



GREATER ICE ELEMENTAL

JANDAR

ICE COLD

While a Greater Ice Elemental is on a water or ice space, that space and all same-level water spaces adjacent to that Greater Ice Elemental are considered normal ice spaces. Figures do not have to stop their movement on normal ice spaces.

ICE SPIKES 15

If an opponent's figure moves adjacent to this Greater Ice Elemental, roll the 20-sided die. If this Greater Ice Elemental is on at least one ice or snow space, add 2 to your die roll. If you roll a 15 or higher, the opponent's figure receives 1 wound. Figures can be affected by Ice Spikes only as they move into engagement with this Greater Ice Elemental.

COLD HEALING

After taking a turn with this Greater Ice Elemental, if it is on at least one snow or ice space, remove 1 wound marker from this Greater Ice Elemental's Army Card.



ELEMENTAL
UNCOMMON HERO

CONSTRUCT
DAUNTLESS

HUGE 8

4

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

6

DICE

DEFENSE

4

DICE

130

POINTS



GREATER ICE ELEMENTAL



Toril
Champions of
the Forgotten Realms
11/20

MOVE 5
SPACES

RANGE 1
SPACE

ATTACK 7
DICE

DEFENSE 5
DICE

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