

Adult Silver Dragon

Huge, Dragon, Good or Neutral

Official SRD-compatible data with attribution preserved in this PDF. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

ARMOR CLASS

19

HIT POINTS

243 (18d12 + 126)

CHALLENGE

16 | 15,000 XP

PROFICIENCY

+5

Speed

Fly 80 ft., Walk 40 ft.

Initiative

+0

Saving Throws

Cha +10, Con +12, Dex +5, Wis +6

Skills

Arcana +8, History +8, Stealth +5, Perception +11

Damage Immunities

Cold

Senses

Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21

Passive Perception

21

Languages

Draconic

STR27
+8**DEX**10
+0**CON**25
+7**INT**16
+3**WIS**13
+1**CHA**21
+5

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: +13, reach 10 ft. Hit: 19 (2d10 + 8) Piercing damage plus elemental damage based on the dragon color.

Claw. Melee Attack Roll: +13, reach 5 ft. Hit: 15 (2d6 + 8) Slashing damage.

Tail. Melee Attack Roll: +13, reach 15 ft. Hit: 17 (2d8 + 8) 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 cone of cold or paralyzing breath. Creatures in the area make a saving throw, taking Cold damage on a failure or half as much on a success.

Legendary Actions

Monster Almanac | Adult Silver Dragon

View online: <https://monster-almanac-site.vercel.app/monsters/silver-dragon-adult>

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

Tail Attack. The dragon makes one Tail attack with attack bonus +13.

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

Cloud Veil. Mist and cloudstuff fill a chosen area, obscuring sight and muffling movement.

Freezing Wind. A blade of cold wind cuts through the lair. Creatures in its path must resist cold damage and forced movement.

Gracious Shelter. The dragon shapes cloud, frost, or stone to create cover, a bridge, or a safe perch for an ally.

Regional Effects

Kindly Weather. Travelers of peaceful intent find storms parting, paths clearing, and cold becoming survivable near the lair.

Cloud Messengers. Cloud shapes resemble faces, wings, or gestures that warn friendly travelers of danger.

Frosted Peace. Predators near the lair are less likely to attack harmless travelers unless provoked or starving.

Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/silver-dragon-adult>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

LEGAL ATTRIBUTION

Official SRD-compatible data with attribution preserved in this PDF.

This work includes material from the System Reference Document 5.2.1 ("SRD 5.2.1") by Wizards of the Coast LLC, available at <https://www.dndbeyond.com/srd>. The SRD 5.2.1 is licensed under the Creative Commons Attribution 4.0 International License, available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

This stat block includes SRD 5.2.1 material licensed under CC-BY-4.0. Include the required SRD 5.2.1 attribution in generated PDFs.

License: [Creative Commons Attribution 4.0 International](https://creativecommons.org/licenses/by/4.0/)

Source page: <https://monster-almanac-site.vercel.app/monsters/silver-dragon-adult>