

Cold-Touched Perfect Azer

Huge construct, chaotic evil

Armor Class 20

Hit Points 140 (15d12 + 50)

Speed Walk 45'

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	13 (+1)	8 (-1)	12 (+1)

Saving Throws: Str: +10, Con +8

Skills Athletics +10

Damage/Condition Resistances: Force, lightening,

Damage/Condition Immunities: Cold, poison, petrified, stunned, poisoned, fear/charm effects

Senses Darkvision 60'

Languages Aquan, Common, Elvish

Hexproof Aegis. A 5' invisible sphere of antimagic surrounds this creature. This area is divorced from the weave entirely. Within this sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Magical effects cannot cross this sphere. This Aegis turns off when the Disintegration Gauntlet is used, but may be reactivated with a bonus action.

Ademantine Armor. This azer is immune to critical hits.

Aura of Cold. A creature that enters or starts its turn within 5' of this creature takes 1d10 cold damage.

Ice Weapons. When this creature hits a target with a melee attack, it deals an additional 1d6 cold damage (included in the attack.)

ACTIONS

Multiattack. This creature makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 2d10 bludgeoning damage, plus 1d6 cold damage.

Orb of Winter. *Ranged Weapon Attack:* +8 to hit, range 30/60, one target. Hit: 2D10 cold damage, and target's movement is halved next turn.

Disintegration Gauntlet. (Reload 6) A creature targeted by this gauntlet must make a Dexterity saving throw. On a failed save, the target takes 10d6+40 force damage. If this damage reduces the target to 0 Hit Points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except Magic Items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a True Resurrection or a wish spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a Creation of magical force. If the target is a Huge or larger object or Creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.