

## AQUIDI

*Gargantuan dragon, Chaotic evil*

**Armor Class** 24 (natural armor)

**Hit Points** 555 (30d20 + 240)

**Speed** 40 ft., fly 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

**Saving Throws** Dex +7, Con +15, Wis +10, Cha +12

**Skills** Perception +17

**Damage Immunities** lightning

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 27

**Languages** Common, Draconic

**Challenge** 22 (41,000 XP)

**Amphibious.** Aquidi can breathe air and water.

**Legendary Resistance (3/Day).** If Aquidi fails a saving throw, she can choose to succeed instead.

## ACTIONS

**Multiattack.** Aquidi can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

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

**Lightning Breath.** Aquidi exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

**Repulsion Breath.** Aquidi exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 60 feet away from her.

**Change Shape.** Aquidi magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Aquidi's choice).

In a new form, Aquidi retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

**Frightful Presence.** Each creature of Aquidi's choice that is within 120 feet of her and aware of her 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 Aquidi's Frightful Presence for the next 24 hours.

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

## LEGENDARY ACTIONS

Aquidi 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. Aquidi regains spent legendary actions at the start of her turn.

**Detect.** Aquidi makes a Wisdom (Perception) check.

**Tail Attack.** Aquidi makes a tail attack.