

## ICE ELEMENTAL

Large elemental (water/air), neutral

Armor Class 15 (natural armor)  
Hit Points 127 (15d10 + 45)  
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	17 (+3)	6 (-2)	10 (+0)	7 (-2)

**Damage Vulnerabilities** fire, thunder  
**Damage Resistances** acid; piercing, and slashing from nonmagical attacks  
**Damage Immunities** cold, poison  
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Aquan, Auran  
**Challenge** 6 (2,300 XP)

**Chilling.** A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) cold damage, and if the creature doesn't have resistance or immunity to cold damage, it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

**Ice Glide.** The elemental can burrow through ice and snow using a special burrowing speed of 15 feet. While doing so, the elemental doesn't disturb the material it moves through.

### Actions

**Multiattack.** The elemental makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) cold damage.

**Ice Breath (Recharge 4–6).** The elemental releases a blast of freezing ice and snow in a 30-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 18 (4d8) cold damage and its speed is reduced by 20 feet until the end of its next turn.



## HYBRID ELEMENTALS

The elemental planes of water, earth, fire, and air align on planar borders where two elements combine to form a new dual-element, such as earth and fire creating lava. These border zones give rise to new hybrid elementals made of the combined element.

### ICE ELEMENTAL

An ice elemental, composed of water and air, appears as a large chunk of jagged ice often formed into a vaguely humanoid shape. It floats through icy water in frosted landscapes or rests inside tranquil snowbanks, creaking as it moves its frozen body.

Anything that touches an ice elemental is magically chilled by an icy cold that seeps into the bones. They are also capable of expelling a frigid blast of icy wind from small cracks in their bodies. Ice elementals are wary of fire, and screech like dry ice when burned.

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