DUALINK

Caranthir Ar-Feiniel



BBEG

The Witcher Edition

Caranthir Ar-Feiniel

Medium Humanoid (elf), lawful evil

Armor Class: 18 (natural armor)
Hit Points: 190 (20d8 + 90)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	22 (+6)	24 (+7)	18 (+4)	20 (+5)

Saving Throws: Int +12, Wis +9, Cha +10
Skills: Arcana +12, History +12, Perception +9
Senses: Darkvision 60 ft., passive Perception 17
Damage Resistances: cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: darkvision 120 ft., passive Perception 19
Languages: Common, Elvish, Abyssal
Challenge: 16 (15,000 XP)

Condition: Frozen. When a character is affected by any of Caranthir's cold damage spells or lair actions, they become ***Frozen***. A ***Frozen*** character has their speed halved, and can only take an action or a bonus action on their turn, but not both. This condition lasts for 1 round.

Spellcasting. Caranthir is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +9 to hit with spell attacks). Caranthir has the following wizard spells prepared:

Cantrips (at will): fire bolt, mage hand, ray of frost

1st level (4 slots): chromatic orb, mage armor, shield

2nd level (3 slots): blur, mirror image, misty step

3rd level (3 slots): counterspell, lightning bolt, vampiric touch

4th level (3 slots): blight, dimension door, ice storm

5th level (2 slots): cone of cold, wall of force

6th level (1 slot): chain lightning, globe of invulnerability

Legendary Resistances (3/Day). If Caranthir fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Caranthir makes two spell attacks.

Staff: *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Frost Bolt: *Ranged Spell Attack*: +9 to hit, range 120 ft., one target. Hit: 27 (6d8) cold damage. A creature hit must make a DC 16 Constitution Saving Throw of be ***Frozen***.

Bonus Actions

Ice Shield. Caranthir can cast a quick ice shield around him, granting +2 bonus to AC until the start of his next turn.

Summon Frost Shadows. Caranthir can use a bonus action to summon two Frost Shadows near any ***Frozen*** adventurer. Frost Shadows are spectral creatures that have 20 hit points each, an AC of 12, and can make chilling touch attacks (+4 to hit, 1d6 cold damage). Frost Shadows last until the end of Caranthir's next turn.



Legendary Actions

Caranthir 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.

Teleport. Caranthir teleports up to 30 feet to an unoccupied space he can see.

Spell Cast (Costs 2 Actions). Caranthir casts a spell from his list of prepared spells.

Frost Nova (Costs 3 Actions). Caranthir releases a burst of cold energy. All creatures within 20 feet must make a DC 17 Constitution saving throw, or become ***Frozen*** and taking 20 (6d6) cold damage, or half damage and not frozen on a successful save.

Lair Actions

On initiative count 20 (losing initiative ties), Caranthir can take a lair action to cause one of the following effects:

Frozen Ground. The ground in a 20-foot radius becomes icy. All creatures in the area must succeed on a DC 15 Dexterity saving throw or fall prone and become ***Frozen***.

Icy Wind. Icy winds sweep through the lair. All creatures must make a DC 15 Constitution saving throw or have their speed reduced by half and become ***Frozen*** until Caranthir's next lair action.

"Even though I long succumbed to the frigid expanse, his gaze was the coldest."

Frozen Wastelands

Icy Reliquaries. There are three Icy Reliquaries within the lair. Each has 20 HP, 15 AC, and is vulnerable to fire damage. Adventurers ending their turn within 30 feet of a Reliquary must succeed on a DC 15 Constitution saving throw or become ***Frozen***. Each destroyed Reliquary decreases Caranthir's AC by 1.

Cold's Embrace. (Stays in stage 2) For each ***Frozen*** adventurer at the start of Caranthir's turn, he regains 5 hit points.

Phase 2: Shattering Veil

When Caranthir reaches 50% of his maximum hit points, the ground trembles. Each creature within the lair must succeed a DC 15 Dexterity saving throw or be knocked prone.

Mechanical Changes

AC Increase. Caranthir enhances his defenses, increasing his Armor Class to 20, losing access to his Ice Shield bonus action as he is keeping it active at all times.

Ice Command. Caranthir can now, as a bonus action, command any Ice Elemental within 60 feet to make a melee attack or move up to its speed towards a target he designates.

Objectives

Frostfall Portal. At the center of the lair, a swirling portal pulses with icy energy. The portal has 50 hit points, an AC of 18, and is immune to cold damage but vulnerable to fire damage. When the portal reaches 0 HP, it is destroyed and no Ice Elementals can be summoned.

Lair Actions

With the battlefield altered by the seismic activity, new lair actions come into play:

Ice Shards. Sharp shards of ice erupt in a 20-foot radius centered on a point Caranthir chooses within sight. All creatures in the area must make a DC 16 Dexterity saving throw, taking 15 (3d8) piercing damage and becoming ***Frozen*** on a failed save, or half as much damage on a successful one.

Summon Ice Elemental. As a lair action, Caranthir can activate the portal to summon an Ice Elemental, which acts on its own initiative. Any adventurer hit by an Elemental must make a DC 14 Constitution saving throw, or become ***Frozen.***



Caranthir Ar-Feiniel's Staff

Phase 3: Storm's Wrath

Upon reaching 25% of his maximum hit points, a powerful lightning storm blankets the battlefield. Caranthir targets 3 areas where lightning strikes. Each creature in a 15-foot radius of the strike must make a DC 17 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one. If the strike hits a ***Frozen*** creature, it becomes ***Electrified***.

Condition: Electrified. An Electrified creature takes 5 (1d10) lightning damage at the start of each of their turns. While Electrified, the creature's metal equipment sparks, giving them disadvantage on Stealth checks and causing any melee attackers to take 3 (1d6) lightning damage upon hitting the Electrified creature.

The ***Electrified*** condition is earned as a result of being targeted by lightning damage upon being ***Frozen.*** It can be ended by taking any action to ground oneself (as an action, DC 15 Wisdom check to understand and apply the grounding) or through the application of any spell or effect that removes conditions (such as lesser restoration). It lasts for 3 rounds.

Mechanical Changes

AC Decrease. Caranthir's focus on offense leads to a decrease in his Armor Class to 16, as he neglects his defenses.

Enhanced Offensive Spells. Every spell Caranthir casts now deals an additional 1d8 lightning damage.

Caranthir loses access to all his previous bonus actions and lair actions.

"Cold hands, even colder heart."

Actions

Lightning Shard. *Ranged Spell Attack:* +9 to hit, range 150 ft., one target. Hit: 18 (3d8 + 5) lightning damage. This attack can be used as a bonus action.

Legendary Actions

Lightning Surge (Costs 2 Actions). Caranthir releases a surge of lightning energy. He can make a Lightning Shard attack against up to two targets.

Final Desperation

When Caranthir is at or below 10% of his maximum hit points, he becomes desperate to escape:

Desperate Teleport. Caranthir uses his action to cast dimension door or a similar spell to attempt an escape, seeking to teleport to a safe distance or cover to recover. One time use.



Cape of the Frostwalker