



CHILL

Those few who've come across these monstrosities and lived to tell the tale speak of horrors unfathomable. Silently, the chill moves across the frozen wastes of Husweagua delivering their visions of doom to any creature unfortunate enough to gaze into its aberrant eyes. Although a chill's

victims cannot recall what they witnessed within its gaze, the effect is terrible enough to instantly age the viewer decades.

These creatures have demonstrated an aversion to warm conditions and vulnerability to fire, leading some Pexian scholars to believe that they originally hail from an elemental plane of ice or some distant realm devoid of sunlight.

CHILL

Large aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	17 (+3)	12 (+1)	17 (+3)

Saving Throws Int +7, Wis +5, Cha +7

Skills Perception +9

Damage Vulnerabilities fire

Damage Resistances cold

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 19

Languages the chill understands Deep Speech but cannot speak, telepathy 120 ft.

Challenge 10 (5,900 XP)

Aura of Silence. The chill exudes an area of *silence*, as the spell, that extends 30-feet from it in all directions.

Vision of Doom. When a creature that can see the chill starts its turn within 30 feet of the chill, the chill can force it to make a DC 15 Wisdom saving throw. On a failed Wisdom saving throw, the creature takes 21 (6d6) psychic damage and is frightened. The target can repeat its saving throw at the end of its turn, ending the frightened effect on a success.

Unless surprised, the target can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the chill until the start of its next turn, when it can avert its eyes again.

Actions

Multiattack. The chill can use its Toll of Time. It then makes two tentacle attacks.

Tentacle. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. **Hit:** 12 (2d8 + 3) bludgeoning damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the chill doesn't have two other creatures grappled. While grappled, the creature is restrained.

Toll of Time. The chill targets one creature that is frightened of it that it can see and force it to make a DC 15 Constitution saving throw. On a failed saving throw, the creature ages 1d4 x 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Legendary Actions

The chill 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. The chill regains spent legendary actions at the start of its turn.

Move. The chill moves up to half its movement speed.

Tentacle. The chill makes one tentacle attack.

Psychic Disruption (Costs 2 Actions). The chill targets one creature that it can see within 30 feet of it that is frightened of it. The target must make a DC 15 Wisdom saving throw. The target takes 21 (6d6) psychic damage on a failed saving throw, or half as much damage on a successful one.