

Red Dragon Wyrmling

March 8, 2023



Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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

Skills Perception +4, Stealth +2

Damage Resistances

Damage Immunities fire

Condition Immunities

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

Languages Draconic

Challenge 4 (1100 XP)

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.