

Name: Glacior, Titan of Endless Winter

Size: Gargantuan

Type: Elemental (Ice)

Alignment: Neutral Evil

Challenge Rating: 26 (90,000 XP)

Armor Class: 23 (Natural Armor)

Hit Points: 615 (30d20 + 300)

Speed: 50 ft., burrow (through ice/snow) 40 ft.

Attributes:

- STR: 30 (+10)
- DEX: 16 (+3)
- CON: 30 (+10)
- INT: 18 (+4)
- WIS: 20 (+5)
- CHA: 22 (+6)

Saving Throws: Str +18, Con +18, Wis +13, Cha +14

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: Cold, Poison

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses: Darkvision 120 ft., Tremorsense 120 ft., Passive Perception 25

Languages: Primordial, Common, Telepathy 120 ft.

Abilities:

- **Elemental Aura:** At the start of Glacior's turn, all creatures within 30 feet must succeed on a DC 24 Constitution saving throw or take 4d10 cold damage and have their speed reduced by half until the start of their next turn.
- **Legendary Resistance (3/Day):** If Glacior fails a saving throw, it can choose to succeed instead.
- **Magic Weapons:** Glacior's weapon attacks are magical.

- **Icebound Presence:** Creatures within 60 feet have disadvantage on saving throws against cold damage and effects that impose the restrained condition.

Actions:

- **Multiattack:** Glacior makes three attacks: two with its Frostbound Fists and one Ice Nova.
- **Frostbound Fists:** Melee Weapon Attack: +18 to hit, reach 20 ft., one target. Hit: 36 (4d12 + 10) bludgeoning damage plus 22 (4d10) cold damage. On a hit, the target must succeed on a DC 24 Constitution saving throw or become restrained in ice until the end of its next turn.
- **Ice Nova (Recharge 5-6):** Glacior unleashes freezing energy in a 60-foot radius centered on itself. Each creature in this radius must make a DC 24 Constitution saving throw, taking 77 (14d10) cold damage on a failed save, or half as much damage on a successful one. Creatures failing this save become encased in ice and restrained. A creature restrained in this way can repeat the saving throw at the end of each of its turns, freeing itself on success.

Legendary Actions (3/turn): Glacior can take 3 legendary actions, choosing from options below. Only one legendary action can be used at a time and only at the end of another creature's turn.

- **Frozen Step (1 action):** Glacior teleports up to 60 feet to an unoccupied space it can see, erupting shards of ice around it. Creatures within 10 feet of this new location must succeed on a DC 24 Dexterity saving throw or take 22 (4d10) piercing damage.
- **Crushing Ice (2 actions):** Glacior summons massive ice shards to crush a target within 120 feet. Target must make a DC 24 Dexterity saving throw or take 44 (8d10) piercing damage and become restrained until they succeed a DC 24 Strength check (action).
- **Arctic Command (3 actions):** Glacior summons 2 Ice Elementals (CR 8) appearing within 60 feet, acting on the same initiative order immediately after Glacior's turn.

Lair Actions:

On initiative count 20 (losing initiative ties), Glacior can take a lair action causing one of the following:

- Icy terrain forms within 120 feet, becoming difficult terrain until initiative count 20 next round.
- A freezing blizzard erupts in a 60-foot radius centered at a point Glacior can see within 120 feet, heavily obscuring vision until initiative count 20 next round.
- A shard of ice impales one creature within 120 feet. The creature must succeed on a DC 24 Dexterity saving throw or take 44 (8d10) piercing damage.