

SUMMONING ELEMENTALS

The majority of the monsters in this supplement are designed with the spells *conjure minor elementals* and *conjure elemental* in mind, possessing compatible challenge ratings and interesting abilities to open up exciting roleplay opportunities for players. For convenience, these elementals are listed here by CR.

CONJURE MINOR ELEMENTALS CANDIDATES

Monster	Challenge
Acid Mephit	1/4
Ash Mephit	1/4
Lightning Mephit	1/4
Mercury Mephit	1/4
Salt Mephit	1/2
Sulfur Mephit	1/2
Arctine	2
Chaggrin (Earth Grue)	2
Emberling	2
Geodite	2
Harbinn (Fire Grue)	2
Ildriss (Air Grue)	2
Lesser Air Elemental	2
Lesser Earth Elemental	2
Lesser Fire Elemental	2
Lesser Ice Elemental	2
Lesser Water Elemental	2
Tempestan	2
Vardigg (Water Grue)	2

CONJURE ELEMENTAL CANDIDATES

Monster	Challenge
Acid Elemental	5
Blood Elemental	5
Dust Elemental	5
Grave Elemental	5
Ice Elemental	5
Lightning Elemental	5
Magma Elemental	5
Ooze Elemental	5
Pyre Elemental	5
Smoke Elemental	5
Steam Elemental	5
Greater Air Elemental	9
Greater Earth Elemental	9
Greater Fire Elemental	9
Greater Ice Elemental	9
Greater Water Elemental	9

PLANAR ALLY CANDIDATES

Monster	Challenge
Black Rock Triskelion	13
Cyclonic Ravager	13
Holocaust Disciple	13
Waterveiled Assassin	13
Air Monolith	15
Earth Monolith	15
Fire Monolith	15
Ice Monolith	15
Water Monolith	15

ELEMENTAL LORDS

Monster	Challenge
Zaaman Rul	17
Chan	18
Sunnis	18
Ben Hadar	19
Cryonax	21
Solkara	29

ELEMENTALS, LESSER AND GREATER

LESSER ELEMENTALS

Lesser elementals are the least mighty of their kin. Though pure expressions of the elements just like their fellow elementals, they lack the might of their greater kin. However, they are still a formidable foe in their own right, and are ideal for summoning with *conjure lesser elementals*.

LESSER AIR ELEMENTAL

Medium elemental, neutral

Armor Class. 13

Hit Points. 38 (7d8 + 7)

Speed. 0 ft., fly (60 ft. (hover))

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	5 (-3)	10 (+0)	4 (-3)

Damage Resistances. lightning, thunder; bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. poison

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 60 ft., passive Perception 10

Languages. Auran

Challenge. 2 (450 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

LESSER EARTH ELEMENTAL

Medium elemental, neutral

Armor Class. 15 (natural armor)

Hit Points. 52 (7d8 + 21)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	5 (-3)	10 (+0)	4 (-3)

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

Damage Vulnerabilities thunder

Damage Immunities. poison

Condition Immunities. exhaustion, paralyzed, petrified, poisoned, unconscious

Senses. darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages. Terran

Challenge. 2 (450 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

LESSER FIRE ELEMENTAL

Medium elemental, neutral

Armor Class. 13

Hit Points. 45 (7d8 + 14)

Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	5 (-3)	10 (+0)	4 (-3)

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

Damage Immunities. fire, poison

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 60 ft., passive Perception 10

Languages. Ignan

Challenge. 2 (450 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee Attack while within 5 ft. of it takes 4 (1d8) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

LESSER WATER ELEMENTAL

Medium elemental, neutral

Armor Class. 14 (natural armor)

Hit Points. 52 (7d8 + 21)

Speed. 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	5 (-3)	10 (+0)	4 (-3)

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

Damage Immunities. poison

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 60 ft., passive Perception 10

Languages. Aquan

Challenge. 2 (450 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

LESSER ICE ELEMENTAL

Medium elemental, neutral

Armor Class. 15 (natural armor)

Hit Points. 38 (7d8 + 7)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	13 (+1)	5 (-3)	10 (+0)	4 (-3)

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

Damage Vulnerabilities. fire

Damage Immunities. cold, poison

Condition Immunities. exhaustion, paralyzed, petrified, poisoned, unconscious

Senses. darkvision 60 ft., tremorsense 60ft. (in ice and snow only), passive Perception 10

Languages. Aquan, Auran

Challenge. 2 (450 XP)

Frigid Aura. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5(1d10) cold damage.

Ice Glide. The elemental can burrow through nonmagical ice and snow. While doing so, the elemental doesn't disturb the material it is moving through.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target *Hit:* 15 (3d6 + 5) bludgeoning damage plus 11 (2d10) cold damage

ELEMENTAL GRUES

An elemental grue forms when pure evil touches raw elemental matter. The resulting creatures are foul tempered and sadistic, seeking to undo all that they encounter. These elementals may spontaneously form where the Lower Planes connect to the Inner Planes, and the presence of a demon lord or a pit fiend in an Inner Plane is bound to give rise to a number of these wretched monstrosities.

Elemental Vermin. Elemental grues hate all things, including the element that spawned them. Their very presence causes elemental magic to destabilize and their touch causes other elementals great pain, a fact which delights them to no end and causes them to be hated and shunned even by other elementals. Not even the Princes of Elemental Evil will tolerate their presence, consigning them to the most inhospitable corners of the Inner Planes and the Elemental Chaos.

Elemental Nature. An elemental grue does not require air, food, drink, or sleep.

ELEMENTAL INTERPRETATION

The Elemental Interference reaction common to all elemental grues is intentionally written to be largely up to interpretation. Obviously, spells such as *control water* or *move earth* are very obviously elementally oriented. However, other spells are less clear cut. For example, *ray of frost* is clearly air oriented, but since it is only cold, does it qualify as water oriented as well? Or moving even further, what about *cloudkill*? Is that air oriented?

My rule of thumb here for more ambiguous situations is to consider where the origin of that power is. For example, if a smoke based creature casts *cloudkill*, then it's both air and fire oriented, but if Yan-C-Bin casts the same spell it's only air oriented, while a yugoloth casting it is not accessing elemental energy but fiendish energy. Meanwhile, that same yugoloth could cast *fire storm* and that would qualify for elemental interference, since that is undeniably elemental.

Ultimately, this ability is intended to open up roleplaying opportunities, not shut them down. Don't use this to artificially restrain player options, but rather to create a new challenge for them to overcome. Additionally, elemental grues make an excellent candidate for the *conjure lesser elemental* spell, and creative players are sure to find interesting ways to apply its effects in roleplay. Give them that agency.

CHAGGRIN (EARTH GRUE)

Chaggrins are hateful creatures of elemental earth. They resemble vaguely mole-like creatures composed of stone and soil and are 5 feet long on average. Violent and destructive, they burrow through soil for no other reason than to damage the element that spawned them and undermine the efforts of others.

CHAGGRIN

Medium elemental, neutral evil

Armor Class. 15 (natural armor)
Hit Points. 60 (8d8 + 24)
Speed. 30 ft. burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	8 (-1)

Skills. Stealth +2
Damage Immunities. acid, poison
Condition Immunities. poisoned
Senses. darkvision 60 ft. tremorsense 30 ft., passive Perception 10
Languages. Terran
Challenge. 2 (450 XP)

Ambusher. In the first round of a combat, the chaggrin has advantage on attack rolls against any creature it has surprised.

Foe of Earth. When the chaggrin deals damage against an elemental associated with earth, it deals maximum damage and its damage type becomes force.

Actions

Multiattack. The chaggrin makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 +3) slashing damage

Reactions

Elemental Interference. The chaggrin casts *counterspell* against a spell that creates, destroys, or otherwise manipulates earth within 120 feet of it (spell attack +4).

HARBINN (FIRE GRUE)

A harbinn is a vaguely man-shaped being composed of lurid, wavering flame. Difficult to pin down and sadistic to a startling degree, a harbinn relies on its natural speed and blurred appearance to protect it while it ignites all that it can

HARBINN

Medium elemental, neutral evil

Armor Class. 13
Hit Points. 44 (8d8 + 8)
Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	5 (-3)	11 (+0)	8 (-1)

Damage Immunities. fire, poison
Condition Immunities. poisoned
Senses. darkvision 60 ft., passive Perception 10
Languages. Ignan
Challenge. 2 (450 XP)

Blur. The harbinn's body is blurred, constantly shifting and wavering. A creature has disadvantage on attack rolls against the harbinn unless it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Fiery Body. A creature that touches the harbinn or hits it with a melee attack while within 5 ft. of it takes 3 (1d6) fire damage

Foe of Fire. When the harbinn deals damage against an elemental associated with fire, it deals maximum damage and its damage type becomes force.

Illumination. The harbinn sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

Actions

Multiattack. The harbinn makes two slam attacks

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) fire damage

Reactions

Elemental Interference. The harbinn casts *counterspell* against a spell that creates, destroys, or otherwise manipulates fire within 120 feet of it (spell attack +4).

ILDRISS (AIR GRUE)

An ildriss is an creature of spiteful air. It is capricious and violent, seeking to destroy whatever it can with its spiteful winds. Though naturally invisible, if viewed magically or rendered visible an ildriss appears as a cloud of dark, roiling vapor, its face marked by angry, ever-changing expressions.

ILDRISS

Medium elemental, neutral evil

Armor Class. 14
Hit Points. (8d8 +)
Speed. 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	5 (-3)	11 (+0)	8 (-1)

Skills. Stealth +6
Damage Immunities. poison, thunder
Condition Immunities. poisoned
Senses. darkvision 60 ft., passive Perception 10
Languages. Auran
Challenge. 2 (450 XP)

Foe of Air. When the ildriss deals damage against an elemental associated with air, it deals maximum damage and its damage type becomes force.

Invisibility. The ildriss is invisible.

Actions

Multiattack. The ildriss makes two slam attacks

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage

Reactions

Elemental Interference. The ildriss casts *counterspell* against a spell that creates, destroys, or otherwise manipulates air within 120 feet of it (spell attack +4).

VARDIGG (WATER GRUE)

A vardigg is a cruel, brutish creature of elemental water, a loose mass of frigid water encased in a dripping membrane studded randomly with flailing pseudopods and drifting eyespots. They claim a body of water as their own, savagely attacking any creature that attempts to enter it with blinding water.

VARDIGG

Medium elemental, neutral evil

Armor Class. 14 (natural armor)

Hit Points. (8d8 +)

Speed. 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	5 (-3)	11 (+0)	8 (-1)

Damage Immunities. acid, poison

Condition Immunities. poisoned

Senses. darkvision 60 ft., passive Perception 10

Languages. Aquan

Challenge. 2 (450 XP)

Foe of Water. When the vardigg deals damage against an elemental associated with water, it deals maximum damage and its damage type becomes force.

Actions

Multiattack. The vardigg makes two slam attacks

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage

Water Jet. *Ranged Spell Attack:* +4 to hit, range 60 ft., one creature. *Hit:* 11 (2d10) bludgeoning damage and the target must succeed on a DC 12 Constitution saving throw or become blinded for 1 minute.

Reactions

Elemental Interference. The vardigg casts *counterspell* against a spell that creates, destroys, or otherwise manipulates water within 120 feet of it (spell attack +4).

ELEMENTAL STEWARDS

The elemental stewards are strange elemental beings. Blessed with innate psionic powers and driven to serve the needs of greater beings, an elemental steward is an anomaly. Appearing as small, alien creatures with large, unblinking eyes, these rare creatures are more likely to be found in the service of a genie or elemental lord than they are alone. Wizards and sorcerers may conjure them to empower their destructive spells as well, making them ideal companions for war mages.

Mysterious Origins. None know the genesis of the elemental stewards. Some believe that they may be descended from a race of strange beings that fell from the Astral Plane into the Elemental Chaos and evolved over time into natives of that churning place. Others suggest that they could be the last scions of another reality, while others declare that they were born from the broken fragments of the minds of gods and primordials who fell during their terrible war at the dawn of time.

There is another theory, however, that suggests a far more sinister origin. Those who espouse this theory claim that the stewards are agents of an unknowable, alien intelligence that resides deep within the Elemental Chaos or Ethereal Plane, and that they seek to make themselves as valuable as possible so that they may act as spies for this being. Very little evidence exists to support this theory, so few take it seriously. Still, there are those who find the unblinking stares and strange detachment of the elemental stewards unnerving.

ARCTINE

The eyes of these slightly translucent white humanoids resemble nothing so much as pools of pure, snow-fed water, across which ripples constantly play. They are fascinated by other lifeforms, and can spend hours at a time observing the habits and behaviors of other creatures. They are especially fascinated by the inner workings of other creatures, and are well versed in medicine as a result. Many noble djinn have numerous arctine serving them as doctors, which cooperate together to ensure that their master is as healthy as possible.

However, simple medicine is not the extent to which the arctine's knowledge of biology extends. Though arctines find great satisfaction in administering medicine to living creatures, they have no compunctions about dissecting any dead bodies they find. If allowed, an arctine will dissect and catalogue the innards of any dead creatures they find. Though most find their impassive interest in the inner workings of life, this combined with their natural ability to create cold makes them excellent servants for undertakers and necromancers.

ARCTINE

Small elemental, neutral

Armor Class. 13

Hit Points. 44 (8d6 + 16)

Speed. 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	15 (+2)	14 (+2)	11 (+0)

Skills. Medicine +4, Perception +4

Damage Immunities. cold

Senses. darkvision 60 ft., passive Perception 14

Languages. Aquan, Common, telepathy 60 ft.

Challenge. 2 (450 XP)

Amphibious. The steward can breathe both air and water.

Innate Spellcasting (Psionics). The steward's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *shape water*

1/day each: *expeditious retreat*, *grease*

Psychic Defense. The steward's AC includes its Intelligence modifier.

Actions

Multiattack. The steward makes two attacks with either its fists or its energy ray

Fist. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) cold damage.

Energy Ray. Ranged Spell Attack (Psionic): +4 to hit, range 30 ft., one creature. *Hit:* 9 (2d8) cold damage.

Reactions

Energy Empowerment. When a creature deals cold damage while within 30 feet of the steward, the steward can maximize the roll of the lowest damage die dealt.

EMBERLING

These elementals possess coal black skin and eyes that burn with a white flame, cycling between ferocity, serenity, and joy without warning. They are fascinated by emotions and philosophy. They are just as eager to observe a joyful celebration as they are to witness a furious riot or a sorrowful mourning, a fact which many find unnerving.

EMBERLING

Small elemental, neutral

Armor Class. 15

Hit Points. 36 (8d6 + 8)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	15 (+2)	14 (+2)	11 (+0)

Skills. Intimidation +2, Perception +4

Damage Immunities. fire

Senses. darkvision 60 ft., passive Perception

Languages. Common, Ignan, telepathy 60 ft.

Challenge. 2 (450 XP)

Heated Body. A creature that touches the steward or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage.

Innate Spellcasting (Psionics). The steward's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *control flames*

1/day each: *cause fear*, *heat metal*

Psychic Defense. The steward's AC includes its Intelligence modifier.

Actions

Multiattack. The steward makes two attacks with either its fists or its energy ray

Fist. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage plus 3 (1d6) fire damage.

Energy Ray. *Ranged Spell Attack (Psionic):* +4 to hit, range 30 ft., one creature. *Hit:* 9 (2d8) fire damage.

Reactions

Energy Empowerment. When a creature deals fire damage while within 30 feet of the steward, the steward can maximize the roll of the lowest damage die dealt.

GEODITE

These granite skinned creatures possess large, crystalline eyes that thrum in time with a barely audible rhythm. A geodite finds sound and crafted objects endlessly compelling, and will spend hours memorizing every little detail of a stone wall or listening to the drip of water on a cavern floor. To a geodite, the living creatures that walk on stone and use tools are incidental, a fact which many find off-putting. However, there are few creatures out there that are better servants for creatures that mine the earth or craft great works.

Geodites adore mathematically structured sound; in other words, music. They will listen with rapt attention to any music that they encounter, cataloging the patterns of sound for future consideration or replication. However, they don't love music for the spirit of it, but rather the form of it. They find the rhythmic sound of hammers as compelling as a loving aria, a fact which makes them less than favored by the musically inclined.

GEODITE

Small elemental, neutral

Armor Class. 13 (natural armor)

Hit Points. 36 (8d6 + 8)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	13 (+1)	15 (+2)	14 (+2)	11 (+0)

Skills. Perception +4, Performance +2

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

Damage Immunities. thunder

Senses. darkvision 60 ft., tremorsense 60 ft. passive Perception 14

Languages. Common, Terran, telepathy 60 ft.

Challenge. 2 (450 XP)

Innate Spellcasting (Psionics). The steward's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *mold earth*

1/day each: *thaumaturgy*, *thunderwave*

Psychic Defense. The steward's AC includes its Intelligence modifier.

Actions

Multiattack. The steward makes two attacks with either its fists or its energy ray

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) thunder damage.

Energy Ray. Ranged Spell Attack (Psionic): +4 to hit, range 30 ft., one creature. **Hit:** 9 (2d8) thunder damage.

Reactions

Energy Empowerment. When a creature deals thunder damage while within 30 feet of the steward, the steward can maximize the roll of the lowest damage die dealt.

TEMPESTAN

A tempestan is an angular, storm grey humanoid with large, limpid eyes that spark with constant interest. They are energetic and eager to serve, seeking to learn as much as they can. A tempestan is happiest when serving a master with an extensive library, which they turn into something of a second home and protect with incredible fervor.

Tempestans are insatiable readers. They flit unpredictably from one subject to another, ravenously absorbing information from whatever source they can find. When no new sources of knowledge present themselves, they pass their time among clouds gathering and redistributing electrical energy for the sheer pleasure of observing it move.

TEMPESTAN

Small elemental, neutral

Armor Class. 15

Hit Points. 28 (8d6)

Speed. 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	15 (+2)	14 (+2)	11 (+0)

Skills. Investigation +4, Perception +4

Damage Immunities. lightning

Senses. darkvision 60 ft., passive Perception

Languages. Auran, Common, telepathy 60 ft.

Challenge. 2 (450 XP)

Innate Spellcasting (Psionics). The steward's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *gust*

1/day each: *comprehend languages*, *dissonant whispers*

Psychic Defense. The steward's AC includes its Intelligence modifier.

Actions

Multiattack. The steward makes two attacks with either its fists or its energy ray

Fist. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage plus 3 (1d6) lightning damage.

Energy Ray. *Ranged Spell Attack (Psionic):* +4 to hit, range 30 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Reactions

Energy Empowerment. When a creature deals lightning damage while within 30 feet of the steward, the steward can maximize the roll of the lowest damage die dealt.

MEPHITS

There are more mephits than just those composed of combinations of the four prime elements. There are also those that contain traces of positive or negative energy.

Alchemical Mephits. Some mephits embody the key elements of alchemy. These mephits have an especial significance to potion makers, wizards, and hags, who entice these wicked minded elementals with whatever means they can find.

ACID MEPHITS

Crass and xenophobic, acid mephits are composed of water, earth, and positive energy. Their society is stratified by what manner of acid they are. Aqua fortis, aqua regia, vitriol, acidum salis, and vinegar mephits all bicker and argue amongst each other over petty matters. In alchemy, acid is one of the most important elements, playing a large role in almost every alchemical venture.

ACID MEPHIT

Small elemental, neutral evil

Armor Class 12
Hit Points. 21 (6d6)
Speed. 30ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	11 (+0)

Skills. Perception +2
Damage Immunities. acid, poison
Condition Immunities. poisoned
Senses. darkvision 60 ft., passive Perception 12
Languages. Auran, Terran
Challenge. ¼ (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of acid. Each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) acid damage.

Actions

Claw. Type: +4 to hit, reach 5ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) acid damage

Corrosive Breath (Recharge 6). The mephit exhales a 15-foot cone of acidic mist. Each creature in that area must succeed on a DC 10 Constitution saving throw or take 4(1d8) acid damage on a failed save, or half as much on a successful one.

ASH MEPHIT

Profoundly depressed and lugubrious, ash mephits are composed of air, fire, and negative energy. They eagerly complain of their woes to any who will listen.

ASH MEPHIT

Small elemental, neutral evil

Armor Class 12
Hit Points. 22 (5d6 + 5)
Speed. 20ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	9 (-1)	10 (+0)	11 (+0)

Skills. Perception +2, Stealth +4
Damage Immunities. poison
Condition Immunities. poisoned
Senses. darkvision 60 ft., passive Perception 12
Languages. Auran, Ignan
Challenge. ¼ (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of ash. Each creature within 5 feet of it must succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Fists. Type: +4 to hit, reach 5ft., one creature. *Hit:* 4(1d4+2) bludgeoning damage

Choking Breath (Recharge 6). The mephit exhales a 15-foot cone of choking ash. Each creature in that area must succeed on a DC 10 Constitution saving throw or become wracked with coughing for 1 minute. A creature that is choking must succeed on a DC 11 Constitution saving throw in order to perform the Dash action or successfully cast a spell with a verbal component. A choking creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LIGHTNING MEPHIT

Composed of air and positive energy, lightning mephits are excitable, curious, and easily bored. They gleefully leap from cloud to cloud, sparking excitedly as they search for more mischief. They can be found throughout the Plane of Air, dancing among the tempests, but can also become a nuisance in cloud and storm giant homes, where they're known as thunder bats.

LIGHTNING MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points. 17(5d6)

Speed. 50ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	11 (+0)

Skills. Perception +2

Damage Immunities. lightning, poison

Condition Immunities. poisoned

Senses. darkvision 60 ft., passive Perception 12

Languages. Auran

Challenge. ¼ (50 XP)

Death Burst. When the mephit dies, it explodes in a crackling sphere of electricity. Each creature within 5 feet of it must succeed on a DC 10 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The mephit can innately cast *fear* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. Type: +4 to hit, reach 5ft., one creature. *Hit:* 4(1d4+2) slashing damage plus 2(1d4) lightning damage

Electric Breath (Recharge 6). The mephit exhales a 15-foot cone of crackling electrical energy. Each creature in that area must succeed on a DC 10 Constitution saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MERCURY MEPHIT

Composed of water and air suffused with negative energy, mercury mephits are nosy and obsessed with secrets. In alchemy, mercury is the element of the spirit.

MERCURY MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points. 22 (5d6 + 5)

Speed. 50ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	9 (-1)	11 (+0)	11 (+0)

Skills. Perception +2, Stealth +4

Damage Immunities. poison

Condition Immunities. poisoned

Senses. darkvision 60 ft., passive Perception 12

Languages. Aquan, Auran

Challenge. ¼ (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of poisonous fumes. Each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) poison damage.

False Appearance. The mephit can use an action to flatten its body out into a smooth surface 3 feet by 3 feet on a side with a thickness of 1 inch. While in this form, it is indistinguishable from a mirror.

Actions

Fists. Type: +4 to hit, reach 5ft., one creature. *Hit:* 4 (1d4 + 4) bludgeoning damage

Poison Breath (Recharge 6). The mephit exhales a 15-foot cone of toxic mist. Each creature in that area must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the target has disadvantage on all Intelligence and Wisdom checks and saving throws.

VARIANT: SOUL CATCHER

Some mercury mephits have acquired the requisite skills to remove a soul from its body. They will select a target and sneak into their room every night, poisoning them with their breath to loosen the soul's ties to the body.

Trap the Soul. A mercury mephit that has poisoned its target once per night for a full year's time removes and swallows the target's soul. The symptoms mimic that of the Slumber variant of *imprisonment*, except that the target will age and die normally. The target cannot regain their soul until the mercury mephit is killed. The mephit can hold only one soul at a time.

SALT MEPHIT

Composed of earth, water, and negative energy, and looking like a red eyed imp made of glimmering white crystal, salt mephits are sarcastic and extremist, being strongly divided by their opinions of water. Some salt mephits love water, craving it with a greedy desire, while others despise water, seeking to eliminate it wherever they find it. Those that love water can be found in oceans, while those that hate water can be found in deserts or on the plane of earth or fire. Regardless of their outlook on water, both view living creatures as being composed of too much of it, and seek to remedy that with their breath weapon. In alchemy, salt is the element of the body.

SALT MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points. 22 (5d6+5)

Speed. 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Skills. Perception +2, Stealth +3

Damage Immunities. fire, poison

Condition Immunities. poisoned

Senses. darkvision 60 ft. passive Perception 12

Languages. Aquan OR Terran (never both)

Challenge. ½ (100XP)

Death Burst. When the mephit dies, it explodes into a cloud of abrasive salt. Each creature within 5 feet of it must succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The mephit can innately cast *create or destroy water*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3(1d4+1) slashing damage

Desiccating Breath (Recharge 6). The mephit exhales a 15-foot cone of desiccating air. Each creature in that area must succeed on a DC 10 Constitution saving throw or take 7(2d6) necrotic damage as the moisture is drained from their body, or half as much damage on a successful one.

SULFUR MEPHIT

Composed of fire, earth, and negative energy, sulfur mephits are thoughtless and prone to emotional outbursts. They crave heat and will seek to drain all the heat from every source they encounter, including living creatures. In alchemy, sulfur is the element of the soul.

SULFUR MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points. 22 (5d6+5)

Speed. 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Immunities. fire, poison

Condition Immunities. poisoned

Senses. darkvision 60 ft. passive Perception 10

Languages. Ignan, Terran

Challenge. ½ (100XP)

Death Burst. When the mephit dies, it explodes into a cloud of foul gas. Each creature within 5 feet of it must succeed on a DC 10 Constitution saving throw or spend its action retching and reeling. Creatures that don't breathe or are immune to poison automatically succeed this check.

Innate Spellcasting (1/Day). The mephit can innately cast *control flames*, requiring no material components. Its innate spellcasting ability is Charisma. For every square of fire extinguished by this effect, the mephit regains 5 hit points.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3(1d4+1) slashing damage

Heat Consumption (Recharge 6). The mephit inhales heat in a 15-foot cone originating from it. Each creature in that area must succeed on a DC 10 Constitution saving throw or take 7 (2d6) cold damage as the heat is drained from their body, or half as much damage on a successful one. For every 5 points of cold damage dealt, the mephit regains 1 hit point. Any non-magical flames in this area are extinguished, and for every square of fire extinguished by this effect, the mephit regains 5 hit points.