

ANCIENT SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 487 (25d20 + 225)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +9, Con +16, Wis +9, Cha +13

Skills Arcana +11, History +11, Perception +16, Stealth +9

Damage Immunities Cold

Senses Blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 23 (50,000 XP)

TRAITS

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

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

- At will: **Detect Magic, Fog Cloud**
- 3/day each: **Control Weather, Cone of Cold**
- 1/day each: **Teleport, Wall of Ice**

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:* 23 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 21 (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.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be

paralyzed for 1 minute. A paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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. Frost Armor. As a bonus action, the dragon can cover itself in a layer of frost, gaining temporary hit points equal to its Constitution modifier (minimum of 1) for 1 minute. While this frost armor is active, any creature that hits the dragon with a melee attack takes 9 (2d8) cold damage.

2. 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.

3. Frozen Aura. The dragon can use its action to emanate an aura of extreme cold in a 30-foot radius for 1 minute. Each creature that starts its turn within the aura takes 10 (3d6) cold damage. The dragon must concentrate on this ability as if concentrating on a spell.