

# Ancient Silver Dragon

*Gargantuan, Dragon, Good or Neutral*

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**ARMOR CLASS**

22

**HIT POINTS**

487 (25d20 + 225)

**CHALLENGE**

23 | 50,000 XP

**PROFICIENCY**

+7

<b>Speed</b>	Fly 80 ft., Walk 40 ft.
<b>Initiative</b>	+0
<b>Saving Throws</b>	Cha +13, Con +16, Dex +7, Wis +9
<b>Skills</b>	Arcana +11, History +11, Stealth +7, Perception +16
<b>Damage Immunities</b>	Cold
<b>Senses</b>	Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 26
<b>Passive Perception</b>	26
<b>Languages</b>	Draconic

**STR**30  
+10**DEX**10  
+0**CON**29  
+9**INT**18  
+4**WIS**15  
+2**CHA**23  
+6

## 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: +17, reach 10 ft. Hit: 21 (2d10 + 10) Piercing damage plus elemental damage based on the dragon color.

**Claw.** Melee Attack Roll: +17, reach 5 ft. Hit: 17 (2d6 + 10) Slashing damage.

**Tail.** Melee Attack Roll: +17, reach 15 ft. Hit: 19 (2d8 + 10) 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

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

**Tail Attack.** The dragon makes one Tail attack with attack bonus +17.

**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.

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## 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.

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## 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.

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