

LARGE ICE ELEMENTAL

- **Type** Large Elemental, Neutral Evil
- **Armor Class** 15 (natural armor)
- **Hit Points** 76 (9d10 + 27)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

- **Damage Vulnerabilities** fire
- **Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Aquan, Primordial
- **Challenge** 5 (1,800 XP)

TRAITS

- **Frozen Form.** A creature that touches the elemental or hits it with a melee attack while within 5 feet takes 5 (1d10) cold damage.
- **Glacial Footing.** The elemental ignores difficult terrain created by ice or snow.

ACTIONS

- **Multiattack.** The elemental makes two slam attacks.
- **Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 5 (1d10) cold damage.
- **Frost Nova (Recharge 5-6).** The elemental releases a burst of freezing energy in a 15-foot radius. Each creature in that area must make a DC 14 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much on a success. The ground in the area becomes difficult terrain until the end of the elemental's next turn.

SMALL ICE ELEMENTAL

- **Type** Small Elemental, Neutral Evil
- **Armor Class** 13 (natural armor)
- **Hit Points** 28 (4d8 + 8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

- **Damage Vulnerabilities** fire
- **Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Aquan, Primordial
- **Challenge** 1 (200 XP)

TRAITS

- **Icy Body.** A creature that touches the elemental or hits it with a melee attack while within 5 feet takes 3 (1d6) cold damage.
- **Nimble Frost.** The elemental has advantage on Dexterity saving throws made against effects that create difficult terrain or knock it prone.

ACTIONS

- **Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 3 (1d6) cold damage.
- **Chilling Wave (Recharge 6).** The elemental exhales a 10-foot cone of freezing air. Each creature in the area must make a DC 12 Constitution saving throw, taking 9 (2d8) cold damage on a failed save, or half as much on a success.