

# White Dragon Wyrmling

March 8, 2023



Medium dragon, chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

**Saving Throws** Dex +2, Con +4, Wis +2, Cha +2

**Skills** Perception +4, Stealth +2

**Damage Resistances**

**Damage Immunities** cold

**Condition Immunities**

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic

**Challenge** 2 (450 XP)

## Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.  
Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

**Cold Breath (Recharge 5–6)**. The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.