

Gold Dragon Wyrmling

March 8, 2023



Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 60 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +5, Wis +2, Cha +5

Skills Perception +4, Stealth +4

Damage Resistances

Damage Immunities fire

Condition Immunities

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 9 (1d10 + 4) piercing damage.

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

Fire Breath. The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.