

AERGID THE WISE: A SILVER DRAGON YOUNGLING

When a dragon outgrows its Wyrmling phase but has not quite yet reached the adolescent years of a Young dragon, it is called a Youngling. It is considerably more formidable than a Wyrmling and starts speaking Common (if perhaps broken Common at best).

The Silver Dragon Youngling described below - Aergid the Wise - has spent a lot of time in the library and laboratory of a powerful mage that manipulated the very fabric of time and space. In the absence of the mage, Aergid considers this library his lair and treasure hoard. The weird influence of the environment and remnants of former experiments, allows the dragon to use 1 Legendary Action each round to either recharge its breath weapon, make a perception check or retreat as time appears to run at a slightly different rate for it.

UNOFFICIAL CONTENT

The Legendary Actions are taken from "Legendary Actions for Low-Level Monsters - Legendary Bestiary" by Christopher Walz, Christian Eichhorn, Alex Clippinger. This book is available on the Dungeon Masters Guild.

Created by Roy Bijster, www.roybijster.nl. The Silver Dragon Youngling presented here is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Aergid the Wise, a Silver Dragon Youngling

Large Dragon, lawful good

Armor Class 17

Hit Points 127 (15d10 + 45)

Speed 30 ft, 60 ft fly

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	13 (+1)	11 (+0)	17 (+3)

Saving Throws dexterity +2, constitution +5, wisdom +2, charisma +5

Skills perception +6, stealth +2

Damage Immunities cold

Senses blindsight 15ft, darkvision 120 ft, passive perception 14

Languages draconic, common

Challenge 4 (1,100 XP)

Actions

Multiattack. The Youngling makes two attacks: one bite attack and one claw attack.

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft, one creature. Hit: 1d10+4 piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft, one creature. Hit: 1d6+4 bludgeoning damage.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw taking 23 (5d8) cold damage on a failed save, or half as much on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed 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.

Legendary Actions

Deep Breaths. The dragon rolls to recharge its breath weapons.

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

Retreat. The dragon uses the Disengage action and moves up to 20 feet.