

Ice Mephrit

ICE MEPHIT

Small Elemental • Neutral Evil
Cold-aligned elemental creature

A spiteful small elemental forged from jagged ice and rime. Ice mephits often perch motionless, indistinguishable from a shard of frost, before erupting into sudden violence with slashing claws, freezing breath, and a burst of ice when destroyed.

DETAILS

- Role: Ambusher / Harrier
- Type: Small Elemental
- Alignment: Neutral Evil
- Origin / Plane: Elemental cold / icy realms
- Languages: Auran
- Traits: False Appearance, Death Burst, Innate Spellcasting (Fog Cloud 1/day), Frost Breath
- Movement: 30 ft. walk, 30 ft. fly
- Defenses: Immune to cold and poison; vulnerable to bludgeoning and fire
- Perception: Darkvision 60 ft.
- Combat: Jagged claws and freezing cone breath
- Challenge: 1/2 (100 XP)

COLOUR PALETTE



EXPRESSIONS

Different expressions show the mephit's spiteful and cunning nature. Maintain its angular features, needle-like nose, and icy textures in all views.



Neutral



Mischievous



Hissing



Menacing



Uneasy



— FRONT —

— SIDE —

— BACK —

ABILITIES / FEATURES



JAGGED CLAWS
Sharp, ice-encrusted claws for quick, slashing attacks.



FROST BREATH
Exhales a 15-foot cone of freezing air (cold damage, Recharge 6).



DEATH BURST
When the mephit dies, it explodes in a burst of jagged ice.



FOG CLOUD
Innate spellcasting (1/day). Creates a thick cloud of mist (does not require components).



FALSE APPEARANCE
Can remain motionless, appearing as an ordinary shard of ice.

NOTES

Ice mephits are cunning and enjoy trickery, ambushes, and causing mischief in cold and desolate places. They often perch on ceilings, ruins, or ice formations, remaining motionless until prey comes close. Their translucent, crystalline bodies make them well suited to blend with frozen environments.

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