

FROSTWURM

Gargantuan • Dragon • Neutral

Armor Class 21

Initiative +8 (18)

Hit Points 280 (16d20 + 112)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	24 (+7)	10 (+0)	19 (+4)	17 (+3)

Saving Throws Str +14, Con +13

Skills Perception +10

Damage Resistances fire, poison

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 20

Languages Draconic, Primordial (Aquan)

CR 20 (XP 25,000; PB +6)



Amphibious. The frostwurm can breathe air and water.

Ice Walk. The frostwurm 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.

Impervious Scales. The frostwurm has a damage threshold of 15, except against psychic damage or damage dealt by creatures swallowed by it.

Legendary Resistance (3/Day). If the frostwurm fails a saving throw, it can choose to succeed instead. When it does, its damage threshold is reduced by 5 until it finishes a long rest.

ACTIONS

Multiattack. The frostwurm makes one Bite and one Tail attack.

Bite. *Melee Weapon Attack:* +14, reach 15 ft. *Hit:* 27 (3d12 + 8) piercing damage plus 36 (8d8) cold damage. If the target is a Large or smaller creature, it is grappled (escape DC 22). While grappled this way, the target is restrained.

Tail. *Melee Weapon Attack:* +14, reach 30 ft. *Hit:* 30 (4d10 + 8) bludgeoning damage and the target is knocked prone and pushed back 10 feet.

Frost Shard Breath (Recharge 6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot cone. *Failure:* 21 (6d6) piercing damage and 45 (10d8) cold damage. *Success:* Half damage. *Failure or Success:* The area becomes difficult terrain for 1 minute for creatures other than the frostwurm, and when a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

Ice Mist Breath. The area in a 30-foot emanation originating from the frostwurm, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. When a creature starts its turn inside the area, it takes 10 (3d6) cold damage.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 22, one Large or smaller creature grappled by the frostwurm (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the frostwurm, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the frostwurm, and gains one level of exhaustion due to the extreme cold at the start of each of the frostwurm's turns.

If the frostwurm takes 40 damage or more on a single turn from a creature inside it, the frostwurm must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the frostwurm and is prone. If the frostwurm dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

FROSTWURM — WEAKER

Gargantuan • Dragon • Typically Neutral

Armor Class 20

Initiative +7 (17)

Hit Points 201 (13d20 + 65)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	21 (+5)	10 (+0)	17 (+3)	16 (+3)

Saving Throws Str +12, Con +10

Skills Perception +8

Damage Resistances fire, poison

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 18

Languages Draconic, Primordial (Aquan)

CR 16 (XP 20,000; PB +5)



Amphibious. The frostwurm can breathe air and water.

Ice Walk. The frostwurm 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.

Impervious Scales. The frostwurm has a damage threshold of 10, except against psychic damage or damage dealt by creatures swallowed by it.

Legendary Resistance (2/Day). If the frostwurm fails a saving throw, it can choose to succeed instead. When it does, its damage threshold is reduced by 5 until it finishes a long rest.

ACTIONS

Multiattack. The frostwurm makes one Bite and one Tail attack.

Bite. *Melee Weapon Attack:* +12, reach 15 ft. *Hit:* 19 (2d12 + 6) piercing damage plus 31 (7d8) cold damage. If the target is a Large or smaller creature, it is grappled (escape DC 21). While grappled this way, the target is restrained.

Tail. *Melee Weapon Attack:* +12, reach 30 ft. *Hit:* 23 (3d10 + 7) bludgeoning damage and the target is knocked prone and pushed back 10 feet.

Frost Shard Breath (Recharge 6). *Dexterity Saving Throw:* DC 18, each creature in a 60-foot cone. *Failure:* 14 (4d6) piercing damage and 40 (9d8) cold damage. *Success:* Half damage. *Failure or Success:* The area becomes difficult terrain for 1 minute for creatures other than the frostwurm, and when a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

Ice Mist Breath. The area in a 30-foot emanation originating from the frostwurm, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. When a creature starts its turn inside the area, it takes 7 (2d6) cold damage.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature grappled by the frostwurm (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the frostwurm, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the frostwurm, and gains one level of exhaustion due to the extreme cold at the start of each of the frostwurm's turns.

If the frostwurm takes 40 damage or more on a single turn from a creature inside it, the frostwurm must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the frostwurm and is prone. If the frostwurm dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

FROSTWURM — STRONGER

Gargantuan • Dragon • Typically Neutral

Armor Class 22

Initiative +10 (20)

Hit Points 351 (19d20 + 152)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	26 (+8)	10 (+0)	20 (+5)	18 (+4)

Saving Throws Str +16, Con +15

Skills Perception +12

Damage Resistances fire, poison

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 22

Languages Draconic, Primordial (Aquan)

CR 24 (XP 62,000; PB +7)



Amphibious. The frostwurm can breathe air and water.

Ice Walk. The frostwurm 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.

Impervious Scales. The frostwurm has a damage threshold of 20, except against psychic damage or damage dealt by creatures swallowed by it.

Legendary Resistance (4/Day). If the frostwurm fails a saving throw, it can choose to succeed instead. When it does, its damage threshold is reduced by 5 until it finishes a long rest.

ACTIONS

Multiattack. The frostwurm makes one Bite and one Tail attack.

Bite. *Melee Weapon Attack:* +16, reach 15 ft. *Hit:* 35 (4d12 + 9) piercing damage plus 44 (8d10) cold damage. If the target is a Large or smaller creature, it is grappled (escape DC 24). While grappled this way, the target is restrained.

Tail. *Melee Weapon Attack:* +16, reach 30 ft. *Hit:* 42 (6d10 + 9) bludgeoning damage and the target is knocked prone and pushed back 10 feet.

Frost Shard Breath (Recharge 6). *Dexterity Saving Throw:* DC 23, each creature in a 60-foot cone. *Failure:* 27 (6d8) piercing damage and 55 (10d10) cold damage. *Success:* Half damage. *Failure or Success:* The area becomes difficult terrain for 1 minute for creatures other than the frostwurm, and when a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

Ice Mist Breath. The area in a 30-foot emanation originating from the frostwurm, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. When a creature starts its turn inside the area, it takes 14 (4d6) cold damage.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 24, one Large or smaller creature grappled by the frostwurm (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the frostwurm, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the frostwurm, and gains one level of exhaustion due to the extreme cold at the start of each of the frostwurm's turns.

If the frostwurm takes 40 damage or more on a single turn from a creature inside it, the frostwurm must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the frostwurm and is prone. If the frostwurm dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.