

Aqua, Water Guardian

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<https://www.dndbeyond.com/monsters/3260188-aqua-water-guardian>



Large Elemental, Neutral Good

Armor Class 16 Natural Armor

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	15 (+2)	20 (+5)	14 (+2)

Skills [Nature](#) +8, [Perception](#) +12

Damage Immunities Cold, Poison

Condition Immunities [Poisoned](#)

Senses [Darkvision](#) 120, Passive Perception 22

Languages Aquan, Auran, Common, Ignan, Terran

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Bond of the Elements. The four elemental guardians are linked together. When one of them dies, the others gain access to new abilities, as long as they are on the same plane and fall into the same battle. All Elemental Guardians who see their fellow Guardians fall gain their abilities. If Aura dies, this creature gains access to **Typhoon**. If Ignis dies, this creature gains access to **Fire Aura**. If Terra dies, this creature gains access to **Tremor**.

Aspects of the Warden. The creature and any friendly creature within 30 ft, are under the effects of the spells [Aura of Purity](#) and [Aura of Vitality](#).

Innate Spellcasting. The creature's spellcasting ability is Wisdom (Spell Save DC 16)

At Will: [Detect Magic](#), [Create or Destroy Water](#), [Shape Water](#)

5/day each: [Cure Wounds](#), [Lesser Restoration](#)

3/day each: [*Tidal Wave*](#), [*Wall of Water*](#)

1/day each: [*Mass Cure Wounds*](#)

Actions

Multiattack. The creature can cast a spell and use Ice Spikes.

Ice Spikes. *Ranged Spell Attack:* +8 to hit, reach 60 ft., one target. *Hit:* 9 (2d8) [Cold Damage](#) and the target's speed is reduced by 10 ft.

Reactions

Ice Blink. Whenever an attack hits the creature, she can teleport in a straight line up to 30 ft away, preventing damage and dealing 4 (1d8) [Tooltip Not Found] to all creatures located between her last and new space.

Description

Each of the Elemental Guardians wears a necklace with four circular slots with gems inside. The gems are as follows: Amethyst for Air, Jade for Earth, Garnet for Fire, and Pearl for Water. Each of these gems will glow if the creature has that element within them and combines with the **Bond of the Elements Trait**.