

Young Red Dragon

March 8, 2023



Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Resistances

Damage Immunities fire

Condition Immunities

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5900 XP)

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 plus 3 (1d6) fire damage.

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

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.