

# Young Gold Dragon

March 8, 2023



Large dragon, lawful good

**Armor Class** 18 (natural armor)

**Hit Points** 178 (17d10 + 85)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

**Saving Throws** Dex +6, Con +9, Wis +5, Cha +9

**Skills** Insight +5, Perception +9, Persuasion +9, Stealth +6

**Damage Resistances**

**Damage Immunities** fire

**Condition Immunities**

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 19

**Languages** Common, Draconic

**Challenge** 10 (5900 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: +10 to hit, reach 10 ft., one target.  
Hit: 17 (2d10 + 6) piercing damage.

**Claw.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target.  
Hit: 13 (2d6 + 6) slashing damage.

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

**Fire Breath.** The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

**Weakening Breath.** The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 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.