

GLACIOCULA

Gargantuan • Elemental • Neutral

Armor Class 18

Initiative -3 (7)

Hit Points 227 (13d20 + 91)

Speed 10 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	4 (-3)	24 (+7)	10 (+0)	15 (+2)	16 (+3)

Saving Throws Str +13, Con +12

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses blindsight 60 ft., tremorsense 300 ft., passive Perception 12

Languages Primordial

CR 14 (XP 11,500; PB +5)



Bloodied - Refractive Shell. While bloodied, the glaciocula loses its damage resistances. Additionally, whenever the glaciocula succeeds on a saving throw against a spell, or a spell's attack roll misses it, each creature in a 30-foot emanation originating from the glaciocula is targeted by the following effect. *Dexterity Saving Throw:* DC 20. *Failure:* 14 (4d6) force damage.

Frozen Terrain. *Strength Saving Throw:* DC 20, any creature in a 30-foot emanation on the ground originating from the glaciocula. *Failure:* The target's speed is reduced to 0 until it or a creature within 5 feet takes an action to break the ice. *Failure or Success:* The ground in that area is difficult terrain.

Unusual Nature. The glaciocula doesn't require air, food, drink, or sleep.

GLACIOCULA — WEAKER

Armor Class 16

Initiative -3 (7)

Hit Points 181 (11d20 + 66)

Speed 10 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	4 (-3)	22 (+6)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Str +11, Con +10

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses blindsight 60 ft., tremorsense 300 ft., passive Perception 11

Languages Primordial

CR 11 (XP 7,200; PB +4)



Bloodied - Refractive Shell. While bloodied, the glaciocula loses its damage resistances. Additionally, whenever the glaciocula succeeds on a saving throw against a spell, or a spell's attack roll misses it, each creature in a 30-foot emanation originating from the glaciocula is targeted by the following effect. *Dexterity Saving Throw:* DC 20. *Failure:* 10 (3d6) force damage.

Frozen Terrain. *Strength Saving Throw:* DC 18, any creature in a 30-foot emanation on the ground originating from the glaciocula. *Failure:* The target's speed is reduced to 0 until it or a creature within 5 feet takes an action to break the ice. *Failure or Success:* The ground in that area is difficult terrain.

Unusual Nature. The glaciocula doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +13, reach 20 feet. *Hit:* 41 (6d10 + 8) bludgeoning damage plus 45 (10d8) cold damage, and the target is knocked prone.

Crystalline Spikes (Recharge 5-6). *Constitution Saving Throw:* DC 20, each creature in a 100-foot-long, 15-foot-wide line along the ground. *Failure:* 21 (6d6) piercing damage plus 27 (6d8) cold damage. *Success:* Half damage.

BONUS ACTIONS

Shell Defense. The glaciocula withdraws into its shell. Until it emerges, it gains a +7 bonus to its AC, is restrained, and a critical hit against it becomes a normal hit. It can emerge from its shell as a bonus action on its turn.

ACTIONS

Slam. *Melee Weapon Attack:* +11, reach 20 feet. *Hit:* 34 (5d10 + 7) bludgeoning damage plus 40 (9d8) cold damage, and the target is knocked prone.

Crystalline Spikes (Recharge 5-6). *Constitution Saving Throw:* DC 18, each creature in a 100-foot-long, 10-foot-wide line along the ground. *Failure:* 17 (5d6) piercing damage plus 22 (5d8) cold damage. *Success:* Half damage.

BONUS ACTIONS

Shell Defense. The glaciocula withdraws into its shell. Until it emerges, it gains a +6 bonus to its AC, is restrained, and a critical hit against it becomes a normal hit. It can emerge from its shell as a bonus action on its turn.

GLACIOCULA — STRONGER

Armor Class 20

Initiative -3 (7)

Hit Points 333 (18d20 + 144)

Speed 10 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	4 (-3)	26 (+8)	12 (+1)	17 (+3)	18 (+4)

Saving Throws Str +15, Con +14

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses blindsight 60 ft., tremorsense 300 ft., passive Perception 13

Languages Primordial

CR 17 (XP 18,000; PB +6)



Bloodied - Refractive Shell. While bloodied, the glaciocula loses its damage resistances. Additionally, whenever the glaciocula succeeds on a saving throw against a spell, or a spell's attack roll misses it, each creature in a 30-foot emanation originating from the glaciocula is targeted by the following effect. *Dexterity Saving Throw:* DC 20. *Failure:* 17 (5d6) force damage.

Frozen Terrain. *Strength Saving Throw:* DC 22, any creature in a 30-foot emanation on the ground originating from the glaciocula. *Failure:* The target's speed is reduced to 0 until it or a creature within 5 feet takes an action to break the ice. *Failure or Success:* The ground in that area is difficult terrain.

Unusual Nature. The glaciocula doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +15, reach 20 feet. *Hit:* 61 (8d12 + 9) bludgeoning damage plus 55 (10d10) cold damage, and the target is knocked prone.

Crystalline Spikes (Recharge 5-6). *Constitution Saving Throw:* DC 22, each creature in a 150-foot-long, 20-foot-wide line along the ground. *Failure:* 24 (7d6) piercing damage plus 31 (7d8) cold damage. *Success:* Half damage.

BONUS ACTIONS

Shell Defense. The glaciocula withdraws into its shell. Until it emerges, it gains a +8 bonus to its AC, is restrained, and a critical hit against it becomes a normal hit. It can emerge from its shell as a bonus action on its turn.