

# Young Brass Dragon

March 8, 2023



Large dragon, chaotic good

**Armor Class** 17 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

**Saving Throws** Dex +3, Con +6, Wis +3, Cha +5

**Skills** Perception +6, Persuasion +5, Stealth +3

**Damage Resistances**

**Damage Immunities** fire

**Condition Immunities**

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Draconic

**Challenge** 6 (2300 XP)

## Actions

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target.  
Hit: 15 (2d10 + 4) piercing damage.

**Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target.  
Hit: 11 (2d6 + 4) slashing damage.

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

**Fire Breath.** The dragon exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

**Sleep Breath.** The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.