



Art: Midjourney



# Aalvadoron



# Aalvador

**Huge elemental, chaotic neutral**

**Armor Class:** 22 (natural armor)

**Hit Points:** 356 (23d12 + 207)

**Speed:** 50 ft., swim 60 ft.

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

28(+9)

20(+5)

28(+9)

22(+6)

26(+8)

24(+7)

**Saving Throws** Str +16, Con +16, Wis +15

**Damage Immunities** acid, fire, cold, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks

**Condition Immunities** paralyzed, petrified, stunned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 18

**Languages** Primordial, telepathy 120 ft.

**Challenge** 23 (50,000 XP)

## Traits

**Immutable Form.** Aalvador is immune to any spell or effect that would alter its form.

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



**Innate Spellcasting.** Aalvador's innate spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

- At will: control water, fireball, gust of wind, lightning bolt
- 3/day each: call lightning, earthquake, tsunami, meteor swarm
- 1/day each: storm of vengeance, elemental swarm (elements vary)

## Actions

**Multiattack.** Aalvador makes two elemental touch attacks.

**Elemental Touch.** Melee Spell Attack: +15 to hit, reach 15 ft., one target. Hit: 22 (4d10) damage of a type chosen by Aalvador (acid, cold, fire, lightning, or thunder).

**Hurl Elements.** Aalvador chooses two elements (acid, cold, fire, lightning, or thunder) and hurls them at up to two targets he can see within 120 feet. Each target must make a DC 23 Dexterity saving throw. On a failed save, the target takes 33 (6d10) damage of the chosen element type, or half as much damage on a successful save.



**Primordial Call (1/Day).** As an action, Aalvadoron can summon two elemental primordials of Challenge Rating 13 or lower. The summoned creatures appear in unoccupied spaces within 60 feet of Aalvadoron and act immediately after him in the initiative order. They obey his commands and remain for 1 minute, after which they disappear.

## Legendary Actions

Aalvadoron 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. Aalvadoron regains spent legendary actions at the start of his turn.

- **Elemental Command.** Aalvadoron casts a spell from his innate spellcasting list that requires an action to cast.
- **Unstable Blast (Costs 2 Actions).** Aalvadoron releases volatile elemental energy. Each creature within 5 feet of him takes 28 (8d6) damage of a random type (acid, cold, fire, lightning, or thunder).
- **Primordial Wrath (Costs 3 Actions).** Aalvadoron releases a burst of elemental energy. Each creature within 30 feet of him takes 21 (6d6) damage of two types chosen by Aalvadoron (acid, cold, fire, lightning, or thunder).