AURORA STAG

Large • Fey • Neutral Good



Armor Class 15
Initiative +3 (13)
Hit Points 93 (11d10 + 33)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	9 (-1)	13 (+1)	10 (+0)

Skills Perception +4, Survival +4
Damage Resistances radiant
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 14
Languages Understands Sylvan but can't speak
CR 6 (XP 2,300; PB +3)

Agile. The stag doesn't provoke opportunity attacks when it moves out of an enemy's reach.

Confer Cold Resistance. The stag can grant resistance to cold damage to a creature while it is within 5 feet of the stag.

Guided. If the stag can see the sky, it knows the direction towards north.

Ice Walk. The stag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The stag makes one Radiant Ram attack and uses its Freezing Hooves or Spellcasting.

Radiant Ram. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 6 (1d12) radiant damage. If the target is a Large or smaller creature and the stag moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) bludgeoning damage and is knocked prone.

Freezing Hooves. *Dexterity Saving Throw:* DC 15, one prone creature within 5 feet of the stag that it can see. *Failure:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) cold damage. Additionally, to stand up, the creature must spend its full movement.

Spellcasting. The stag casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 12):

At will: *dancing lights, fog cloud, moonbeam*

1/day: *sleet storm*

REACTIONS

Northern Blessing (Recharges after a Rest). *Trigger:* A creature within 30 feet of the stag that it can see fails its saving throw. *Response:* The target can reroll its save and must use the new roll.

AURORA STAG — WEAKER



Armor Class 14
Initiative +2 (12)
Hit Points 60 (8d10 + 16)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Survival +2
Damage Resistances radiant
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 12
Languages Understands Sylvan but can't speak
CR 3 (XP 700; PB +2)

Agile. The stag doesn't provoke opportunity attacks when it moves out of an enemy's reach.

Confer Cold Resistance. The stag can grant resistance to cold damage to a creature while it is within 5 feet of the stag.

Guided. If the stag can see the sky, it knows the direction towards north.

Ice Walk. The stag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The stag makes one Radiant Ram attack and uses its Freezing Hooves or Spellcasting.

Radiant Ram. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (1d8 + 3) bludgeoning damage plus 3 (1d6) radiant damage. If the target is a Large or smaller creature and the stag moved 20+ feet straight toward it immediately before the hit, the target takes an extra 4 (1d8) bludgeoning damage and is knocked prone.

Freezing Hooves. *Dexterity Saving Throw:* DC 13, one prone creature within 5 feet of the stag that it can see. *Failure:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) cold damage. Additionally, to stand up, the creature must spend its full movement.

Spellcasting. The stag casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 10):

At will: *dancing lights, fog cloud, moonbeam*

1/day: *sleet storm*

REACTIONS

Northern Blessing (Recharges after a Rest). *Trigger:* A creature within 30 feet of the stag that it can see fails its saving throw. *Response:* The target can reroll its save and must use the new roll.

AURORA STAG — STRONGER



Armor Class 16 **Initiative** +4 (14)
Hit Points 133 (14d10 + 56)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	19 (+4)	9 (-1)	15 (+2)	10 (+0)

Skills Perception +6, Survival +6
Damage Resistances radiant
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 16
Languages Understands Sylvan but can't speak
CR 9 (XP 5,000; PB +4)

Agile. The stag doesn't provoke opportunity attacks when it moves out of an enemy's reach.

Confer Cold Resistance. The stag can grant resistance to cold damage to a creature while it is within 5 feet of the stag.

Guided. If the stag can see the sky, it knows the direction towards north.

Ice Walk. The stag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The stag makes one Radiant Ram attack and uses its Freezing Hooves or Spellcasting.

Radiant Ram. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 11 (2d10) radiant damage. If the target is a Large or smaller creature and the stag moved 20+ feet straight toward it immediately before the hit, the target takes an extra 13 (3d8) bludgeoning damage and is knocked prone.

Freezing Hooves. *Dexterity Saving Throw:* DC 17, one prone creature within 5 feet of the stag that it can see. *Failure:* 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) cold damage. Additionally, to stand up, the creature must spend its full movement.

Spellcasting. The stag casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *dancing lights, fog cloud, moonbeam*

1/day: *sleet storm*

REACTIONS

Northern Blessing (Recharges after a Rest). *Trigger:* A creature within 30 feet of the stag that it can see fails its saving throw. *Response:* The target can reroll its save and must use the new roll.