Zeroth, Guardian of the Stellar Field Gargantuan Dragon (Elder),

True nature: Artifact (Stellar Emperor grade) Unaligned

Armor Class 15 (natural armor) +2 (Obsidian flesh armor)

Hit Points 200 (16d20+96)

Speed 10 ft., fly 90ft - fly ∞ft.(Stellar Charge)

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

Legendary Resistances 3

Senses: True sight 120 Ft.

Languages: Classic, Void Walkers

Passive Perception 16

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:

Basic attack: 1d12 + STR (can attack 2 times in a row)

Stellar Charge: Zeroth opens a hollow door to the stellar field and accelerates indefinitely till it reach its critical speed, exiting it and colliding with the arena, destroying it and anyone that get in his way; this can be used only upon getting to a 50% hp left, in this case, 100 hp. (Phase change move + obsidian flesh armor (obsidian flesh armor +2 armor)).

Nihility: Zeroth can become intangible making an attack deal no damage to him independent of the nature of the attack; this can be activated only to survive fatal damage and can only be used 1 time.

Celestial Fury: Zeroth can use its action to release a wave of celestial energy in a 30-foot radius around it, dealing (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: 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.