Dragon, White

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Very Rare | Gargantuan | Chaotic evil | Dragon

White dragons, the smallest and weakest of the evil dragons, are slow witted but efficient hunters. They are impulsive, vicious, and animalistic, tending to consider only the needs and emotions of the moment and having no foresight or regret. Despite their low intelligence, they are as greedy and evil as the other evil dragons.

Armor Class	Hit Points	Move
19	44 *(11 Hit Dice)*	walk 90 ft swim 60 ft fly 200 ft

Appearing	1d4 +1
Habitat	Any Cold, Hills, Mountains
Negotiation	yes
Morale DC	16
Challenge	9.7 (2,910 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
6	0	3	-1	1	1

Combat

Has 3 attacks. Hit Bonus +3. Damage: Claws (2) 1d8 +6, Bite 2d8 +6

Special Attacks

Breath Weapon. A white dragon’s breath weapon is a cone of frost 70′ long, 5′ wide at the dragon’s mouth, and 25′ wide at the base for 6d6 damage. Dexterity DC 15 for half damage.

Special Defense

Spell Caster. White dragons can cast the following spells once per day: ray of frost (x3), ice storm and wall of ice

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Treasure

Individual: None

Lair: 5d6×1,000 cp (25%), 1d100×1,000 sp (40%), 1d6×10,000 gp (55%), 5d10×100 pp (25%), 1d100 gems (50%), 1d4×10 jewelry (50%), 4 magic items plus 1 potion and 1 scroll (15%), 2d4 potions (40%), 1d4 scrolls (50%)