

Adult White Dragon

Huge, Dragon, Chaotic Evil

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ARMOR CLASS**18****HIT POINTS****200 (16d12 + 96)****CHALLENGE****13 | 10,000 XP****PROFICIENCY****+5**

Speed Fly 80 ft., Swim 40 ft., Walk 40 ft., Burrow 30 ft.

Initiative +0

Saving Throws Cha +6, Con +11, Dex +5, Wis +6

Skills Stealth +5, Perception +11

Damage Immunities Cold

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

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Languages Draconic

STR**22**
+6**DEX****10**
+0**CON****22**
+6**INT****8**
-1**WIS****12**
+1**CHA****12**
+1

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: +11, reach 10 ft. Hit: 17 (2d10 + 6) Piercing damage plus elemental damage based on the dragon color.

Claw. Melee Attack Roll: +11, reach 5 ft. Hit: 13 (2d6 + 6) Slashing damage.

Tail. Melee Attack Roll: +11, reach 15 ft. Hit: 15 (2d8 + 6) 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. 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 +11.

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

Freezing Fog. A cloud of white vapor fills a chosen area, chilling creatures inside and obscuring sight.

Jagged Ice. Needles or ridges of ice erupt from floor, wall, or ceiling. Creatures in the area must avoid piercing cold and broken footing.

Killing Slick. A surface flashes over with glassy ice, becoming difficult terrain and threatening to knock creatures prone.

Regional Effects

Hungry Cold. Cold near the lair bites through clothing and shelter faster than weather alone should allow.

Perfect Tracks. Tracks in snow or frost remain unnaturally clear, making prey easier for the dragon to follow.

Frozen Spoilage. Food freezes hard, water skins ice over, and unattended flames gutter blue before dying.

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