



FROSTBORN BEETLE

Large elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	2 (-4)	7 (-2)	5 (-3)

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 Ft., passive Perception 8

Languages —

Challenge 5 (1,800 XP)

Ice Walk. The frostborn 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 frostborn makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) cold damage and the target is grappled (escape DC 15). The frostborn has two claws, each of which can grapple only one Medium or smaller target or it can use both claws to grapple one Large target.

Swallow. The frostborn makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frostborn, and it takes 5 (2d4) cold damage at the start of each of the frostborn's turns. The frostborn can have only one target swallowed at a time. If the frostborn dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.



FROSTBORN GOLEM

Large elemental, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 Ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Ice Walk. The frostborn 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.

Shatter. When the frostborn dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 14 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The frostborn makes two attacks: two with its claws or two with its icicles.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 3 (1d6) cold damage and the target is grappled (escape DC 13). The frostborn has two claws, each of which can grapple only one Medium or smaller target or it can use both claws to grapple one Large target.

Ice. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) cold damage.

Fling. One Medium or smaller object held or creature grappled by the frostborn is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.



FROSTBORN HUNTER

Medium elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	3 (-4)	7 (-2)	5 (-3)

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 Ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Ice Walk. The frostborn 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 frostborn makes two slash attacks.

Slash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) cold damage.



FROSTBORN IMP

Small humanoid, unaligned

Armor Class 12

Hit Points 24 (7d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	8 (-1)	11 (+0)	14 (+2)

Skills Stealth +4

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 Ft., passive Perception 10

Languages common

Challenge 1/4 (50 XP)

Ice Walk. The frostborn 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.

Innate Spellcasting. The frostborn's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *ray of frost*, *vicious mockery*

3/day: *create or destroy water* (create only)

2/day: *invisibility**

*The frostborn casts this spell on itself before combat.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) cold damage.

FROSTBORN TORTOISE

Large elemental, unaligned

Armor Class 18 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 Ft., passive Perception 8

Languages —

Challenge 3 (700 XP)

Ice Walk. The frostborn 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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 3 (1d6) cold damage.

Stomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Hydro Pump (Recharge 5-6). The frostborn exhales a high pressure stream of water in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 16 (3d10) cold damage on a failed save, or half as much damage on a successful one.





FROST QUEEN

Medium humanoid, chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Con +6, Cha +6

Skills Arcana +5, Deception +6, History +5

Damage Immunities cold

Senses darkvision 60 Ft., passive Perception 10

Languages Common

Challenge 6 (2,300 XP)

Cryomancer. Whenever the Frost Queen casts a spell that deals damage, the damage dealt is always cold damage.

Ice Walk. The Frost Queen 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.

Spellcasting. The Frost Queen is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *mage hand*, *message*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *mage armor*, *shield*

2nd level (3 slots): *detect thoughts*, *misty step*

3rd level (3 slots): *fireball*, *sleet storm*

4th level (1 slot): *ice storm*

Actions

Frost Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 7 (2d6) cold damage, or 4 (1d8) bludgeoning damage plus 7 (2d6) cold damage if used with two hands.