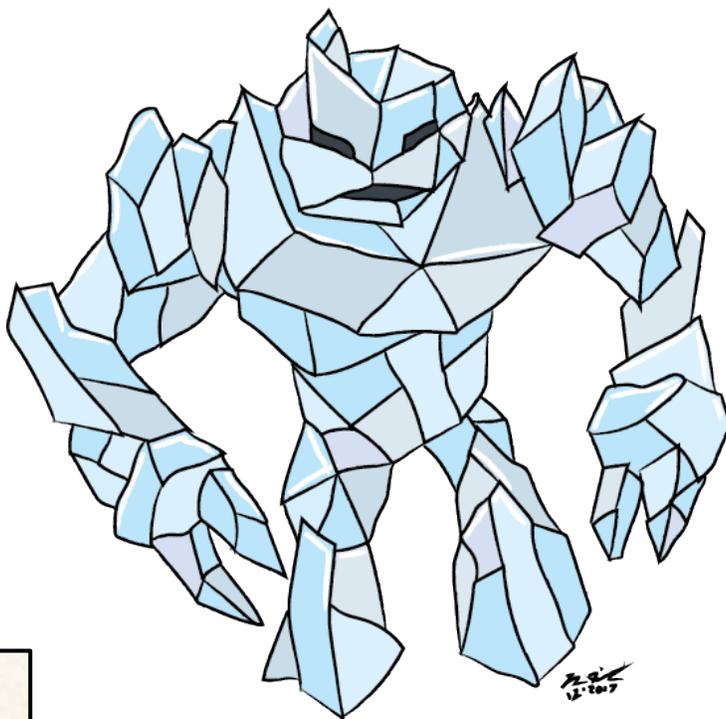


ICE ELEMENTALS

Ice elementals are the forces of deep winter and the frozen arctic made manifest. Their bodies are made of shifting ice that creaks and groans like a cracking glacier whenever they move. Wherever an ice elemental appears, the air becomes noticeably colder and frost collects on water or glass surfaces.

Ice elementals, when encountered on the Material Plane, are usually found in cold environments such as a polar ice field or a high mountain glacier. Ice elementals are some of the more aggressive elementals, and are known to attack travelers on sight. This doesn't reflect an underlying evil nature, however. Instead, the ice elemental sees warmth, including body heat, as something antithetical to its own nature.



ICE ELEMENTAL

Large Elemental, neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Glacien)

Challenge 5 (1,800 xp)

Skate. The elemental can move with ease over icy terrain, and suffers no penalties for such movement.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack. +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 4 (1d8) cold damage.

Frost Breath (Recharge 4-6). The elemental exhales an icy blast of frigid air in a 15-ft. cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Ice Skating. Ice elementals can skate over frozen surfaces with surprising elegance - although few who see the grace of a skating ice elemental truly appreciate it for long, because it is hard to appreciate anything when you've been frozen solid.

Breath of the Cold. An ice elemental can belch forth a blast of cold air as frigid as the coldest winds of winter. Many an adventurer has been frozen solid by this attack, and it is not uncommon to find frozen bodies, either intact or shattered, in the territory of an ice elemental.

THE OTHER ELEMENTS

Most adventurers know about the four most common types of elementals: air, earth, fire, and water. In some worlds, however, there are more than four elements. Ice (or cold) is one of these other elements, together with other things such as storms, wood, metal, or even time.

Some multiverses might have a separate Plane of Cold from which ice elementals come. In others, a demiplane of cold exists where the Planes of Air and Water touch. If you introduce ice elementals into your game, consider their origins relative to the four common elementals.

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Designer: Brendan Hainline

Editors: Eshan Mitra, Geoff Weeks

Illustrator: Brendan Hainline