

# Young White Dragon

March 8, 2023



Large dragon, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

**Saving Throws** Dex +3, Con +7, Wis +3, Cha +4

**Skills** Perception +6, Stealth +3

**Damage Resistances**

**Damage Immunities** cold

**Condition Immunities**

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Draconic

**Challenge** 6 (2300 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.

## Actions

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

**Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

**Cold Breath (Recharge 5–6).** The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.