DUALINK

Imlerith



The Witcher Edition

Imlerith

General of the Wild Hunt

Large humanoid (elf), chaotic evil

Armor Class: 18 (plate armor)
Hit Points: 250 (25d10 + 125)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	12 (+1)	14 (+2)	16 (+3)

Saving Throws: Str +11, Con +10, Wis +7
Skills: Athletics +11, Intimidation +8, Perception +7
Damage Resistances: cold, lightning, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Vulnerabilities: fire
Condition Immunities: frightened, paralyzed, stunned
Senses: Darkvision 120 ft., passive Perception 17
Languages: Common, Giant
Challenge: 14 (11,500 XP)

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

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

Condition: Frozen. If Imlerith hits a creature with both greatsword attacks in a single turn, the target must succeed on a DC 18 Constitution saving throw or 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 2 rounds.

Iron Will. Imlerith cannot be paralyzed or stunned.

Actions

Multiattack. Imlerith makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 21 (3d8 + 6) slashing damage plus 5 (1d10) cold damage. When Imlerith hits a ***Frozen*** target with his greatsword, the target takes an additional 10 (3d6) cold damage.

Thunderous Charge (Recharge 5-6). Imlerith moves up to his speed in a straight line. During this move, he can make one greatsword attack against each creature he moves adjacent to. Each target hit by his greatsword attack must succeed on a DC 18 Strength saving throw or be knocked prone and take an additional 5 (1d10) thunder damage if they fail the save by 5 or more.

Rend. If Imlerith hits the same creature with two greatsword attacks on the same turn, he can use his bonus action to make a rend attack against that creature. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 28 (4d10 + 6) slashing damage. If Imlerith uses Rend on a Frozen target, the attack automatically scores a critical hit.

Bonus Actions

Challenge Roar. As a bonus action, Imlerith lets out a challenging roar, giving disadvantage on attack rolls against him to any creature that doesn't succeed on a DC 18 Wisdom saving throw until the end of his next turn.

Frost Heal. Imlerith can use a bonus action to shroud himself in frost, regaining 10 hit points for every ***Frozen*** enemy.

Legendary Actions

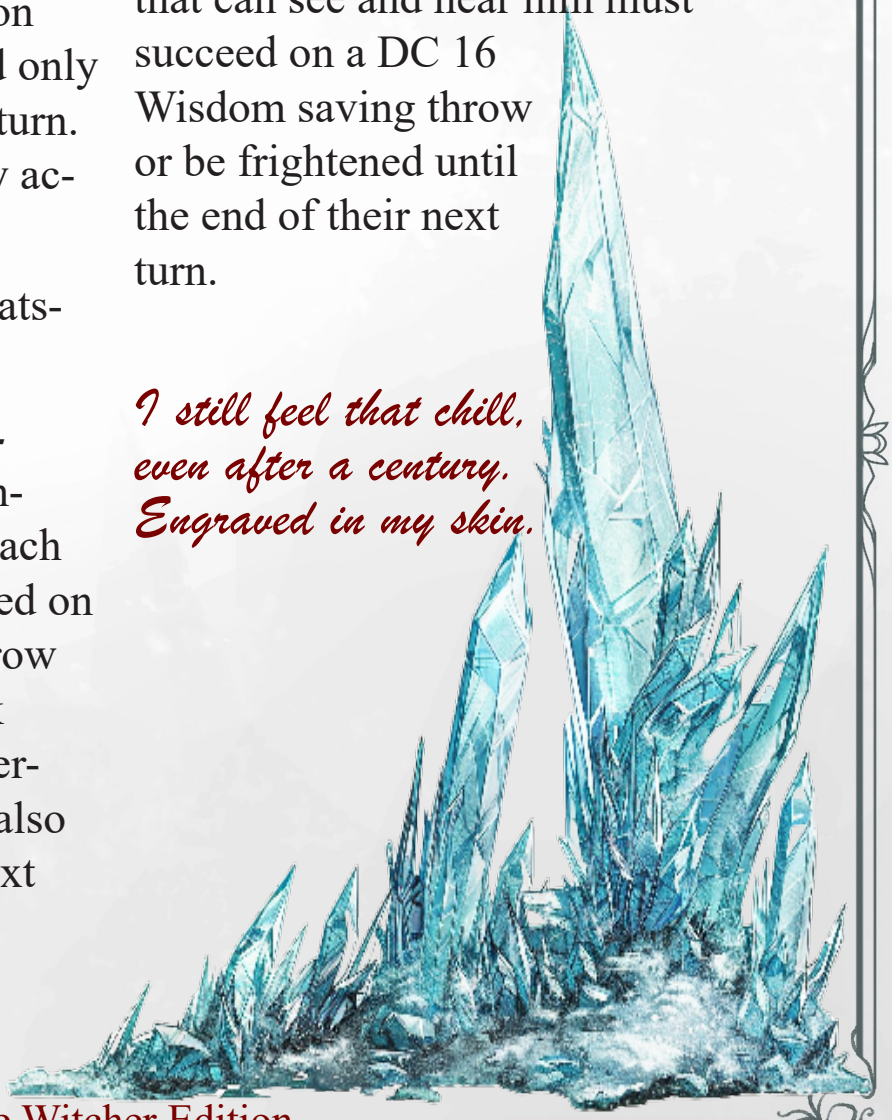
Imlerith can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Imlerith regains spent legendary actions at the start of his turn.

Attack. Imlerith makes one greatsword attack.

Thunderous Roar (Costs 2 Actions). Imlerith unleashes a thunderous roar in a 30-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or be deafened and pushed back 10 feet. If a target hit by Thunderous Charge is ***Frozen***, they are also stunned until the end of their next turn.

Intimidating Presence (Costs 3 Actions). Imlerith targets all enemies he can see within 30 feet. Each target that can see and hear him must succeed on a DC 16 Wisdom saving throw or be frightened until the end of their next turn.

I still feel that chill, even after a century. Engraved in my skin.



Lair Actions

On initiative count 20 (losing initiative ties), Imlerith can take one of the following lair actions to manipulate the battlefield:

Icy Spikes. Ice spikes erupt from the ground in a 20-foot radius centered on a point Imlerith chooses within 100 feet. All creatures in the area must make a DC 18 Dexterity saving throw, taking 15 (2d10) piercing damage and becoming ***Frozen*** on a failed save, or half as much damage on a successful one.

Chilling Fog. A dense, cold fog spreads from Imlerith's position to fill a 30-foot radius. The fog obscures vision, and any creature ending its turn in the fog must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.

Frostcaller's Dominion

Scattered around the lair are three Frost Sigils that Imlerith uses to maintain control over the environment and bolster his defenses. Each sigil has 50 HP and 15 AC, vulnerability to fire and bludgeoning damage, and resistance to cold, piercing, and slashing damage.

Arcana Check (DC 18): Successfully understanding the sigil's construction helps to weaken its structure, halving its current hit points.

Athletics or Strength Check (DC 15): Physical force can then be used to break the weakened sigil. Two succesfull checks will destroy it.

When a Frost Sigil is destroyed it reduced Imlerith's AC by 1. Destroying all three sigils ends the Frostcaller's Dominion phase, stripping Imlerith of his Lair Actions.

Phase 2: Shattered Wrath

As Imlerith hits 50% HP, the ground cracks as immense power surges through it, breaking apart the ice to form jagged shards and deep fissures. Each creature within the lair must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Frigid Oversight. If any Frost Sigils are standing, they pulse with energy towards Imlerith. For each sigil remaining: He regains an additional 10 HP at the start of his turn, and gains a +1 bonus to all attack rolls and saving throws.

Mechanical Changes

Berserker Rage. Ilmerith now has Advantage on Strength-based attack rolls and saving throws and immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Condition: Broken. A creature becomes broken if it is Frozen and then hit by Imlerith's greatsword. A ***Broken*** creature has its speed reduced to 0, cannot use reactions, and has disadvantage on all attacks and saving throws. It lasts until the end of the creature's next turn or until healed by any magic that removes conditions.



Crushing Blow (Costs 2 Actions). Imlerith makes a greatsword attack against a target. If the target is ***Broken***, the attack is an automatic critical hit, and the target takes an additional 10 (3d6) cold damage as the broken shards of ice penetrate deeper.

Call of the Wild Hunt. Imlerith can use a bonus action to roar, calling upon the residual cold magic from the Frost Sigils. If any target within 60 feet is ***Broken***, that creature takes 30 (4d10) psychic damage.

Lair Actions

Icequake. Imlerith causes the ground to tremble, sending sharp spikes of ice erupting from beneath. All creatures within 30 feet of any ice block must succeed on a DC 18 Dexterity saving throw or take 18 (4d8) piercing damage and become prone.

Frost Vortex. Imlerith creates a vortex of frigid air in a 20-foot radius within 100 feet. The area becomes difficult terrain, and any creature starting its turn in the vortex must succeed on a DC 18 Constitution saving throw or become ***Frozen***.

Objectives

Ice Blocks. *L*arge blocks of ice that have formed can be targeted and destroyed. Each block has AC 15, 30 HP, and is vulnerable to fire damage.

Frost Vortexes. The vortexes can be sealed by performing a successful DC 18 Arcana check and followed by a DC 15 Strength check to physically disrupt the vortex's core. Sealing a vortex prevents it from spawning again.

Destroying 3 Blocks and 3 Vortexes causes Ilmerith to lose his Lair Actions.

Phase 3: The Final Frost

As Imlerith's health falls to 20% of his maximum, the environment responds with a drastic and climactic change.

Mechanical Changes

Frostborn Fury. Imlerith's melee attacks now cause 10 (3d6) extra cold damage and have a chance to numb the limbs of it's targets. Each hit forces the target to make a DC 18 Constitution saving throw or suffer disadvantage on attack rolls and ability checks until the end of their next turn due to the numbing cold.

Glacial Shield. An aura of frigid air continuously surrounds Imlerith, granting him resistance to all damage except fire. Any creature ending its turn within 5 feet of him takes 5 (1d10) cold damage.

Frost Nova (Costs 3 Actions). Imlerith releases a burst of intense cold energy in a 30-foot radius. All creatures caught in the blast must make a DC 18 Constitution saving throw or take 28 (8d6) cold damage and have their speed reduced to 0 until the end of their next turn on a failed save, or half as much damage and no speed reduction on a successful save.

Ice Rejuvenation. Imlerith absorbs the cold energy around him to heal himself. Once per round, he can use a bonus action to regain 20 hit points.

Lair Actions

Blizzard Control. Imlerith commands the ongoing blizzard to shift direction. All creatures within a 40-foot radius must succeed on a DC 18 Dexterity saving throw or be blinded vuntil the end of their next turn.

There are rumours surrounging the Winter's Heart, but none live to tell the tale, so noone knows if it really exists anyways...



Frozen Pillars. Imlerith can cause one of the massive ice columns from Phase 2 to collapse towards a location he chooses within 100 feet. Creatures in a line between the column and the target point must make a DC 18 Dexterity saving throw or take 21 (6d6) bludgeoning damage and be knocked prone.

Objectives

Winter's Heart. At the center of the battlefield, a glowing core of ice known as the Heart of Winter powers the environmental extremes. This core has 80 hit points, an AC of 18, and is immune to cold damage but vulnerable to fire and bludgeoning damage. Destroying the Heart of Winter deactivates the continuous snowstorm. Ilmather loses his Lair Actions, his Glacial Shield and his Frost Nova abilities.