

ANCIENT WHITE DRAGON



ARGANTUAN DRAGON, CHAOTIC EVIL

Armor Class 22 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +7, Con +16, Wis +8, Cha +9

Skills Perception +15, Stealth +7

Damage Immunities Cold

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 25

Languages Common, Draconic

Challenge 20 (25,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check.

Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the dragon is within line of sight, ending the effect on itself on a success.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADDITIONAL ABILITIES

1. **Frozen Aura.** The area within 20 feet of the dragon is considered difficult terrain for any creature other than the dragon. Additionally, any creature that starts its turn within this area must make a DC 21 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.
2. **Glacial Regeneration.** If the dragon starts its turn in an icy or snowy environment, it regains 20 hit points. This ability does not function if the dragon has taken fire damage since its last turn.
3. **Frost Nova (Recharge 5–6).** The dragon releases a burst of icy energy in a 30-foot radius. Each creature in that area must make a DC 24 Dexterity saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one. Creatures that fail the save are also restrained by ice until the end of the dragon's next turn.