

# FROSTWING

Small • Elemental • Neutral

**Armor Class** 14

**Initiative** +3 (13)

**Hit Points** 49 (9d6 + 18)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	9 (-1)	15 (+2)	10 (+0)

**Saving Throws** Dex +5

**Skills** Perception +6, Stealth +5

**Damage Vulnerabilities** fire

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 16

**Languages** understands Primordial (Aquan, Auran) but can't speak

**CR** 2 (XP 450; PB +2)



**Flyby.** The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**One with Winter.** Fog, snow, or blizzard-like weather doesn't impede the owl's vision or movement. Further, it can't become disoriented because of those conditions.

**Unusual Nature.** The owl doesn't require air, food, drink, or sleep.

## ACTIONS

**Frost Claws.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 17 (4d6 + 3) cold damage, and the target's speed is halved.

**Ice Shards (Recharge 5-6).** *Dexterity Saving Throw:* DC 12, each creature in a 30-foot cone. *Failure:* 12 (5d4) piercing damage. *Success:* Half damage. *Failure or Success:* The ground below the area becomes difficult terrain until the start of the owl's next turn.

# FROSTWING — WEAKER

**Armor Class** 13

**Initiative** +2 (12)

**Hit Points** 13 (3d6 + 3)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	7 (-2)	13 (+1)	8 (-1)

**Skills** Perception +3, Stealth +4

**Damage Vulnerabilities** fire

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands Primordial (Aquan, Auran) but can't speak

**CR** 1/4 (XP 50; PB +2)



**Flyby.** The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**One with Winter.** Fog, snow, or blizzard-like weather doesn't impede the owl's vision or movement. Further, it can't become disoriented because of those conditions.

**Unusual Nature.** The owl doesn't require air, food, drink, or sleep.

## ACTIONS

**Frost Claws.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) cold damage, and the target's speed is reduced by 10 feet.

**Ice Shards (1/Day).** *Dexterity Saving Throw:* DC 11, each creature in a 15-foot cone. *Failure:* 2 (1d4) piercing damage. *Success:* Half damage. *Failure or Success:* The ground below the area becomes difficult terrain until the start of the owl's next turn.

## FROSTWING — STRONGER

**Armor Class** 16

**Initiative** +4 (14)

**Hit Points** 84 (13d6 + 39)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	9 (-1)	17 (+3)	12 (+1)

**Saving Throws** Dex +7

**Skills** Perception +9, Stealth +7

**Damage Vulnerabilities** fire

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 19

**Languages** understands Primordial (Aquan, Auran) but can't speak

**CR** 5 (XP 1,800; PB +3)



**Flyby.** The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**One with Winter.** Fog, snow, or blizzard-like weather doesn't impede the owl's vision or movement. Further, it can't become disoriented because of those conditions.

**Unusual Nature.** The owl doesn't require air, food, drink, or sleep.

### ACTIONS

**Frost Claws.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 31 (6d8 + 4) cold damage, and the target's speed is halved.

**Ice Shards (Recharge 5-6).** *Dexterity Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* 21 (6d6) piercing damage. *Success:* Half damage. *Failure or Success:* The ground below the area becomes difficult terrain until the start of the owl's next turn.