

# MIERUL ARDELAIN

## CREATURE 3

NE

MEDIUM

HUMANOID

WINTER-TOUCHED

FORLARREN

**Perception** +12

**Languages** common, sklald, sylvan, varisian

**Skills** Acrobatics +9, Deception +13, Nature +7, Performance +7, Society +7, Stealth +9, Singing Lore +13, Bard Lore +5

**Str** +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +3

**Items** healing potion (lesser), crossbow, 10 bolts

**AC** 18; **Fort** +4, **Ref** +12, **Will** +6

**HP** 42; **Immunities** cold; **Weaknesses** cold iron 5, fire 5, mental 3

**Speed** 5 feet

**Melee** ♦ claws +10 (agile, finesse), **Damage** 1d4+5 slashing + 1 cold plus Numbing Cold

**Ranged** ♦ crossbow +10 (reload 1), **Damage** 1d6+5 piercing

**Spontaneous Occult Spells** DC 17, attack +9 ; **1st** *illusory disguise*, *chilling spray*;

**cantrips (2nd)** *produce flame*, *ray of frost*, *dancing lights*, *ghost sound*, *detect magic*, *prestidigitation*, *summon instrument*

**Numbing Cold** (cold, incapacitation) A creature struck by Mierul's claws must make a fortitude save (DC 17) or be Slowed 1 for 1 round by the intense cold.