



ICE GOLEM

Ice golems are constructed in several forms, magically carved directly from frozen glaciers and shaped into giants. As they move, their bodies shimmer in rainbow iridescence as their icy bodies reflect and refract sunlight. These golems are typically found deep in the ice-covered mountains where they guard the frozen fortresses of wintery wizards or their long-forgotten tombs.

Frozen Heart. An ice golem's glacier heart emits a freezing aura that affects all living things. When creatures get too close, they find it harder to move and slow down as they begin to freeze in place.

Ice Breath. A blast of freezing breath from an ice golem can quickly freeze anything unfortunate enough to stand in its path.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

ICE GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Proficiency Bonus: +4

Cold Absorption. Whenever the golem is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Freezing Aura. The golem radiates a freezing aura in a 10-foot radius. A creature that starts its turn in this area must make a DC 16 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. Creatures with resistance or immunity to cold damage automatically succeed their save. This effect lasts until the start of the creatures next turn.

Ice Walk. The golem 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.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Ice Blast (Recharge 5-6). The golem exhales a blast of frozen air in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one. A creature killed by this effect becomes a frozen statue until it thaws. The ground in the area is covered with slick ice for 1 minute, making it difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 16 Dexterity saving throw. On a failed save, it falls prone.

ART CREDIT: SHUTTERSTOCK