

Auril (First Form)

Medium, Monstrosity, Neutral Evil

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ARMOR CLASS

15

HIT POINTS

144 (17d8 + 68)

CHALLENGE

9 | 5,000 XP

PROFICIENCY

+4

Speed	Walk 30 ft.
Initiative	+3
Saving Throws	Con +7, Wis +5
Skills	Perception +5
Damage Vulnerabilities	Fire
Damage Resistances	Cold
Damage Immunities	Cold
Senses	Darkvision 120 ft.; Passive Perception 15
Passive Perception	15
Languages	None

STR16
+3**DEX**15
+2**CON**16
+3**INT**7
-2**WIS**13
+1**CHA**9
-1

Traits

Encounter Identity. Auril (First Form) fights as a cruel first manifestation of winter divinity. It has Advantage on checks and saving throws that directly support this role in its favored terrain or encounter setup.

Pressure Pattern. Once on each of its turns when Auril (First Form) damages a creature with Cold damage, that creature has Disadvantage on its next opportunity attack before the start of Auril (First Form)'s next turn.

Actions

Multiattack. Auril (First Form) makes two Signature Strike attacks.

Signature Strike. Melee or Ranged Attack Roll: +7, reach 5 ft. or range 60/180 ft. Hit: 35 damage including Cold pressure.

Cold Surge (Recharge 5-6). Saving Throw: creatures of the GM's choice within 30 to 60 feet. Failure: 58 Cold damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

Reactions

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Defensive Instinct. When Auril (First Form) is hit by an attack, it adds 4 to its AC against that attack, potentially causing it to miss.

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