

Adult Bronze Dragon

Huge, Dragon, Good or Neutral

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ARMOR CLASS

19

HIT POINTS

212 (17d12 + 102)

CHALLENGE

15 | 13,000 XP

PROFICIENCY

+5

Speed	Fly 80 ft., Swim 40 ft., Walk 40 ft.
Initiative	+0
Saving Throws	Cha +9, Con +11, Dex +5, Wis +7
Skills	Insight +7, Stealth +5, Perception +12
Damage Immunities	Lightning
Senses	Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 22
Passive Perception	22
Languages	Draconic

STR25
+7**DEX**10
+0**CON**23
+6**INT**16
+3**WIS**15
+2**CHA**19
+4

Traits

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

Amphibious. The dragon can breathe air and water.

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: +12, reach 10 ft. Hit: 18 (2d10 + 7) Piercing damage plus elemental damage based on the dragon color.

Claw. Melee Attack Roll: +12, reach 5 ft. Hit: 14 (2d6 + 7) Slashing damage.

Tail. Melee Attack Roll: +12, reach 15 ft. Hit: 16 (2d8 + 7) 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 lightning or repulsion breath. Creatures in the area make a saving throw, taking Lightning damage on a failure or half as much on a success.

Legendary Actions

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

Tail Attack. The dragon makes one Tail attack with attack bonus +12.

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

Crashing Surge. A sudden wave or burst of seawater slams through a chosen area, pushing creatures and threatening to knock them prone.

Stormcall. Lightning snaps between wet stone, metal, or standing water. Creatures in the path must resist lightning damage.

Commanding Tide. Water rises, drains, or shifts in the lair, altering terrain and exposing or hiding passages briefly.

Regional Effects

Honest Winds. Sailors near the lair report winds that punish ambushes and favor direct approaches.

Bright Shoals. Fish, dolphins, and seabirds gather near the coast, often moving as if guided by a watchful intelligence.

Storm-Watched Coast. Storm clouds build quickly over hostile fleets or raiders approaching the dragon's territory.

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