

Adult Brass Dragon

Huge, Dragon, Good or Neutral

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ARMOR CLASS

18

HIT POINTS

172 (15d12 + 75)

CHALLENGE

13 | 10,000 XP

PROFICIENCY

+5

Speed	Fly 80 ft., Walk 40 ft., Burrow 30 ft.
Initiative	+0
Saving Throws	Cha +8, Con +10, Dex +5, Wis +6
Skills	Stealth +5, Perception +11, Persuasion +8
Damage Immunities	Fire
Senses	Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21
Passive Perception	21
Languages	Draconic

STR23
+6**DEX**10
+0**CON**21
+5**INT**14
+2**WIS**13
+1**CHA**17
+3

Traits

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Draconic Senses. The dragon has blindsight, darkvision, and keen awareness.

Actions

Multiattack. The dragon can use Frightful Presence. It then makes three attacks: one Bite and two Claw attacks.

Bite. Melee Attack Roll: +11, reach 10 ft. Hit: 17 (2d10 + 6) Piercing damage plus elemental damage based on the dragon color.

Claw. Melee Attack Roll: +11, reach 5 ft. Hit: 13 (2d6 + 6) Slashing damage.

Tail. Melee Attack Roll: +11, reach 15 ft. Hit: 15 (2d8 + 6) Bludgeoning damage.

Frightful Presence. Wisdom Saving Throw: each creature of the dragon choice within 120 feet. Failure: The target has the Frightened condition for 1 minute.

Breath Weapon (Recharge 5-6). The dragon exhales a line of fire or sleep breath. Creatures in the area make a saving throw, taking Fire damage on a failure or half as much on a success.

Legendary Actions

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Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes one Tail attack with attack bonus +11.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Nearby creatures must make a Dexterity saving throw or take Bludgeoning damage and fall Prone. The dragon can then fly up to half its flying speed.

Lair Actions

Sleepy Heat. A shimmering wave of soporific warmth rolls through a chosen area. Creatures there must resist drowsiness and slowed reactions.

Singing Sand. Sand or dust rises in a humming spiral, obscuring an area and distracting creatures that rely on hearing.

Sunlit Mirage. A false image of passage, cover, or safety appears in the lair, potentially drawing movement or attacks toward empty space.

Regional Effects

Friendly Echoes. Voices carry strangely through canyons and ruins, sometimes repeating old conversations in warm, distorted tones.

Gentle Shelter. Desert caves and hollows near the lair are oddly comfortable, dry, and protected from the worst winds.

Mirage Roads. Travelers see inviting paths and golden lights that may guide them toward conversation with the dragon.

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