

# Ancient White Dragon

*Gargantuan, Dragon, Chaotic Evil*

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**ARMOR CLASS**

20

**HIT POINTS**

333 (18d20 + 144)

**CHALLENGE**

20 | 25,000 XP

**PROFICIENCY**

+6

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

**Initiative** +0

**Saving Throws** Cha +8, Con +14, Dex +6, Wis +7

**Skills** Stealth +6, Perception +13

**Damage Immunities** Cold

**Senses** Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 23

**Passive Perception** 23

**Languages** Draconic

**STR**

26  
+8

**DEX**

10  
+0

**CON**

26  
+8

**INT**

10  
+0

**WIS**

13  
+1

**CHA**

14  
+2

## 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: +14, reach 10 ft. Hit: 19 (2d10 + 8) Piercing damage plus elemental damage based on the dragon color.

**Claw.** Melee Attack Roll: +14, reach 5 ft. Hit: 15 (2d6 + 8) Slashing damage.

**Tail.** Melee Attack Roll: +14, 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. 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 +14.

**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

**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.

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## 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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