DUALINK

Eredin



The Witcher Edition

Eredin Bréacc Glas

King of the Wild Hunt

Medium humanoid (elf), lawful evil

Armor Class: 19 (mystical armor)
Hit Points: 285 (30d10 + 120)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	22 (+6)	18 (+4)	20 (+5)

Saving Throws: Int +12, Wis +10, Cha +11
Skills: Arcana +12, History +12, Perception +10, Intimidation +11
Damage Resistances: cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: charmed, frightened
Senses: Darkvision 120 ft., passive Perception 20
Languages: Common, Elvish, Abyssal
Challenge: 18 (20,000 XP)

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

Magic Resistance. Eredin has advantage on saving throws against spells and other magical effects.

Condition: Unseelie Frosted. When a character is affected by any of Eredin's attacks that deal cold damage, they become ***Unseelie Frosted***. An ***Unseelie Frosted*** character has their speed reduced to 0, can only take an action or a bonus action on their turn (not both), and takes an additional 10 (3d6) cold damage from any attack. This condition lasts for 2 rounds.

Navigator. Eredin can teleport up to 60 feet to an unoccupied space as a bonus or legendary action.

Actions

Multiattack. Eredin makes three attacks with his cursed longsword or uses his frost wave and makes one attack with his cursed longsword.

Cursed Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage. If the attack hits, the target also suffers from the ***Unseelie Frosted*** condition.

Frost Wave (Recharge 5-6). Eredin releases a chilling wave of frost magic. All creatures in a 30 ft. cone must make a DC 20 Constitution saving throw. On a failed save, they take 45 (10d8) cold damage and are affected by ***Unseelie Frost***. On a successful save, they take half damage and are not frosted.

Summon Phantom Riders. Eredin summons two spectral riders of the Wild Hunt to assist him. The riders appear in unoccupied spaces within 60 feet of him and act on his initiative count.

Bonus Actions

Teleport (Costs 2 Actions). Eredin teleports up to 60 feet to an unoccupied space he can see.



-Phantom Rider

Legendary Actions

Eredin 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. Imlerith regains spent legendary actions at the start of his turn.

Attack. Ereding makes one attack with his cursed longsword.

Teleport. Eredin teleports up to 60 feet to an unoccupied space he can see.

Frost Nova (Costs 2 Actions). Eredin unleashes a burst of intense cold in a 30-foot radius around him. All creatures in the area must make a DC 20 Constitution saving throw, taking 35 (10d6) cold damage and suffering Unseelie Frost on a failed save, or half as much damage with no additional effects on a success.

Lair Actions

On initiative count 20 (losing initiative ties), Eredin can take the following lair action:

Summon Phantom Riders. Eredin summons two spectral riders of the Wild Hunt to assist him. The riders appear in unoccupied spaces within 60 feet of him and act on his initiative count.

Lord's Superiority

Mystic Portals. There are 3 ancient artifacts that Eredin uses to manipulate the battlefield. Each artifact has AC 17, 40 HP, is immune to cold damage but vulnerable to fire and radiant damage. Every time Eredin is hit he may teleport to one of his artifacts as a free action. Destroying an artifact prevents Eredin from teleporting and reduces the Spectral Rider's damage by 25%.

Phase 2 Astral Onslaught

As Eredin hits 50% HP, he calls forth his mastery over the cosmic cold. Roll a d6 for each player. On a 5-6, that player is targeted by a meteor, causing anyone within a 10-foot radius to make a DC 18 Dexterity saving throw or take 35 (10d6) cold damage and become knocked prone becoming affected by ***Starfrozen***.

Eldritch Absorption. For each artifact still intact from Phase 1, Eredin absorbs some of their energy, gaining a +2 bonus to attack rolls and +10 temporary hit points at the start of each of his turns.

Mechanical Changes

Cosmic Wrath. Eredin's attacks with his cursed longsword now also reduce the target's speed to 0 until the end of their next turn even if the attack misses.

Condition: Starfrozen. Unseelie Frosted becomes more potent turning it into ***Starfrozen*** as cosmic energies seep through. When hit by a meteor or any of Eredin's cold-based attacks, a target has additional debuffs: disadvantage on Dexterity saving throws, they emit a chilling aura that deals 10 (3d6) cold damage to any creature within 5 feet at the start of their turn, and deal 10% less damage. Lasts 2 rounds or may be ended early with a succesful DC 20 Consitution saving throw.



Frostfall Decree (Recharge 5-6). As an action, Eredin raises his sword, causing a large meteor to crash down on a targeted area. All creatures within 20 feet must make a DC 20 Dexterity saving throw, taking 55 (10d10) cold damage on a failed save, or half as much on a successful one. This action may replace Frost Wave when using Multiattack.

Lair Actions

In his second Phase Ereding gets access to the following Lair Actions:

Meteor Summoning. Eredin summons small meteors that strike locations on the battlefield. Roll a d6 for each player. On a 5-6, that player is targeted by a meteor, causing anyone within a 10-foot radius to make a DC 18 Dexterity saving throw or take 35 (10d6) cold damage and become knocked prone becoming affected by ***Starfrozen***.

Astral Winds. Eredin conjures a freezing gale that sweeps across the battlefield. All exposed flames are extinguished, and creatures not behind cover must succeed on a DC 18 Strength saving throw or be pushed back 15 feet, knocked prone and become ***Starfrozen.***

Beacons of Decay

Astral Beacons. Eredin activates Astral Beacons at key locations which enhance his connection to the cosmic cold. Each beacon has 50 HP, an AC of 18, and is immune to cold damage. Each beacon active increases the recharge rate of Eredin's Frostfall Decree by reducing the required roll by 1 (normally recharges on a 5-6, with one beacon active, it recharges on a 4-6, etc.). If all beacons and artifacts are destroyed the Starfrozen condition may no longer be applied.

Phase 3: The Last Stand of the Wild Hunt

As Eredin reaches 25% of his health, desperation sets in. By channeling his final reserves of power, he casts the entire battlefield into a chilling darkness.

Supernatural Eclipse. Frost begins to form rapidly on all surfaces. The whole battlefield becomes difficult terrain and two young White Drag-ons spawn. Each creature, including allies of Eredin, must roll a d20 at the beginning on their turn. On a 1, they become incapacitated until they can be thawed out (requiring a heat source or a successful DC 20 Strength check by an ally). For each round that the Elipse Core stands, the odds go up by one. For instance, in the next round if you roll a 1-2, you become incapacitated.

Mechanical Changes

Aura of Desolation. Eredin emits a chilling aura in a 30-foot radius. Any enemy that starts its turn in the aura takes 15 (2d10) cold damage and must make a DC 20 Constitution saving throw or have their speed re-duced to 0 until the start of their next turn due to ice forming on their legs.



A yound White Dragon under Eredin's influence



Glacial Spike. As an action, Eredin targets one creature he can see within 100 feet. A giant spike of ice erupts beneath them, impaling them unless they succeed on a DC 20 Dexterity saving throw. On a failed save, the target takes 45 (10d8) piercing damage and is restrained by the ice causing them to become incapactitated and Starfrozen. On a success, they take half damage and are not restrained. This attack may be replace Frost Wave when using Multiattack.

Eclipse Core

In the midst of the battlefield, the Eclipse Core, a crystalline structure that maintains the supernatural eclipse, materializes. It has AC 20, HP 60, immune to cold, vulnerable to bludgeoning and radiant. Destroying the Eclipse Core ends the supernatural eclipse, as well as destroing the young White Dragons.