Zeroth, Guardian of the Estelar Field Gargantuan Dragon Artefact (Elder), unaligned

Armor Class 15 (natural armor)

Hit Points 200 (16d20+96)

Speed 10 ft., fly 60ft. (hover)

Challenge 7 (7,000 XP)

Ability Scores Modifiers

STR 28 (+8)

DEX 10 (+0)

CON 23 (+6)

INT 15 (+2)

WIS 16 (+3)

CHA 10 (+0)

Saving Throws Skills

Str +14

Dex +6

Con +12

Wis +9

Damage Immunities: Space Dao attacks

Condition Immunities: Charmed, frightened, paralysis, prone

Senses: Truesight 120 Ft.

Languages: Normal, VoidWalkers

Passive Perception 15

Freedom of Movement. Zeroth ignores difficult terrain, and magical effects can't reduce its speed or cause it to be Restrained. It can spend 5 feet of Movement to escape from nonmagical restraints or being Grappled.

Siege Monster. Zeroth deals double damage to Objects and structures.

Actions:

Multiattack. Zeroth makes three tentacle attacks, each of which it can replace with one use of Fling.

Tentacle. Melee Weapon Attack. +14 to hit, reach 20 ft., one target. Hit: 18 (3d6 + 8) bludgeoning damage, and the target is Grappled (escape DC 18). The target is Restrained until the grapple ends. Zeroth has six tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature Grappled by Zeroth is Thrown up to 60 feet in a random direction and knocked prone. If a Thrown target strikes a solid surface, it takes 3 (1d6) bludgeoning damage for every 10 feet thrown. If the target is Thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Bite. Melee Weapon Attack. +14 to hit, reach 5 ft., one target. Hit 21 (3d8 + 8) piercing damage. If a Large or smaller creature Grappled by Zeroth, it is swallowed. While swallowed, the creature is Blinded, Restrained, and takes acid damage at the start of each of Zeroth's turns. The swallowed creature has total cover against attacks and effects outside Zeroth. If Zeroth takes significant damage, it must make a saving throw to avoid regurgitating the swallowed creatures.

To modify the abilities of the homebrew Estelar Dragon "Zeroth, Guardian of the Estelar Field" to better fit the concept of a powerful and unique dragon-like artifact, you can consider the following changes:

Abilities Modifications for Zeroth, Guardian of the Estelar Field:

Mystical Presence: Zeroth emits an aura of ancient magic, granting it advantage on saving throws against spells and magical effects.

Celestial Resilience: Zeroth has resistance to all damage types except for force and psychic damage.

Stellar Breath Weapon: Zeroth can exhale a beam of radiant energy in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 48 (8d10) radiant damage on a failed save, or half as much damage on a successful one. This ability recharges after a short or long rest.

Cosmic Shield: As a reaction, Zeroth can create a protective shield around itself, increasing its AC by 5 until the start of its next turn.

Arcane Sight: Zeroth can detect magical auras and invisible creatures within 120 feet of itself.

Ethereal Passage: Once per long rest, Zeroth can shift partially into the Ethereal Plane, allowing it to move through objects and creatures as if they were difficult terrain until the end of its turn.

Starlight Regeneration: Zeroth regains 20 hit points at the start of its turn if it has at least 1 hit point and is exposed to natural or magical starlight.

Updated Actions for Zeroth:

Celestial Fury: Zeroth can use its action to release a wave of celestial energy in a 30-foot radius around it, dealing 36 (6d10) radiant damage to all creatures within the area. Each creature must make a DC 18 Constitution saving throw, taking half damage on a success.

Starfall: Once per long rest, Zeroth can call down a shower of radiant stars in a 40-foot radius. Each creature in that area must succeed on a DC 18 Dexterity saving throw or take 27 (6d8) radiant damage and be blinded until the end of their next turn.

Ethereal Shift: Zeroth can use a bonus action to shift partially into the Ethereal Plane until the end of its turn, gaining advantage on all Dexterity saving throws and becoming immune to nonmagical damage.