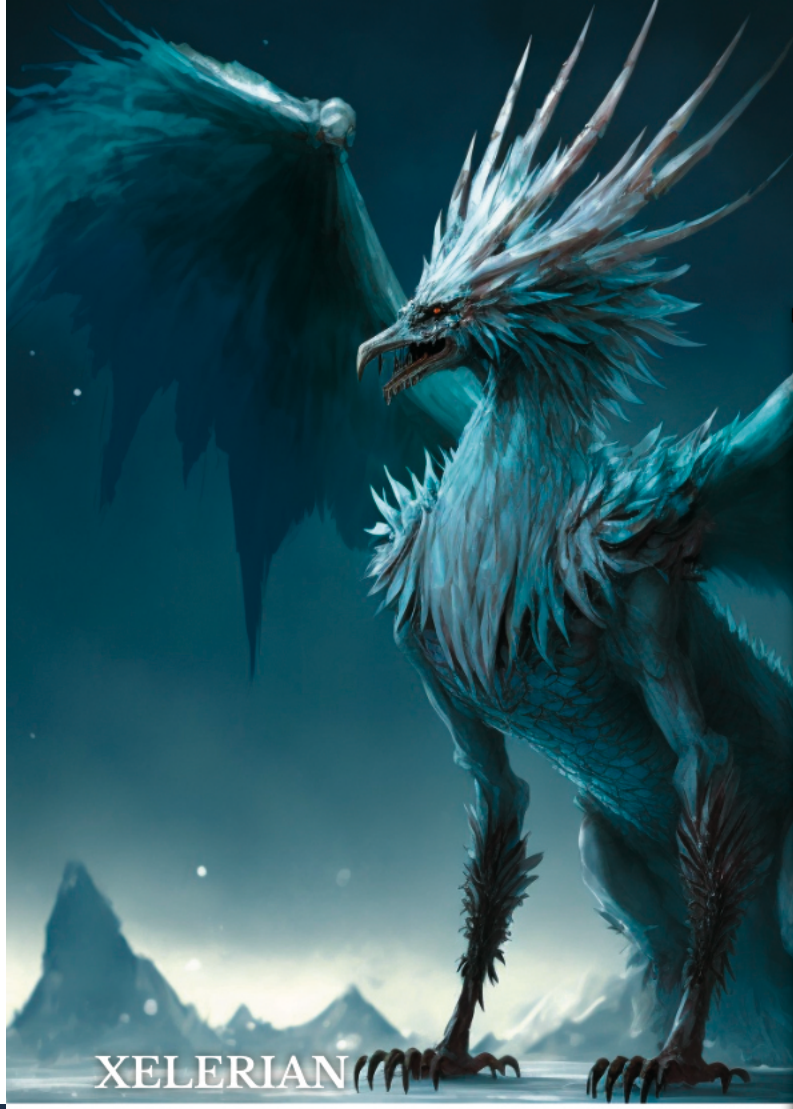


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XELERIAN

Xelerians are magnificent and powerful creatures who dwell in the icy planes of the north. They stand over twenty feet tall, have a wingspan of forty feet, and a thick layer of feathers and fur covers their bodies. Their wings are made of wispy, frozen air, allowing them to soar through the skies silently. Their razor-sharp claws can penetrate even the toughest armor, and their frosty aura carries winter everywhere.

Xelerians are solitary creatures, rarely seen in groups, and prefer to stay in their icy domains. They lair in the highest mountains and caves in conditions too frigid for most to survive. They're fiercely territorial creatures and natural enemies with white dragons, having fought for dominance in the icy realms for centuries. Some Xelerians are known to have allies with the winter fey, as the two share similar interests.

Scions of Winter. Wherever a xelerian lairs, the land is covered in ice and snow. Legends say the gods created them for this singular purpose.

Ancient Protectors. While rare, xelerian's have been known to occasionally take local settlements under their protection, the locals often looking to the majestic beings as divine creatures.

XELERIAN

Huge monstrosity, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +11, Wis +7, Cha +8
Skills Perception +12, Stealth +7
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Auran, Common, Draconic
Challenge 16 (15,000 XP) **Proficiency Bonus:** +5

Frost Aura. A 10-foot radius of icy cold surrounds the xelerian. Any creature that starts its turn within 5 feet of the xelerian must make a DC 16 Constitution saving throw or take 10 (3d6) cold damage. The xelerian can emit or suppress this aura using a bonus action.

Ice Glide. The xelerian 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.

Keen Hearing and Sight. The xelerian has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

ACTIONS

Multiattack. The xelerian makes three attacks: one with its Beak and two with its Talons.

Beak. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

Talons. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Wings of Frost (Recharge 5-6). The xelerian spreads its wings and unleashes a freezing blizzard in a 60-foot cone. Each creature in the cone must make a Dexterity saving throw, taking 63 (18d6) cold damage and being restrained in ice until the start of its next turn on a failed save, or half as much damage and not being restrained on a successful one.

LEGENDARY ACTIONS

The xelerian 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 xelerian regains spent legendary actions at the start of its turn.

Detect. The xelerian makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Blizzard (Costs 2 Actions). The xelerian beats its wings and creates a 20-foot-radius sphere of ice and snow centered on itself. The sphere spreads around corners, and its area is heavily obscured. It lasts until the start of the xelerian's next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the xelerian takes a lair action to cause one of the following effects; the the xelerian can't use the same effect two rounds in a row:

- A thick layer of ice spreads in a 60-foot radius around the xelerian. Each creature other than the xelerian on the ground in that area must succeed on a DC 15 Dexterity saving throw or fall prone.
- Jagged ice erupts from a point on the ground the xelerian can see within 120 feet of it, creating a 20-foot-high, 10-foot-radius blast of ice shards. Each creature in the spire's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.
- The xelerian slams the ground, causing one creature within 60 feet to collapse into a snowy sinkhole. The creature must make a DC 16 Dexterity saving throw or fall into the snow pit and be restrained. The creature can use an action to repeat the saving throw, freeing itself on a successful save.

REGIONAL EFFECTS

The region containing a the xelerian's lair is warped by the the xelerian's magic, which creates one or more of the following effects:

- The land within 6 miles of the lair is covered in a perpetual winter and under extreme cold conditions. A creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion.
- Avalanches are common within 1 mile of the xelerian's lair.
- Chasms form within 1 mile of the xelerian's lair with portals to the Elemental Plane of Ice, allowing creatures of elemental ice into the world to dwell nearby.

If the the xelerian dies, these effects fade over the course of 1d10 days.

