Young Gold Dragon

Large Dragon, Lawful Good

Armor Class 18 (natural)

Hit Points 178 (17d10 + 85)

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

INIT

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 Immunities Fire

Senses blindsight 30 ft., darkvision 120 ft., passive perception 19

Languages Common, Draconic

Challenge 1 (5,900 XP)

Traits

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. 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.