



ASAR, THE TIME FROZEN SNAKE

Gargantuan monstrosity, neutral evil

Armor Class 19 (natural armor)

Hit Points 280 (17d20 + 102)

Speed 80 ft., burrow 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	26 (+8)	19 (+4)	19 (+4)

Saving Throws Dex +6, Con +12, Wis +10, Cha +10

Skills Arcana +20, History +14, Perception +16, Stealth +6

Damage Immunities cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 60 ft., truesight 120 ft., passive Perception 26

Languages Common, Draconic, Infernal, Primordial

Challenge 20 (25,000 XP)

Hatred of Radiance. Whenever the Time Frozen takes 20 points of radiant damage or more in a turn, all creatures affected by Banish in Time can repeat the Charisma saving throw, ending the effect on themselves on a success.

Ice Walk. The Time Frozen 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.

Innate Spellcasting. The Time Frozen's innate spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *cone of cold*, *haste*, *slow*

3/day each: *freezing sphere*, *hold monster*, *ice storm*

1/day each: *time stop*, *planeshift*

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

Rewind (1/Day). 1 minute after being reduced to 0 hit points, The Time Frozen rewinds time back by 1 hour, cancelling any damage it has taken, and any effects that have affected it during that hour period, and moving back to where it was located at the time. A creature fighting the Time Frozen must succeed on a DC 22 Intelligence saving throw to realise that they have been moved back in time, otherwise they believe the body vanished into frozen ash.

ACTIONS

Multiattack. The dragon can use its Banish in Time. It then makes three attacks: two with its bite and *one* with its tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Banish in Time. The Time Frozen opens a time rift under a creature's feet that it can see within 120 feet of it. The creature must succeed on a DC 18 Charisma saving throw or be frozen in time for 1d3 rounds. While frozen in this way, the creature is incapacitated, has a speed of 0 and is immune to all damage.

LEGENDARY ACTIONS

The Time Frozen 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 Time Frozen's turn. The Time Frozen regains spent legendary actions at the start of its turn.

Frigid Winds. The Time Frozen summons powerful winds infused with shards of ice. Each creature in a 40-foot radius centered on a point that it can see within 300 feet of it must succeed on a DC 22 Strength saving throw. On a failure they take 11 (2d10) cold damage and have their flying speed reduced to 0 until the end of the Time Frozen's next turn. On a success they take half as much damage and have their flying speed reduced by half instead.

Vanish. The Time Frozen freezes time for a brief second. It moves up to its full movement speed without triggering attacks of opportunity, time then restarts flowing.

Frozen Skin (Requires 2 Actions). The Time Frozen casts *armor of agathys* on itself at 8th level.

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Asar, The Time Frozen Snake

Asar was once a mighty white dragon, soaring the frozen skies of his homeland. One day a group of heroes swarmed his home, in search for riches, and killed him to acquire his hoard, but death was not the end for Asar.

Upon dying a devil caught wind of his soul, and made a deal with him. He'd give him back his body and his life, an intellect surpassing any of his peers and powers that no mortal could ever fathom, the power to control time. In exchange Asar needed only to promise to kill the adventurers who wronged him, and to kill 1000 souls every year, which would be fed to the devil. Blinded by hatred and a wish for revenge Asar agreed without even a moment of hesitation.

Back in his own body, Asar's power indeed grew, no dragon could create ice as cold as he, no dragon could control time like him, no dragon was as cunning as he now was. Yet the thing that gave Asar joy in the world, his wings which he would use to fly and feel the brush of the wind against his skills, were taken away from him, permanently covered in ice, they were useless. His very essence as a dragon was gone, he was now but a monster. He did hunt those heroes, sacrificed their flesh without looking back, and since then he has been sacrificing souls to the devil, in the hopes of one day, getting his wings, and his legacy as a dragon back.

Lair Actions

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

- Freezing fog fills a 20-foot-radius sphere centered on a point the Time Frozen can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 15 Constitution saving throw, losing half their movement speed until the end of their next turn on a failure. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the Time Frozen uses this lair action again or until the Time Frozen dies.

- Jagged ice shards erupt from the ground, striking up to three creatures underneath that the snake can see within 120 feet of it. The snake makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.

- The Time Frozen creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the Time Frozen uses this lair action again or when the Time Frozen dies.