

# 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.