

# Crystal Dragon (Young)

Large, Dragon (Gem), Neutral Good

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**ARMOR CLASS**

17

**HIT POINTS**

136 (13d10 + 65)

**CHALLENGE**

5 | 1,800 XP

**PROFICIENCY**

+3

<b>Speed</b>	Fly 80 ft., Walk 40 ft.
<b>Initiative</b>	+3
<b>Saving Throws</b>	Cha +7, Con +8, Dex +6, Wis +6
<b>Skills</b>	Stealth +6, Perception +9
<b>Damage Resistances</b>	Radiant
<b>Condition Immunities</b>	Charmed
<b>Senses</b>	Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 19
<b>Passive Perception</b>	19
<b>Languages</b>	Common, Draconic, telepathy 120 ft.

**STR**20  
+5**DEX**16  
+3**CON**20  
+5**INT**16  
+3**WIS**16  
+3**CHA**18  
+4

## Traits

**Reflective Scales.** The first time each round the dragon takes Radiant damage, reduce that damage by 10.

**Gem Mind.** The dragon has Advantage on saving throws against being Charmed.

## Actions

**Multiattack.** The dragon makes three attacks: Bite and two Claws.

**Bite.** Melee Attack Roll: +8, reach 10 ft. Hit: 16 (2d10 + 5) Piercing damage plus 9 (2d8) Radiant damage.

**Claw.** Melee Attack Roll: +8, reach 5 ft. Hit: 12 (2d6 + 5) Slashing damage.

**Brilliant Breath (Recharge 5-6).** Constitution Saving Throw: creatures in a 30-foot Cone. Failure: 45 (10d8) Radiant damage and the target has Disadvantage on its next attack roll before the end of its next turn. Success: Half damage.

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