

# MONSTER OF THE WEEK

## QORRASHI

Large elemental, Typically Lawful Neutral

CR 11

7,200 XP

**Armor Class** 17 (natural armor)

**Hit Points** 200 (16d10 + 112)

**Proficiency Bonus** +4

**Speed** 30 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	24 (+7)	17 (+3)	17 (+3)	19 (+4)

**Saving Throws** DEX +7, WIS +7, CHA +8

**Damage Vulnerabilities** fire

**Damage Resistances** acid, lightning, thunder

**Damage Immunities** cold

**Senses** passive Perception 13

**Languages** Aquan, Auran, Giant

**Amphibious.** The qorrashi can breathe both air and water

**Elemental Demise.** If the qorrashi dies, its body disintegrates into a chilling wind, leaving behind only equipment the qorrashi was wearing or carrying.

**Icewalking.** The qorrashi has the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free as long as the surface is covered in ice. The qorrashi also gains a climbing speed equal to its walking speed on ice-covered surfaces.

### ACTIONS

**Multiattack.** The qorrashi makes three melee attacks

**Glave.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) slashing damage plus 4 (1d8) cold damage.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 4 (1d8) cold damage and the target must succeed on a DC 16 Constitution saving throw or gain one level of exhaustion and be stricken with frostbite. A creature with frostbite must succeed on a DC 16 Constitution saving throw every hour or gain one level of exhaustion. Frostbite lasts until it is removed with the lesser restoration spell or an equivalent magical effect. Creatures with immunity to cold are immune to the effects of frostbite.

**Innate Spellcasting.** The qorrashi's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *absorb elements, detect evil and good, detect magic, frostbite* (3d6)

3/day each: *create food and water, cone of cold, ice storm, tongues, wind walk*

1/day each: *conjure elemental (air elemental or water elemental only) gaseous form, invisibility, major image, plane shift*



## QORRASHI

CONFIDENT AND POWERFUL, THIS ELEGANT HUMANOID STANDS as tall as an ogre, but their features are noble and their blue skin is covered with frost like a window in wintertime. An aura of sharp and biting cold surrounds them.

### PARA-ELEMENTAL GENIES

Distant relatives of both the djinn and marid, qorrash (singular qorrashi) are elemental spirits of cold and ice. They resemble blue-skinned humanoids with frost-laced flesh, and though they are often nearly unclothed, they seem quite at home in the icy temperatures. Males of their kind tend to be bald, but wear long and elegant facial hair, while females typically have extremely long hair that swirls around them in a chaotic but deliberate manner.

### WARDENS OF ICE

Qorrash enjoy physical combat more than their djinn cousins, though they still use their magical abilities to soften up their foes. They are also quick to flee from a fight that turns against them.

### FROZEN PALACES

Qorrash embody the ideals of nobility and familial pride. They make their homes in the far reaches of the elemental plane of ice which lies between the plane of air and the plane of water. Their ornate palaces dot the frigid landscape, transforming many of the tremendous icebergs into masterfully carved architectural wonders.

### FRIENDS OF FROST

Long ago a pact was forged between the qorrash and the frost giants of the material plane. This pact would allow the two races to travel between each other's lands using portals which would be well guarded by both species. While the age of giant dominance has long since passed, to this day, the frost giants and qorrash still count one another as trusted allies. It is not uncommon to find qorrash advising the leaders of the frost giant factions scattered across the material plane.