

# ADULT COPPER DRAGON

- **Size:** Large
- **Type:** Dragon
- **Alignment:** Chaotic Good
- **Armor Class (AC):** 18 (Natural Armor)
- **Hit Points (HP):** 184 (16d12 + 80)
- **Speed:** 40 ft., climb 40 ft., fly 80 ft.

## ATTRIBUTES

- **STR:** 23 (+6)
- **DEX:** 12 (+1)
- **CON:** 21 (+5)
- **INT:** 18 (+4)
- **WIS:** 15 (+2)
- **CHA:** 17 (+3)

## SAVING THROWS

- **Dex:** +6
- **Con:** +10
- **Wis:** +7
- **Cha:** +8

## SKILLS

- **Deception:** +8
- **Perception:** +12
- **Stealth:** +6

## DAMAGE IMMUNITIES

- Acid

## SENSES

- Blindsight 60 ft.
- Darkvision 120 ft.
- Passive Perception 22

## LANGUAGES

- Common, Draconic

## CHALLENGE

- 14 (11,500 XP)

## ACTIONS

### MULTIATTACK

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The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

- **Bite:** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.
- **Claw:** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.
- **Tail:** Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

### FRIGHTFUL PRESENCE

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Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute.

### BREATH WEAPONS (RECHARGE 5-6)

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The dragon uses one of the following breath weapons:

- **Acid Breath:** The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 56 (16d6) acid damage on a failed save, or half as much damage on a successful one.
- **Slow Breath:** The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw, or be affected by the slow spell 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.

## UNIQUE ABILITIES

### LAUGHTER INDUCING ROAR

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Once per day, the Adult Copper Dragon can unleash a roar imbued with magical laughter. All creatures of the dragon's choice within 120 feet that can hear the roar must succeed on a DC 18 Wisdom saving throw or be compelled to laugh uncontrollably for 1 minute. While laughing, affected creatures are incapacitated and unable to stand. Creatures with an Intelligence score of 4 or lower aren't affected.

### RIDDLEMASTER'S INSIGHT

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The Adult Copper Dragon has a deep understanding of puzzles and riddles. It can cast the *detect thoughts* spell at will, without requiring material components. When interacting with creatures, the dragon can attempt to telepathically communicate a riddle. If the creature fails to solve the riddle within a given time, the dragon gains advantage on all attack rolls against that creature for 1 minute.

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