

**Young Black Dragon, L**

7

NAME CR

18 AC 127 HP 16 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 4 BONUS DEX 2 BONUS CON 3 BONUS INT 1 BONUS WIS 0 BONUS CHA 2 BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +6, Stealth +5, immune: acid

**Amphibious:** Breathe air & water

3 PROF

ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +7, 2d10+4p & 1d8 acid  
**Claw:** +7, 2d6+4s  
**Acid Breath** (5-6): 30'x5' line, DC 14 Dex save, 11d8 acid, save half

**Young Blue Dragon, L**

9

NAME CR

18 AC 152 HP 19 PASSIVE PERCEPTION 40/20b/80f SPEED

STR 5 BONUS DEX 0 BONUS CON 4 BONUS INT 2 BONUS WIS 1 BONUS CHA 3 BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +9, Stealth +4, immune: lightning

4 PROF

ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +9, 2d10+5p & 1d10 lightning  
**Claw:** +9, 2d6+5s  
**Lightning Breath** (5-6): 60'x5' line, DC 16 Dex save, 10d10 lightning, save half

**Young Brass Dragon, L**

6

NAME CR

17 AC 110 HP 16 PASSIVE PERCEPTION 40/20b/80f SPEED

STR 4 BONUS DEX 0 BONUS CON 3 BONUS INT 1 BONUS WIS 0 BONUS CHA 2 BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +6, Persuasion +5, Stealth +3, immune: fire

3 PROF

ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +7, 2d10+4p  
**Claw:** +7, 2d6+4s  
**Fire Breath** (5-6): 40'x5' line, DC 14 Dex save, 12d6 fire, save half  
**Sleep Breath** (5-6): 30' cone, DC 14 Con save or unconscious 5min

**Young Bronze Dragon, L**

8

NAME CR

18 AC 142 HP 17 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 5 BONUS DEX 0 BONUS CON 4 BONUS INT 2 BONUS WIS 1 BONUS CHA 3 BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Insight +4, Perception +7, Stealth +3, immune: lightning

**Amphibious:** Breathe air & water

3 PROF

ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +8, 2d10+5p  
**Claw:** +8, 2d6+5s  
**Lightning Breath** (5-6): 60'x5' line, DC 15 Dex save, 10d10 lightning, save half  
**Repulsion Breath** (5-6): 30' cone, DC 15 Str save or 40' push

**Young Copper Dragon, L**

7

NAME CR

17 AC 119 HP 17 PASSIVE PERCEPTION 40/40c/80f SPEED

STR 4 BONUS DEX 1 BONUS CON 3 BONUS INT 3 BONUS WIS 1 BONUS CHA 2 BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Deception +5, Perception +7, Stealth +4, immune: acid

3 PROF

ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +7, 2d10+4p  
**Claw:** +7, 2d6+4s  
**Acid Breath** (5-6): 40'x5' line, DC 14 Dex save, 9d8 acid, save half  
**Slowing Breath** (5-6): 30' cone, DC 14 Con save or 1 attack, 1 action type, speed halved, no reactions 1min/untill save

**Young Gold Dragon, L**

10

NAME CR

18 AC 178 HP 19 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 6 BONUS DEX 2 BONUS CON 5 BONUS INT 3 BONUS WIS 1 BONUS CHA 5 BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Insight +5, Perception +9, Persuasion +9, Stealth +6, immune: fire

**Amphibious:** Breathe air & water

4 PROF

ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +10, 2d10+6p  
**Claw:** +10, 2d6+6s  
**Fire Breath** (5-6): 30' cone, DC 17 Dex save, 10d10 fire, save half  
**Weakening Breath** (5-6): 30' cone, DC 17 Str save or disadv Str attacks, checks & saves 1min/untill save

**Young Green Dragon, L**

8

NAME CR

18 AC 136 HP 17 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 4 BONUS DEX 1 BONUS CON 3 BONUS INT 3 BONUS WIS 1 BONUS CHA 2 BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Deception +5, Perception +7, Stealth +4, immune: poison

**Amphibious:** Breathe air & water

3 PROF

ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +7, 2d10+4p & 2d6 poison  
**Claw:** +7, 2d6+4s  
**Poison Breath** (5-6): 30' cone, DC 14 Con save, 12d6 poison, save half

**Young Red Dragon, L**

10

NAME CR

18 AC 178 HP 18 PASSIVE PERCEPTION 40/40c/80f SPEED

STR 6 BONUS DEX 0 BONUS CON 5 BONUS INT 2 BONUS WIS 0 BONUS CHA 4 BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +8, Stealth +4, immune: fire

4 PROF

ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +10, 2d10+6p & 1d6 fire  
**Claw:** +10, 2d6+6s  
**Fire Breath** (5-6): 30' cone, DC 17 Dex save, 16d6 fire, save half