

Auril (Second Form)

Large, Elemental, Neutral Evil

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ARMOR CLASS

16

HIT POINTS

180 (19d10 + 76)

CHALLENGE

10 | 5,900 XP

PROFICIENCY

+4

Speed Fly 60 ft., Walk 40 ft.

Initiative +3

Saving Throws Cha +3, Con +8, Str +8, Wis +6

Skills Perception +6

Damage Vulnerabilities Fire

Damage Resistances Cold

Damage Immunities Cold

Senses Darkvision 120 ft.; Passive Perception 16

Passive Perception 16

Languages None

STR

18

+4

DEX

15

+2

CON

18

+4

INT

8

-1

WIS

14

+2

CHA

9

-1

Traits

Encounter Identity. Auril (Second Form) fights as a elemental second manifestation of merciless frost. 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 (Second Form) damages a creature with Cold damage, that creature has Disadvantage on its next opportunity attack before the start of Auril (Second Form)'s next turn.

Actions

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

Signature Strike. Melee or Ranged Attack Roll: +8, reach 10 ft. or range 60/180 ft. Hit: 36 damage including Cold pressure.

Cold Surge (Recharge 5-6). Saving Throw: creatures of the GM's choice within 30 to 60 feet. Failure: 63 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 (Second Form) is hit by an attack, it adds 4 to its AC against that attack, potentially causing it to miss.

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