Zeroth

“The Crownless King of the Void”

Gargantuan Ancient Dragon (Spiritual Artifact)

Armor Class 17 (natural armor)

Hit Points 400hp

Speed 20-∞ ft. Fly 90-∞ft. (hover)

Challenge 10

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 +20

CON +10

WIS -3

Damage Immunities: Space Dao attacks

Condition Immunities: Charmed, frightened, paralysis, prone

Senses: True sight 200 Ft.

Languages: Normal, Draconic.

Passive Perception 25

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:

Space Dao /Principles – Nihility (Exile his self to the void to pass through objects and became intangible by magical and nonmagical attacks)

Space Dao /Principles - Exile (Creation of space corridors)

Space Dao /Principles - Moon Blade (Energy blade made of pure void essence, cuts through everything and exiles to the void what it hits (aoe 4d6 (DEX 16 saving throw half DMG)))

Space Principles - Collapse/Rupture (Creates a instantaneous black hole that collapses the pure essence of the world on a 20 ft radius. 8d12+Prone. ( Destroy ANY structure on the radius leaving a crater and exile all on it to the void))