

# 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.