

Blizzard Elemental Level 24 Elite Controller
[WoBS Module 8]

Medium elemental animate XP 12,100
(air, cold)

HP 448; **Bloodied** 224 **Initiative** +19
AC 40; **Fortitude** 37; **Reflex** 39; **Will** 37 **Perception**
Speed 6, fly 10 (Perfect) +22
Resist 20 cold **Blindsight** 10
Saving Throws +2

Traits

Body of Ice

Any creature that hits the blizzard elemental with a melee attack is slowed until the end of that creature's next turn.

☀ **Eldritch Storm • Aura 10**

The area around the elemental is filled with driving wind, sleet, hail, and ice. The aura creates icy terrain that lasts until the end of the encounter, airborne creatures within the aura grant combat advantage to the Blizzard Elemental, and the elemental has concealment from ranged attacks.

☀ **Threatening Reach • Aura 2**

The Blizzard threatens 2 squares

Winters Grip

The Blizzard powers deal 1 additional dice of damage against creatures that are slowed or that it has combat advantage against.

Standard Actions

⬇ **Slam** (weapon, cold) • **At-Will**

Attack: Reach 2; +29 vs. AC
Hit: 3d10 + 9 damage, and the target is slowed until the end of the blizzard elemental's next turn.

↩ **Dazzling Snow** (cold, radiant) • **Recharge** ☄ ☹

Attack: Close burst 3; +27 vs. Will
Hit: 3d6 + 13 cold damage, and the target is blinded until the end of the blizzard elemental's next turn.

❄ **Encase in Ice** (cold) • **Recharge** ☄ ☹

Attack: Burst 2 within 10; +25 vs. Fortitude; The winds gather droplets of water that harden to ice, hoarfrosting beards and glazing shields.
Hit: 5d10 + 13 cold damage and slowed (save ends).
Effect: If the target creature is already slowed by a Blizzards power, it becomes restrained and takes ongoing 10 cold damage (save ends both).
Aftereffect: Target is prone and takes ongoing 10 cold damage (save ends).

Move Actions

⬇ **Winter Wind** (cold, thunder) • **At-Will**

Attack: The Blizzard moves up to its speed and can pass through enemy spaces, gaining +4 to defenses during the move. (Each creature whose space the Blizzard enters); +28 vs. Reflex
Hit: 1d10 + 10 cold and thunder damage, and the target is slid up to 3 squares.

Icy Step (teleportation) • **At-Will**

Effect: The blizzard elemental can teleport to any square in sight as long as both the origin and the destination squares are icy terrain.

Minor Actions

☄ **Freezing Bolt** (cold, psychic) • **At-Will**

Attack: Ranged 10; +28 vs. Will
Hit: 2d10 + 9 cold and psychic damage, and the target is slowed (save ends).

Skills Arcana +20, History +20

Str 20 (+17) **Dex** 24 (+19) **Wis** 20 (+17)
Con 24 (+19) **Int** 22 (+18) **Cha** 18 (+16)

Alignment unaligned **Languages** Primordial

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