

Young Bronze Dragon

March 8, 2023



Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Resistances

Damage Immunities lightning

Condition Immunities

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite

and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.
Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) slashing damage.

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

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.