

ANCIENT FOREST DRAGON

Gargantuan dragon, neutral

Armor Class 22 (Natural Armor)

Hit Points 396 (24d20 + 144)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	22 (+6)	16 (+3)	24 (+7)	21 (+5)

Saving Throws DEX +7, CON +13, WIS +14, CHA +12

Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8

Damage Resistances Acid

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spellcaster: The forest dragons can cast the following druid spells:

Spell save DC is 22

Spellcasting modifier is +14

4th level slots (2): **Giant insect, Blight, Confusion**

5th level slots (1) : **Mass Heal, Wrath of Nature**

6th level slot (1): **Heal**

7th level slot (1): **Whirlwind**

Chosen of the forest: The Forest dragon can innately cast the following spells 1/day: **Investiture of Flame, Investiture of Wind, Investiture of Stone, Investiture of Ice**

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with

its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 10 (3d6) bludgeoning damage. The target must make a DC 22 strength saving throw or be restrained until the end of their next turn.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Forest Breath (Recharge 5–6). The dragon exhales entangling vines and thorns in a 90-foot cone. Each creature in that area must make a DC 24 strength saving throw, taking 84 (24d6) Magical Bludgeoning damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are restrained. A creature can be freed if it or another creature takes an action to make a DC 24 Strength check and succeeds.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Cast Investiture (costs 2 actions): The dragon casts one of its *Chosen of the forest* spells

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Description

The forest dragon is the ancient guardian of the forest. Unlike the green dragon who prefers being in the forest this dragon is born and created from the forest itself. It blends in and will maintain the balance of the forest it will reside in. It will always attack any green dragon that wants to stay in it's forest.

It will guide any lost travelers and will punish anyone that takes to much of it's forest.

Lair and Lair Actions

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Grasping roots and vines and thorns erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 18 Strength saving throw or be **restrained** by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 18 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.
- A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 18 Dexterity saving throw. A creature that fails the save takes 18 (5d8) magical piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 18 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) magical piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.
- The dragon animates up to four trees in the area, causing them to uproot themselves from the ground. These trees have the same statistics as an **awakened tree**, which appears in the Monster Manual, except they can't speak, and their bark is covered with druidic symbols. The trees keep on fighting until slain even when the dragon dies. The dragon can use this lair action if there are no more awakened trees nearby