

# COSMIC DRAGON

*Gargantuan dragon, lawful evil*

**Armor Class** 20 (natural armor)

**Hit Points** 615 (30d20+300)

**Speed** 120 ft., burrow 120 ft., fly 240 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	30 (+10)	28 (+9)	30 (+10)	28 (+9)

**Saves** Con +19, Int +18, Wis +10, Cha +18

**Skills** History +11, Insight +28, Perception +19, Stealth +18,

**Damage Immunities** radiant, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Resistances** charmed, deafened, exhaustion, frightened, paralyzed, poisoned, stunned, unconscious

**Senses** truesight 150 ft., passive Perception 29

**Languages** All, telepathy 500 ft.

**Challenge** 30 (155,000 XP)

**Proficiency Bonus** +9

**Legendary Resistance (5/day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The dragon has advantage on saving throws against spells and other magical effects.

**Immutable Form.** The dragon is immune to any effect that would attempt to change its form.

## ACTIONS

**Multiattack.** The dragon can use its Terrifying Presence. It then makes one Bite attack, one Claw attack, and one Tail attack.

**Terrifying Presence.** Each creature of the dragon's choice that is within 500 feet and aware of it must succeed a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature frightened this way must use its next available movement to move away from the dragon. A creature can repeat the saving throw at the end of each turn, ending the effect on itself on a success. If the effect ends on the creature, it becomes immune to the dragon's Terrifying Presence for the next minute.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. *Hit:* 23 (2d12+10) piercing damage and plus 11 (2d10) necrotic damage. If the target is smaller than the dragon it is also grappled (escape DC 18) and restrained until the grapple ends. Creatures grappled by this attack automatically fail saving throws against the dragon's breath weapon.

The dragon can only grapple one creature at a time this way.

**Claw.** *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. *Hit:* 21 (2d10+10) slashing damage and 11 (2d10) radiant damage.

**Tail.** *Melee Weapon Attack:* +19 to hit, reach 30 ft., one target *Hit:* 23 (2d12+10) bludgeoning damage. If the target is a creature, it must succeed a DC 27 Strength saving throw or be pushed 15' and knocked prone.

**Breath Weapons (Recharge 5-6).** The dragon uses one of the following breath weapons.

**Annihilating Breath.** The dragon exhales black flames that burn into small stars in a 500-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 77 (14d10) necrotic damage on a failed save, or half as much on a successful save.

**Distorting Breath.** The dragon exhales a dark, nebulous substance in a 500-foot cone. The substance remains for 1 minute or until the dragon uses this breath weapon again. Any creature starting its turn in this substance takes 44 (8d10) necrotic damage and has its speed reduced by half.

## 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.

**Attack.** The dragon makes a Claw or Tail attack.

**Star Strike (Costs 2 Actions).** The dragon fires 2d4 star-like projectiles from within its hide. Each of these projectiles flies 120 feet toward a target of the dragon's choosing moving around corners and through spaces as narrow as 1 inch. Once a projectile reaches a creature, it makes a DC 26 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much on a successful save.