

# Winter Elf

*Small humanoid (elf), lawful good*

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**Armor Class** 14

**Hit Points** 81 (18d6 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	12 (+1)	14 (+2)	16 (+3)	18 (+4)

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**Saving Throws** Dex +7, Wis +6

**Damage Resistances** cold

**Condition Immunities** exhaustion

**Skills** Perception +6, Performance +7

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

**Languages** Common, Elvish

**Challenge** 7 (2,900 XP)

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**Ice Weapons.** The elf's weapon attacks deal an extra 1d8 cold damage (already factored into its attacks) and count as magical.

**Fey Ancestry.** Magic cannot put the elf to sleep.

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

**Master Artisan.** The elf is proficient with all artisan's tools. Its proficiency bonus is +3.

**Nimble Movement.** The elf can take the Dash or Disengage action as a bonus action on each of its turns.

**Spellcasting.** The elf's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *invisibility, mage hand, mending, misty step*

3/day: *charm person, hold person, sanctuary, sleet storm*

1/day: *cone of cold, polymorph*

## Actions

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**Multiattack.** The elf makes two attacks.

**Light Hammer.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and 4 (1d8) cold damage.

**Hot Cocoa Flask.** Every elf carries an enchanted flask of hot cocoa which stays piping hot. As an action the elf commands this flask to shoot a line of cocoa 60 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 21 (8d6) fire damage on a failed save, or half as much damage on a successful one. The elf cannot use this ability from the same flask again until it completes a long rest.