

ELEMENTAL COMPENDIUM

CREATURES OF THE INNER PLANES

Written by Ned Turner

Elementals for players and DMs alike to summon and battle

Artwork by Ryan Van Dongen



TABLE OF CONTENTS

Chapter 1: Elementals

- 3... Avatars of Elemental Evil
 - 3... Black Rock Triskelion (Avatar of Ogremoch)
 - 4... Cyclonic Ravager (Avatar of Yan-C-Bin)
 - 5... Holocaust Disciple (Avatar of Imix)
 - 6... Waterveiled Assassin (Avatar of Olhydra)
- 7... Elementals
 - 7... Acid Elemental
 - 8... Dust Elemental
 - 9... Ice Elemental
 - 10... Lightning Elemental
 - 11... Magma Elemental
 - 12... Ooze Elemental
 - 13... Smoke Elemental
 - 14... Steam Elemental
- 15... Elementals, Lesser and Greater
 - 15... Lesser Elementals
 - 18... Greater Elementals
 - 21... Elemental Monoliths
- 24... Elemental Grues
 - 24... Chaggrin (Earth Grue)
 - 25... Harbinn (Fire Grue)
 - 25... Ildriss (Air Grue)
 - 26... Vardigg (Water Grue)
- 27... Elemental Stewards
 - 27... Arcine
 - 28... Emberling
 - 29... Geodite
 - 30... Tempestan
- 31... Horror Elementals
 - 31... Blood Elemental
 - 32... Grave Elemental
 - 33... Pyre Elemental
- 34... Mephits
 - 34... Acid Mephits
 - 34... Ash Mephit
 - 35... Lightning Mephit
 - 35... Mercury Mephit
 - 36... Salt Mephit
 - 36... Sulfur Mephit

Princes of Elemental Good

- 37... Ben Hadar, the Valorous Tempest
- 39... Chan, the Silent One
- 41... Sunnis, the True Stone
- 43... Zaaman Rul, the Resilient Ember

Primordials

- 45... Cryonax, the Bleak Monarch
- 48... Solkara, Queen of the First Ocean

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

CHAPTER 1: ELEMENTALS

AVATARS OF ELEMENTAL EVIL

The children of the Elder Elemental Eye are spiteful beings of wrath and hatred, embodiments of the very worst aspects of their respective elements. They yearn to enter the Material Plane and unleash their fury on the mortals of that pathetic realm; crushing, burning, and drowning all that they see. However, they lack the ability to do so on their own, and to that end they have cults.

When a Prince of Elemental Evil is particularly pleased by the heinous acts committed by a group of cultists, they may see fit to bless them with an avatar of elemental evil, a being imbued with a small fragment of the spirit of the hateful prince. These avatars loyally serve the cult and their master's wishes, seeking to lay low all who stand against them.

Non-Cohesive Whole. Once the four cults of Elemental Evil were all unified in their worship of the Elder Elemental Eye itself. The avatars show this through their uniquely specialized purposes and their compatibility in battle with one another. However, it is not in the nature of the elemental princes to cooperate, and their cults divided and split. Now the avatars are pitted against one another, though if commanded to cooperate they work together astonishingly well.

BLACK ROCK TRISKELION (AVATAR OF OGREMOCH)

The black rock triskelion is a towering creature of strange metallic ore, imbued with the greed and patience of Ogremoch. Dim witted and impossible to distract, these three legged creatures of stone will guard whatever they are assigned to protect with bloodthirsty jealousy, brutally destroying anyone who dares steal the treasures of the earth.

BLACK ROCK TRISKELION

Large elemental, neutral evil

Armor Class. 20 (natural armor)

Hit Points. 187 (15d10 + 105)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	25 (+7)	5 (-3)	12 (+1)	9 (-1)

Saving Throws: Str +13, Con +14

Damage Immunities. psychic; bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. poison

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

Senses. darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages. understands Terran but cannot speak

Challenge. 13 (10,000 XP)

Hardness. The black rock triskelion deals maximum damage when impacting creatures after falling or being thrown, as well as when creatures land on or are thrown at it, and takes no damage from the experience.

Toughness. If the black rock triskelion is subjected to an effect that allows it to make a Constitution or Strength saving throw to take half damage, it instead takes no damage if it succeeds and only half if it fails.

Actions

Multiattack. The black rock triskelion makes three stab attacks

Stab. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 17 (2d8 + 8) piercing damage

Legendary Actions

The black rock triskelion can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The black rock triskelion regains spent legendary actions at the start of its turn.

Attack. The black rock triskelion makes one Stab attack.

Immovable (Costs 2 Actions). If the black rock triskelion is in contact with the ground, it becomes immovable until the beginning of its next turn. While immovable, the black rock triskelion cannot be pushed, pulled, or knocked prone, nor can it be lifted from the earth by any means.

CYCLONIC RAVAGER (AVATAR OF YAN-C-BIN)

A cyclonic ravager is imbued of Yan-C-Bin's fierce hatred of all things built on solid earth. They eagerly soar in the pursuit of their goal: the destruction of all things. They throw people and possessions alike, seeking to assuage their bottomless wrath with mindless destruction.

CYCLONIC RAVAGER

Large elemental, neutral evil

Armor Class. 18

Hit Points. 161 (17d10 + 68)

Speed. 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	26 (+8)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

Saving Throws: Str + 9, Dex +12, Wis +5

Damage Resistances. 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 11

Languages. Auran

Challenge. 12 (8,400 XP)

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

Warding Winds. The cyclonic ravager is surrounded at all times by an area of raging winds that extends out from it in a 15 foot radius. This area counts as difficult terrain for all other creatures and imposes disadvantage on all ranged weapon and spell attacks that pass through it.

Actions

Multiattack. The cyclonic ravager makes three slam attacks

Slam. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. **Hit:** 15 (2d6 + 8) bludgeoning damage

Hurricane Throw. The cyclonic ravager targets one Large or smaller object or creature within 30 feet of it. The target is thrown up to 50 feet in a direction of the cyclonic ravager's choice. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Legendary Actions

The cyclonic ravager can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The cyclonic ravager regains spent legendary actions at the start of its turn.

Attack. The cyclonic ravager makes one slam attack.

Maneuver. The cyclonic ravager moves up to its speed.

HOLOCAUST DISCIPLE (AVATAR OF IMIX)

A holocaust disciple is imbued with Imix's desire to see all living things subjugated to his will. They seek to convert all to the worship of Imix and the Elder Elemental Eye, and those that they cannot convert they destroy. Their flames burn with an enthralling light which captivates the minds of those that see it, making them vulnerable to its words.

HOLOCAUST DISCIPLE

Armor Class. 19 (natural armor)
Hit Points. 161 (17d10 + 68)
Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	19 (+4)	15 (+2)	20 (+5)	23 (+6)

Saving Throws: Dex +9, Wis +10, Cha +11
Skills. Intimidation +11, Persuasion +11
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 15
Languages. Common, Elvish, Ignan, Undercommon
Challenge. 13 (10,000 XP)

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

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

Magic Resistance. The holocaust disciple has advantage on saving throws against spells and other magical effects.

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

Actions

Large elemental, neutral evil

Multiattack. The holocaust disciple makes two touch attacks.

Touch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) 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.

Flame Burst (Recharge 5-6). The holocaust disciple casts *fireball* centered on itself (DC 19).

Legendary Actions

The holocaust disciple can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The holocaust disciple regains spent legendary actions at the start of its turn.

Touch. The holocaust disciple makes one touch attack.

Enthralling Flames (Costs 2 Actions). The flames of the holocaust disciple flare with hypnotic light. All creatures within 30 feet of the holocaust disciple that can see it must succeed on a DC 19 Wisdom saving throw or become charmed by it until the end of its next turn. While charmed in this way, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than the holocaust disciple and attack rolls against creatures other than the holocaust disciple until the end of its next turn. On a successful save, the target is immune to the holocaust disciple's Enthralling Flames for 24 hours.

WATERVEILED ASSASSIN (AVATAR OF OLHYDRA)

A waterveiled assassin is born of Olhydra's desire to see all living things slain. Possessing remarkable control over its watery body, it is capable of dodging a wide variety of attacks, slipping through tiny cracks, and secreting itself away in porous material such as the cracks in a wall so that they can slay the unsuspecting.

WATERVEILED ASSASSIN

Armor Class. 18 (natural armor)

Hit Points. 153 (18d10 + 54)

Speed. 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

Saving Throws: Str +10, Dex +10, Wis +7

Skills. Perception +7, Stealth +10

Damage Resistances. 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., blindsight 30 ft., passive Perception 17

Languages. Aquan

Challenge. 12 (8,400 XP)

Assassinate. During its first turn, the waterveiled assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Avoidance. If the waterveiled assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds and only half if it fails.

Sneak Attack (1/Turn). The waterveiled assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Large elemental, neutral evil

Water Form. The waterveiled assassin can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. It can travel through porous or water permeable material, such as soil, pumice, or a crumbling wall, as if it were difficult terrain. While within a porous object, the waterveiled assassin has total cover.

One With Water. If the waterveiled assassin is submerged in water, it is invisible.

Actions

Multiattack. The waterveiled assassin makes two stabbing tendril attacks.

Stabbing Tendril. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Legendary Actions

The waterveiled assassin can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The waterveiled assassin regains spent legendary actions at the start of its turn.

Pierce. The waterveiled assassin makes one stabbing tendril attack.

Escape (Costs 2 Actions). The waterveiled assassin moves up to its speed without provoking attacks of opportunity.

ELEMENTALS

The elements take on many forms beyond the pure expressions of air, earth, fire, and water. Elementals of the combinations of these elements exist, as well. They can be found in greatest numbers where their respective elemental planes and the Elemental Chaos, but are by no means uncommon in the elemental planes of their constituent parts.

ACID ELEMENTAL

These rare elementals are formed from water imbued with the corrosive power of acid. They seek to dissolve whatever they encounter, whether it be creatures, weapons, or plantlife.

ACID ELEMENTAL

Large elemental, neutral

Armor Class. 14 (natural armor)

Hit Points. 102 (12d10 + 36)

Speed. 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	5 (-3)	10 (+0)	8 (-1)

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

Damage Immunities. acid, poison

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

Senses. darkvision 60 ft., passive Perception 10

Languages. Aquan

Challenge. 5 (1,800 XP)

Acid 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. A creature that starts its turn in the elemental's space takes 3 (1d6) acid damage.

Corrode Metal. Any nonmagical weapon made of metal that hits the elemental corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the elemental is destroyed after dealing damage.

Actions

Multiattack. The elemental makes two touch attacks

Touch. *Melee Weapon Attack:* + to hit, reach 5 ft., one creature. *Hit:* () acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

DUST ELEMENTAL

Composed equally of elemental air and elemental earth, the dust elemental manifests as a swirling cloud of dust and sand with the barest hint of a face. Though imbued with the power of air, they can only fly in short bursts, typically racing across the ground with the speed and ferocity of a sandstorm. They can most typically be found in deserts and on the windblasted earthmotes of the Sirocco Straights.

DUST ELEMENTAL

Large elemental, neutral

Armor Class 14
Hit Points. 96 (12d10 + 30)
Speed. 90 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances. bludgeoning, piercing, and slashing 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, Terran
Challenge. 5 (1,800 XP)

Dust 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. It takes no damage from falling.
Dust Devil. The 20 foot area around a dust elemental is lightly obscured.
Limited Flight. As part of its movement, the elemental can fly 30 ft., though it cannot remain aloft at the end of its turn.

Actions

Multiattack. The elemental makes two slam attacks.
Slam. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target *Hit:* 14(2d8 + 5) bludgeoning damage
Dust Storm (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Constitution saving throw, taking 15 (3d8+2) bludgeoning damage on a failure or half as much on a success. Additionally, on a failure the target is blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the blindness early on a success.

ICE ELEMENTAL

Composed equally of elemental air and elemental water, the ice elemental is a lumbering mass of living ice. These elementals can glide through ice and snow as easily as if they were liquid, and can force their way through soil and earth just as a winter frost pierces the ground. Creatures in arctic landscapes have a great deal to fear from these plodding glaciers, as they can pinpoint the location of any creature in direct physical contact with snow or ice, and their bodies are so cold that they freeze creatures that make contact with them.

VARIANT: FROZEN SOLID

If you so desire, a water elemental that takes 50 or more cold damage in a single turn might harden into a solid mass of ice. While solidified, it is petrified, ignoring its condition immunity. 2 rounds later, the mass of ice reforms into an ice elemental with the same number of hit points the water elemental had remaining.

ICE ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)
Hit Points. 114 (12d10 + 48)
Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	15 (+2)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances. acid; bludgeoning, piercing, and slashing 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. 5 (1,800 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: +6 to hit, reach 5 ft., one target Hit: 10 (2d6 + 3) bludgeoning damage plus 5 (1d10) cold damage

LIGHTNING ELEMENTAL

Expressions of pure elemental air, these elementals are living lightning bolts. Incapable of moving like most elementals, these bundles of electricity instead move by jumping from place to place as thunderbolts, electrocuting anything in the intervening path. These elementals can travel through metal and water as easily as they can travel through air, though they typically prefer to spend their time in the skies leaping between thunderclouds. These elementals can be found anywhere that lightning forms, from storms to volcanic eruptions of ash and smoke.

LIGHTNING ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points. 90 (12d10 + 24)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	7 (-2)	10 (+0)	7 (-2)

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

Damage Immunities. lightning, poison

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

Senses. darkvision 60 ft, passive Perception 10

Languages. Auran

Challenge. 5 (1,800 XP)

Body Electric. The elemental can occupy an area that contains metal as if it was unobstructed. It can enter a hostile creature's space and stop there. When a creature starts its turn within 5 feet of the elemental, first moves within 5 feet of the elemental, or makes a melee attack against the elemental while within 5 feet of it, the creature must succeed on a DC 11 Constitution saving throw or be stunned until the end of its next turn. Any creature wearing metal armor or wielding a metal weapon has disadvantage on this saving throw.

Lightning Absorption. Whenever the elemental is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Actions

Lightning Strike. The elemental turns into a lightning bolt measuring 5 feet wide and moves up to 120 feet in any path of its choosing. Any creatures in its path must succeed on a DC 15 Dexterity saving throw, taking 15 (2d10+4) lightning damage on a failed save, or half as much on a successful one. Creatures in metal armor have disadvantage on this saving throw. This attack does not provoke opportunity attacks. This attack can move through metal and water as if it was unobstructed.

MAGMA ELEMENTAL

Composed in equal parts by fire and earth, magma elementals are found roaming freely throughout the Plane of Fire or harnessed by dao or azers to power furnaces. Like lava flows, these elementals can be deceptively fast, especially in their own native element. They instinctively seek out heat, as they become sluggish in the cold, and they shrink away from water.

VARIANT: NEW GROUND

If you so desire, a magma elemental that takes 50 or more cold damage in a single turn might harden into a solid mass of earth. While solidified, it is petrified, ignoring its condition immunity. 2 rounds later, the mass of hardened magma reforms into an earth elemental (page 124 of the *Monster Manual*) with the same number of hit points the magma elemental had remaining.

MAGMA ELEMENTAL

Large elemental, neutral

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., swim 60 ft. (in magma only)

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

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

Damage Immunities. fire, poison

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

Senses. darkvision 60 ft., passive Perception 10

Languages. Ignan, Terran

Challenge. 5 (1,800 XP)

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

Harden. Whenever the elemental takes 10 or more cold damage on a round, it partially hardens; its speed is reduced by 20 feet until the end of its next turn. This effect is negated if it takes 15 or more fire damage or enters a body of molten material.

Melt Metal. Any nonmagical weapon made of metal that hits the elemental begins to melt. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the elemental is destroyed after dealing damage.

Water Susceptibility. For every 5 feet the elemental moves in water, and for every gallon of water splashed onto it, the elemental takes 1 cold damage.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target *Hit:* 11 (2d6 + 3) bludgeoning damage plus 5 (1d10) fire damage, and if the target is wearing nonmagical metal armor, its armor is partly melted and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

OOZE ELEMENTAL

Beings of elemental earth and water, Ooze elementals appear as lazily bubbling mounds of mud. Unctuous and slow moving, these elementals have little hope of overtaking a target. Instead, they favor disguising themselves as puddles of mud, waiting for unwary adventures to stumble on them, at which point they overwhelm them, enveloping them in their sticky bodies. Targets who keep their distance will find themselves subjected to wads of viscous mud, which holds them still as the elemental unerringly trudges toward them.

VARIANT: POLLUTION ELEMENTAL

Some ooze elementals are more than just mud. Some of them are composed of filth and sewage, carrying vile diseases and stinking horribly. These pollution elementals are often found in cesspits, sewers, and the Abyss. They have the following variations on a standard Ooze elemental, giving them a CR of 6 (2,300 XP):

Bonus Language. The elemental understands Abyssal in addition to its standard languages, though it can't speak it.

Stench. Any creature that starts its turn within 5 feet of the elemental must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all ooze elementals for 1 hour.

Repulsive Body. The elemental's mud spit and whelm attacks deal an extra 4(1d8) poison. Additionally, a creature grappled by the elemental must perform a DC 15 Constitution saving throw whenever it takes damage from Whelm or contract a disease of your choice, such as Sewer Plague or Sight Rot. Diseases are detailed on page 257 of the Dungeon Master's Guide

OOZE ELEMENTAL

Large elemental, neutral

Armor Class 11 (natural armor)

Hit Points. 114 (12d10 + 48)

Speed. 20 ft., swim 25 ft.

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

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

Damage Immunities. poison

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

Senses. blindsight 60 ft (blind beyond this), passive Perception 10

Languages. Aquan, Terran

Challenge. 5 (1,800 XP)

False Appearance. While the elemental remains motionless, it is indistinguishable from a mound of mud.

Mud 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 mud spit attacks.

Mud Spit. *Ranged Weapon Attack:* +7 to hit, range 60ft., one target *Hit:* 13(2d8 + 4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 15 Dexterity saving throw or be restrained for 1 minute. The target may attempt a DC 14 Strength saving throw at the end of each of its turns to end the condition early.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13(2d8+4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe. If its saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 11(2d6+4) bludgeoning damage. A creature within 5 feet on the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.

SMOKE ELEMENTAL

Composed of air and fire, these elementals are living clouds of toxic fumes and swirling ash. Foes are quickly engulfed in their poisonous bodies, and any that the elemental cannot poison is subjected to their slam attacks. Despite being composed of air, though, they fear the wind, as its cutting gales can shred their smoky bodies just as strong winds can disperse smoke and ash. Many can be found dancing through the black clouds of the Great Conflagration, though they also appear on the Material Plane in the eruptions of volcanos, or drifting through the darkened skies of the Lower Planes, especially Gehenna and the Nine Hells of Baator.

SMOKE ELEMENTAL

Large elemental, neutral

Armor Class 14

Hit Points. 90 (12d10 + 24)

Speed. 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances. fire; bludgeoning, piercing, and slashing 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, Ignan

Challenge. 5 (1,800 XP)

Fumes. If a creature starts its turn in a space occupied by the elemental, it must succeed on a DC 15 Constitution saving throw or take 5(1d10) poison damage and spend its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Smoke 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. Liquids count as solid surfaces to the elemental. The space it occupies is heavily obscured.

Smokesight. The elemental possesses blindsight out to 60 ft if it is within an area that is at least lightly obscured by smoke.

Wind Vulnerability. Each time it starts its turn in a strong wind, the elemental takes 5(1d10) force damage.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target *Hit:* 13(2d8 + 4) bludgeoning damage

STEAM ELEMENTAL

Composed of the conflicting combination of fire and water, steam elementals are among the most elusive of elementals. They favor areas of rising steam or drooping fog in which they can remain invisible. Unless angered, they flee from strong winds that disperse fog clouds, as those winds can also shred apart their own vaporous bodies. Any creatures that occupy a steam elemental's body will feel as if they occupy a sauna, and the elemental can increase its own internal heat to exhaust any creature that occupies it. They can be found near undersea heat vents, hot springs, or in humid jungles. Spellcasters may also bind them to guard areas with heavy fog, as their natural invisibility makes them ideal candidates.

VARIANT: FOG ELEMENTAL

Fog elementals are frigid beings composed of cold air and water. They wander the Frostfell, freezing warm blooded creatures, though fey are also fond of using them to guard holy places. They are functionally identical to steam elementals, except all fire damage is changed to cold damage, and they speak Aquan and Auran.

STEAM ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points. 90 (12d10 + 24)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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

Damage Immunities. poison

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

Senses. darkvision 60 ft, blindsight 60 ft. within fog passive Perception 10

Languages. Aquan, Ignan

Challenge. 5 (1,800 XP)

Vapor 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. The space it occupies is heavily obscured.

Vaporous Invisibility. As long as the elemental remains within an area that is heavily obscured by fog, steam, mist, clouds, or other water vapor, it counts as invisible

Wind Vulnerability. Each time it starts its turn in a strong wind, the elemental takes 5(1d10) force damage.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target *Hit:* 12(2d8 + 3) bludgeoning damage plus 5(1d10) fire damage

Sweltering Heat (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Constitution saving throw. On a failure, a target gains one level of exhaustion.

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

GREATER ELEMENTALS

Greater elementals are, as their names would suggest, more powerful versions of the standard elemental. Larger and more powerful than their lesser cousins, a greater elemental is truly a force to be reckoned with, and only the mightiest of magic users can summon and control one.

GREATER AIR ELEMENTAL

Huge elemental, neutral

Armor Class. 16

Hit Points. 119 (14d12 + 28)

Speed. 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	15 (+2)	6 (-2)	11 (+0)	7 (-2)

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. 9 (5,000 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 three slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 18 Strength saving throw. On a failure, a target takes 21 (4d8 + 3) bludgeoning damage and is flung up 30 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

GREATER EARTH ELEMENTAL

Huge elemental, neutral

Armor Class. 17 (natural armor)

Hit Points. 161 (14d12 + 70)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	6 (-2)	11 (+0)	8 (-1)

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. 9 (5,000 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

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

GREATER FIRE ELEMENTAL

Huge elemental, neutral

Armor Class. 14

Hit Points. 133 (14d12 + 42)

Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	6 (-2)	11 (+0)	8 (-1)

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. 9 (5,000 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 11 (2d10) 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 11 (2d10) 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 45-foot radius and dim light in an additional 45 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 three touch attacks.

Touch. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 3) 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.

GREATER WATER ELEMENTAL

Huge elemental, neutral

Armor Class. 14 (natural armor)

Hit Points. 161 (14d12 + 70)

Speed. 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	6 (-2)	11 (+0)	8 (-1)

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. 9 (5,000 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 three slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 17 Strength saving throw. On a failure, a target takes 18 (3d8 + 5) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 18 (3d8 + 5) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 17 Strength and succeeding.

GREATER ICE ELEMENTAL

Huge elemental, neutral

Armor Class. 17 (natural armor)

Hit Points. 147 (14d12 + 56)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	6 (-2)	11 (+0)	8 (-1)

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. 9 (5,000 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 5 (1d10) cold damage

ELEMENTAL MONOLITHS

An elemental monolith is one of the most powerful elementals on the planes. Titanic and enormously powerful, an elemental monolith is a natural disaster brought to life.

AIR MONOLITH

Gargantuan elemental, neutral

Armor Class. 17
Hit Points. 246 (17d20 + 68)
Speed. 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	25 (+7)	18 (+4)	6 (-2)	11 (+0)	7 (-2)

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. 15 (13,000 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 three slam attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 20 Strength saving throw. On a failure, a target takes 26 (5d8 + 4) bludgeoning damage and is flung up 40 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

EARTH MONOLITH

Gargantuan elemental, neutral

Armor Class. 17 (natural armor)

Hit Points. 297 (17d20 + 119)

Speed. 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	24 (+7)	5 (-3)	11 (+0)	7 (-2)

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. 15 (13,000 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

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

FIRE MONOLITH

Gargantuan elemental, neutral

Armor Class. 15

Hit Points. 263 (17d20 + 85)

Speed. 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	21 (+5)	6 (-2)	11 (+0)	7 (-2)

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. 15 (13,000 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 11 (2d10) 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 11 (2d10) 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 60-foot radius and dim light in an additional 60 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 three touch attacks.

Touch. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) 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.

WATER MONOLITH

Gargantuan elemental, neutral

Armor Class. 15 (natural armor)
Hit Points. 280 (17d20 + 102)
Speed. 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	6 (-2)	11 (+0)	7 (-2)

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. 15 (13,000 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 three slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 19 Strength saving throw. On a failure, a target takes 24 (4d8 + 6) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 19). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 24 (4d8 + 6) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 19 Strength and succeeding.

ICE MONOLITH

Gargantuan elemental, neutral

Armor Class. 17 (natural armor)
Hit Points. 263 (17d20 + 85)
Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	6 (-2)	11 (+0)	7 (-2)

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. 15 (13,000 XP)

Frigid Aura. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 11 (2d10) 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:* +11 to hit, reach 10 ft., one target *Hit:* 24 (4d8 + 6) 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.

HORROR ELEMENTALS

When a sin is committed, it does not simply disappear. It lingers, its foul essence polluting the world around it. It stains the soil and fouls the air and poisons the water, imbuing the very land with the dark memory of its deed. These memories may give birth to a horror elemental, living expressions of a sin so heinous that it corrupts the land. Many horror elementals only exist for a short period of time, such as for one hour on the anniversary of the sin committed, while others may exist at all times, guarding the sins they were born from. All are intrinsically bound to the land where the sin that birthed them was committed.

Water Weakness. All horror elementals are weak to pure water, which is capable of washing the sins from even the blackest of hands. As such, they fear rivers and will not willingly cross one. Holy water is especially deadly to them, and even a small amount of it will cause them immense pain.

SUMMONING A HORROR ELEMENTAL

Only on land where a suitable sin was committed, where the evil is remembered by the soil itself, can a horror elemental be summoned. Once summoned, a horror elemental will instinctively target creatures with wicked hearts most like those that committed the sins from which it was born. Most insidious of all, the embrace of the horror elemental may pass its sin on to innocents it attacks, thus perpetuating the cycle of evil.

A horror elemental may be summoned either intentionally or inadvertently when *conjure elemental* is cast on land where a suitable sin was committed. Regardless of how it was summoned, there is a risk of the sin that birthed it being passed on to the summoner. When a creature summons a horror elemental, it must succeed on a DC 13 Charisma saving throw or become afflicted with a form of madness as determined by the Elemental Madness table below.

ELEMENTAL MADNESS

Elemental Flaw (lasts until cured)

Blood	"Slaughter is the truest expression of strength."
Grave	"Others are plotting against me. I must lie to protect myself, even from my allies."
Pyre	"I hate and fear what I do not understand, and whatever I hate must be destroyed."

BLOOD ELEMENTAL

A blood elemental is born from the brutality of slaughter. They may spontaneously form at the sites of great bloodshed, such as on a battlefield or in the dungeon of a torturer. Others may be born from the site of a grisly murder. There are even stories of these elementals that have formed in the River Styx, congealing from the memories of dead sinners, where they flourish in the foul, blood saturated waters.

Blood Thirst. A blood elemental craves the joy of slaughter, and it eagerly kills all that it meets in pursuit of this goal. Those that fight a blood elemental will find, to their horror, that the bloodshed that monstrous creature enacts actually heals it.

BLOOD ELEMENTAL

Large elemental, neutral evil

Armor Class. 14 (natural armor)
Hit Points. 102 (12d10 + 36)
Speed. 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	5 (-3)	10 (+0)	8 (-1)

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

Damage Immunities. poison

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

Senses. darkvision 120 ft., passive Perception 10

Languages. Aquan

Challenge. 5 (1,800 XP)

Fluid 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.

Pure Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 acid damage. If a vial of holy water is splashed on it, it takes 2d6 radiant damage and has disadvantage on all attack rolls and saving throws for 1 minute.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 12 (2d8 + 3) bludgeoning

Drown (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 3) bludgeoning damage. If the target possesses blood it also takes 4 (1d8) necrotic damage and the elemental recovers an equal number of hit points. If it is Large or smaller, it is also grappled (escape DC 13). Until this grapple ends, the target is Restrained and unable to breathe, even if it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 18 (4d8) necrotic damage if it has blood and the elemental recovers an equal number of hit points. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 13 Strength check and succeeding.

When a creature begins its turn restrained in this way, it must succeed on a DC 13 Charisma saving throw or gain the Blood Elemental Madness until the creature takes a long rest.

GRAVE ELEMENTAL

A grave elemental is born from secrets and disgrace. They can be found where secrets have been buried to hide them from discovery, such as the body of a murder victim or the proof of a terrible crime. Other grave elementals are born from the shame of the dead themselves, especially those that have been buried without proper funeral rites or in mass graves

GRAVE ELEMENTAL

Large elemental, neutral evil

Armor Class. 14 (natural)

Hit Points. 102 (12d10 + 36)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	17 (+3)	5 (-3)	10 (+0)	5 (-3)

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

Damage Immunities. poison

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

Senses. darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages. Terran

Challenge. 5 (1,800 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.

Pure Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 acid damage. If a vial of holy water is splashed on it, it takes 2d6 radiant damage and has disadvantage on all attack rolls and saving throws for 1 minute..

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage

Sink (Recharge 6). The elemental targets one creature on solid soil with its Slam attack. If the attack hits, the target must succeed on a DC 14 Strength saving throw or be pulled into the ground at their feet and take 12 (2d8 + 2) bludgeoning damage. The target is restrained and cannot breathe while underground. The target can attempt to escape by using its action to make a DC 14 Strength (Athletics) check. On a success, the target expends 15 feet of movement to extricate itself from the ground, exiting prone.

When a creature begins its turn restrained in this way, it must succeed on a DC 13 Charisma saving throw or gain the Grave Elemental Madness until the creature takes a long rest.

PYRE ELEMENTAL

A pyre elemental is born from the site of the wholesale destruction of something which leaves the world diminished from its loss, especially when the destruction is motivated by fear or prejudice. The burning of a library, a museum, a temple, or even an entire city can give birth to one or more pyre elementals, which seek to perpetuate the destruction that birthed them, continuing the legacy of wanton loss.

Dying Curse. Prejudice is a poison that infects a community, leading them to terrible sins. When misfortune befalls a village, they may turn on their own and single out a witch in their midst, burning them at the stake to save their own souls. With their dying breath, the victim may curse their own kin, giving birth to a pyre elemental, which first consumes the creature that birthed it before turning on all present.

PYRE ELEMENTAL

Large elemental, neutral evil

Armor Class. 13
Hit Points. 102 (12d10 + 36)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	5 (-3)	10 (+0)	7 (-2)

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 120 ft., passive Perception 10
Languages. Ignan
Challenge. 5 (1,800 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 5 (1d10) 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 5 (1d10) 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 an additional 30 feet.
Pure Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 acid damage. If a vial of holy water is splashed on it, it takes 2d6 radiant damage and has disadvantage on all attack rolls and saving throws for 1 minute..

Actions

Multiattack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 10 (2d6 + 3) fire damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.
 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.
 When a creature begins its turn ignited in this way, it must succeed on a DC 13 Charisma saving throw or gain the Pyre Elemental Madness until the creature takes a long rest.

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.

PRINCES OF ELEMENTAL GOOD



Within the Elemental Planes, evil does not reign unopposed. There are mighty elemental lords who stand against the wicked children of the Elder Elemental Eye and the forces of the efreet and dao. These beings are known as the Princes of Elemental Good

BEN HADAR, THE VALOROUS TEMPEST

Deep within a hidden recess of the Plane of Water, living in a palace of coral bathed in gentle sunlight and surrounded by gentle tides, resides Ben Hadar. This self appointed protector of the Plane of Water and all its inhabitants is unfailingly noble. He appears as a massive, handsome humanoid towering at 30 feet tall. He wages war against krakens, aboleths, and the other threats that lurk within the deeps, battling them with his powerful claws and mastery of water.

Triton King. Ben Hadar is honored by tritons as a patron of their race, for he represents all the traits that tritons most admire: pride, devotion, strength, and unflinching commitment to the common good. Unfortunately, he also embodies many of their less desirable traits, such as their overwhelming arrogance and their self-absorbed nature. However, he is ultimately a noble soul, which guarantees him the loyalty of thousands of tritons who live in his realm as a standing army. For those tritons living elsewhere in the Plane of Water or the Material Plane, he acts as something of an unofficial king, lending them aid whenever they reach out to him.

Fiercely Independent. Ben Hadar will not be commanded by anyone, nor told who to fight. Though he sided with the Vaati for a time, he was disillusioned when Bristia Pel was slain by her apparant allies. Ben Hadar, who bore an unrequited love for the Princess of Good Fire that has lasted until even today, was disgusted by the treachery he saw in the so called forces of order. As such, he allied with the Queen of Chaos for a time, seeking to manipulate her and her generals from within while also sabotaging the direct actions of the Vaati. He was largely successful, and many victories in that terrible war were won because of Ben Hadar's secret cunning. As such, Ben-Hadar knows from personal experience that evil can be manipulated to serve the forces of good, though this combined with his arrogance has made him enemies of Chan and Zaaman Rul, two of the other Elemental Princes of Good.

Allies of the Valorous Tempest. Despite Ben Hadar's arrogance and poor manners, he has many unexpected allies. The most powerful of these is the Grand Padisha of the marids, who finds Ben Hadar's brash nature and quick, acerbic wit refreshing, leading him to always find a welcome in her court. He is also an occasional lover of the celestial archfey Morwel, the Queen of Stars, leading to his realm to be populated with many nereids, noviere, and other oceanic fey loyal to the Lady of Tir Naofa

A Disinterested Rival. For reasons not completely understood, Ben Hadar bears little outward enmity to Olhydra. The tritons loyal to him will often act in opposition to her interests, but Ben Hadar rarely takes any direct action against her. Some suggest that this is because he has a treaty with the Princess of Evil Water, leading him to be unable to move openly against her. However, those familiar with Ben Hadar's unexpected cunning suspect that this may be part of a long con that he is running against the Crushing Wave. For her part, Olhydra seems totally disinterested in Ben Hadar, which may someday prove to be her undoing.

SSEURGASS, THE FORTRESS OF MANY COLORS

This massive coral reef is a kingdom in of itself, housing innumerable sea creatures and serving as the staging ground for the standing army of tritons that have sworn fealty to Ben Hadar. Sseurgass serves as more than a military outpost, though. It is a haven for good aligned creatures of water, and many merfolk, nereids, and aquatic elves live long, peaceful lives among its gentle currents.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Ben Hadar takes a lair action to cause one of the following effects; Ben Hadar can't use the same effect two turns in a row

- Ben Hadar casts one of his at will spells. Casting the spell in this way does not require concentration, but Ben Hadar cannot use another lair action while a spell cast in this way is in effect.
- A strong current moves through the lair in a line up to 20 feet wide and 120 feet long. Any creature in the area of the current must succeed on a DC 20 Strength saving throw or be pushed up to 60 feet in the direction of the current. On a success, the creature is pushed only 10 feet.
- Ben Hadar commands up to three tritons or elementals loyal to him to use their reactions to make one weapon attack or move up to its speed.

REGIONAL EFFECTS

The coral reef containing Ben Hadar's lair is warped by his magic, which creates one or more of the following effects:

- All coral in the area turns pale and gray for as long as an evil-aligned creature is within 30 feet of it.
- Aquatic creatures native to the area that have an Intelligence score of 2 or lower are charmed by Ben Hadar and are peaceful and friendly unless provoked.
- Ben Hadar can communicate with beasts and plantlife in the area as if they shared a language.
- Elementals that form naturally within this area are good aligned.

BEN HADAR

Armor Class. 19 (natural armor)
Hit Points. 241 (21d12 + 105)
Speed. 50 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	21 (+5)	22 (+6)	21 (+5)	23 (+6)

Saving Throws: Str +13, Con +11, Cha +12
Skills. Athletics +13, Deception +12, Insight +11, Persuasion +12
Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons
Damage Immunities. acid, cold, poison
Condition Immunities. charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses. blindsight 120 ft., passive Perception
Languages. Aquan
Challenge. 19 (22,000 XP)

Blessing of the Valorous Tempest (1/Day). As an action, Ben Hadar selects one or more willing creatures within 60 feet of him. Until Ben Hadar revokes this blessing, these creatures are capable of breathing both air and water and have a swimming speed equal to their walking speed.

Empowered Attacks. Ben Hadar's weapon attacks are treated as magical for the purpose of bypassing resistance and immunity to nonmagical damage.

Innate Spellcasting. Ben Hadar's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *control water*, *wall of water*, *watery sphere*
1/day each: *tsunami*

Legendary Resistance (3/Day). If Ben Hadar fails a saving throw, he can choose to succeed instead

Magic Resistance. Ben Hadar has advantage on saving throws against spells and other magical effects.

Water Form. Ben Hadar can enter a hostile creature's space and stop there. He can move through a space as narrow as 1 inch wide without squeezing.

Actions

Huge elemental, neutral good

Multiattack. Ben Hadar makes two claw attacks

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 20 (3d8 + 7) bludgeoning damage and the target is grappled (escape DC 21). Ben Hadar can grapple up to two Large or smaller creatures. If Ben Hadar makes a Claw attack with a claw that is currently grappling a creature, that creature automatically takes 16 (2d8 + 7) bludgeoning damage but the target is not grappled.

Fling. *Melee Weapon Attack:* +13 to hit, range 60/120 ft., one grappled creature and one target creature. *Hit:* on a successful hit, the thrown creature and the target creature each take 18 (2d10 + 7) bludgeoning damage. On a miss, the thrown creature takes 14 (2d6 + 7) bludgeoning damage.

Change Shape. Ben Hadar polymorphs into a unique Medium or Large humanoid. While in polymorphed form, Ben Hadar does not possess his claws. He can remain in polymorphed form for up to 1 hour. Reverting to his true form requires an action.

Summon Allies (1/Day). Ben Hadar summons up to three water elementals and loses 30 hit points for each creature he summons. Summoned creatures have maximum hit points, appear within 100 feet of Ben Hadar, and disappear if Ben Hadar is reduced to 0 hit points.

Legendary Actions

Ben Hadar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Ben Hadar regains spent legendary actions at the start of his turn.

Attack. Ben Hadar makes one Claw attack.

Toss. Ben Hadar makes one Fling attack.

Vortex (Costs 2 Actions). Ben Hadar transforms into a swirling vortex of water and moves up to half his movement in a straight line. Any creatures he's grappling or whose space he passes through must make a DC 21 Strength saving throw, taking 22 (4d10) bludgeoning damage on a failure or half as much on a success. On a success, any creature currently grappled by Ben Hadar frees itself from Ben Hadar's grasp.

CHAN, THE SILENT ONE

Chan is the Princess of Good Air, an invisible presence capable of being as gentle as a zephyr or as savage as a hurricane. She spends most of her time in the Plane of Air, where she guides those seeking enlightenment and fights against evil wherever it rears its ugly head.

Enemy of the Howling Hatred. Chan's primary focus at all times is on the actions of Yan-C-Bin. The two are locked in a cold war, with all of their military actions being restricted to covert and clandestine operations. To this purpose, she recruits numerous agents from all across the Plane of Air. Were it not for Chan and her efforts, Yan-C-Bin's reach in the Plane of Air would be far greater than it currently is.

Chilly Allies. She maintains a polite, if chilly, relationship with the Wind Dukes of Aaqa, as she does not agree with many of their methods. Though she had chosen to ally with the Vaati in their war against the Queen of Chaos, she abandoned the war in disgust when she saw that the Vaati were willing to side with evil to achieve their goals. She has a strong enmity with Ben Hadar as well, for a very similar reason, as he is more than willing to use agents of evil for his own purposes.

Dear Friends. Chan is cordially allied with many beings of the air, such as the Great Caliph of the djinn and Morwel, the Queen of Stars. However, Chan's closest friend, to the surprise of many, is Sunnis, the Princess of Good Earth. Despite their differences, both Chan and Sunnis adore each other's company and maintain frequent communication despite their distance. Chan finds Sunnis's pragmatic and down to earth outlook to be a solid counterpoint to her own idealism. She also maintains a mentor relationship with Zaaman Rul, providing him with guidance in his war against his wicked father.

Friend of Enlightenment. Chan believes very strongly in the importance of being able to let go of earthly attachments, and as such has very few possessions of her own. She maintains her lair, the Palace of Unseen Contemplation, largely for the benefit of those who come to her seeking wisdom. Many aaracokra, air genasi, and other humanoids make the long journey to her realm to learn how to release themselves from that which weighs them down and holds them back. Chan gladly acts as an instructor to these willing pupils, teaching them how to see the truth and free themselves from the cycle of suffering that so many become bound to. Those who reside there often gladly lend her their aid in her war against Yan-C-Bin.

THE PALACE OF UNSEEN CONTEMPLATION

Chan resides in a palace of glass that hangs serenely in the Plane of Air, formed from sand gifted to her by her dear friend Sunnis. In this peaceful realm, amid the drifting clouds and the gentle breezes, those allied with Chan seek inner harmony and keep an eye on the doings of Yan-C-Bin and his ilk.

If encountered in her lair, Chan has a challenge rating of 19 (22,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Chan takes a lair action to cause one of the following effects; Chan can't use the same effect two turns in a row

- Beams of light refracted through the glass of the palace focus on a point that she can see within 60 feet of her. Any creature in the area must make a DC 19 Constitution saving throw taking 28 (8d6) radiant damage and being blinded for 1 minute on a failure. On a success the creature takes only half damage and is not blinded.
- The glass of the lair either becomes completely translucent, allowing full vision through them, or entirely reflective, preventing any sight through them. This effect lasts until Chan uses a different lair action.
- A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point Chan can see within 120 feet of her. The whirlwind lasts until Chan uses a different lair action. Any creature but Chan that enters the whirlwind must succeed on a DC 19 Strength saving throw or be restrained by it. Chan can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if Chan loses sight of it. A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 19 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

REGIONAL EFFECTS

The region within 3 miles of the Palace of Unseen Contemplation is warped by Chan's magic, which creates one or more of the following effects:

- While within 3 miles of the palace, any non-evil creature that falls by no act of Chan or her allies is buoyed by wind. Such a creature descends at a rate of 60 feet per round towards the nearest solid surface and takes no falling damage.
- Chan can cast *control weather* while within 3 miles of her palace. The spell's point of origin is always directly over her palace and she doesn't need to maintain a clear path to sky or to concentrate for the change in weather to persist.
- Birds bred by Chan and her allies patrol the area. These birds are charmed by Chan and act as her eyes and ears while within 3 miles of the palace.
- Elementals that form naturally within this area are good aligned.

CHAN

Armor Class. 18

Hit Points. 199 (19d10 +95)

Speed. 50 ft., fly 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	26 (+8)	21 (+5)	19 (+4)	22 (+6)	21 (+5)

Saving Throws: Dex +14, Wis +12, Cha +11

Skills. Insight +12, Perception +12, Stealth +14

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

Damage Immunities. lightning, poison, thunder

Condition Immunities. charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses. blindsight 120 ft., passive Perception 22

Languages. Auran

Challenge. 18 (20,000 XP)

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

Blessing of the Silent One (1/Day). As an action, Chan selects one or more willing creatures within 60 feet of her. For the next week, these creatures are adapted to high altitudes and extreme cold and have a flying speed equal to their walking speed.

Empowered Attacks. Chan's weapon attacks are treated as magical for the purpose of bypassing resistance and immunity to nonmagical damage.

Innate Spellcasting. Chan's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *control winds*, *gust of wind*, *wind wall*

1/day each: *true seeing*

Invisibility. Chan is naturally invisible. She can become visible or return to being invisible as a free action on her turn.

Legendary Resistance (3/Day). If Chan fails a saving throw, she can choose to succeed instead

Large elemental, neutral good

Magic Resistance. Chan has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Chan makes two slam attacks or three lightning bolt attacks

Slam. Melee Weapon Attack: +14 to hit, reach 5 ft., one creature. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 10 (3d6) thunder damage

Lightning Bolt. Ranged Spell Attack: +11 to hit, range 120 ft., one creature. *Hit:* 17 (2d8 + 8) lightning damage

Whirlwind (Recharge 4-6). Each creature in Chan's space must make a DC 18 Strength saving throw. On a failure, a target takes 17 (3d8 + 4) bludgeoning damage and is flung up 60 feet away from Chan in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Summon Elementals (1/Day). Chan summons up to three air elementals and loses 30 hit points for each elemental she summons. Summoned elementals have maximum hit points, appear within 100 feet of Chan, and disappear if Chan is reduced to 0 hit points.

Legendary Actions

The Chan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Chan regains spent legendary actions at the start of her turn.

Lightning. Chan makes one lightning bolt attack

Slam (Costs 2 Actions). Chan makes one Slam attack

Teleport (Costs 2 Actions). Chan magically teleports up to 120 feet to an unoccupied space she can see.

SUNNIS, THE TRUE STONE

Sunnis is the noble protector of the Plane of Earth. The most stalwart of the elemental princes, she alone remained on the side of the Vaati throughout the entire war against the Queen of Chaos and her hoardes of demons. A towering, statuesque figure of powerful stone, Sunnis is an implacable ally in the war against evil.

Gentle Sands. In the dark realms of the Plane of Earth, slaves toil away under the cruel whip of the dao while the forces of Ogmoch strive to crush all that lives. However, wherever Sunnis resides, the world becomes gentler. Rough stones smooth, crumbling walls stabilize, and soft sand and gentle light reign. Her realm of Sandfall is a welcome respite from the dark and cold of her home plane. Here, she nurtures her servants as cherished children, encouraging them in their strives to craft magnificent things of stone. Even on the Material Plane, dwarves, gnomes, and other races of stone occasionally ask for her guidance in the deep places of the world.

Enemy of Injustice. Sunnis feels most productive when hard at work opposing evil, and she is almost tireless in her efforts to undermine the efforts of Ogmoch. At his every turn, Sunnis is there to stop him, earning her his undying enmity. Sunnis also hates the cruel dao who claim rulership of her homeplane, but rarely dares to openly oppose them, as she could not afford to make open enemies of both the dao and Ogmoch and risk an alliance between them. Still, she finds small, subtle ways to oppose the dao, so they bear no love for the True Stone.

Friend to Many. Sunnis's stoic defiance against evil and boundless kindness have made her allies of many. Dwarves, gnomes, goliaths, and other people of stone and earth all have a legend or two about the Lode Mother, and all non-evil earth elementals can expect to receive her protection if they seek it out. Her closest friend is Chan, whose bright, idealistic outlook on the world serves as a good counterpoint to Sunnis's pragmatic and occasionally dour disposition. She bears no love for Ben Hadar, who turned against the Vaati during the war against the Queen of Chaos. She is of much the same mind as Chan is about Zaaman Rul.

Strong in Body and Spirit. Sunnis embodies the stoicism, endurance, and reliability of stone and earth. She has weathered unnumerable hardships in the name of what is right, and will gladly endure many more. Despite the despair and losses of the war against the Queen of Chaos, Sunnis never faltered in her dedication to the cause, and those under her protection can expect to receive the same dedication and loyalty from her as well. It's even believed that she once battled the legendary tarrasque itself, placing it in a deep sleep with an artifact called the Sands of Slumber, which she guards carefully.

THE SANDFALL

Sunnis's realm is known as the Sandfall. It is a peaceful realm of soft sand and gently glowing crystals, populated by peaceful elementals and good folk of the earth. Sunnis's nurturing power permeates every grain of sand in the extensive network of caves, and all that reside here can expect to receive her protection. At the center of her realm is her lair, a massive cavern shaped like the bottom of an hourglass in which falls an eternal cascade of sand, which drains away into a bottomless pit.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Sunnis takes a lair action to cause one of the following effects; Sunnis can't use the same effect two turns in a row.

- The crystals that illuminate the Sandfall flare with a brilliant blue light, filling the lair with bright light until initiative count 20 of the next round. Each creature not loyal to Sunnis within the lair becomes outlined in blue light. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.
- The sand that covers the ground of the lair becomes difficult terrain for any creature not loyal to Sunnis until initiative count 20 of the next round.
- Sunnis casts *slow*. Sunnis does not need to concentrate on this spell, which ends on initiative count 20 of the following round.

REGIONAL EFFECTS

The caverns controlled by Sunnis's are warped by her magic, which creates the following effects:

- If a creature speaks a command word while within the caverns, all the crystals within 1 mile of the speaker will begin to glow bright red, blinking in a pattern that leads to the speaker while emitting an alarm. This lasts for one hour or until another command word is spoken to deactivate them.
- If a non-evil elemental experiences pain in this area, Sunnis immediately becomes aware and can pin point their exact location.
- Elementals that form naturally within this area are good aligned.

SUNNIS

Armor Class. 19 (natural armor)

Hit Points. 212 (17d12 +102)

Speed. 50 ft., burrow 50 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	17 (+3)	16 (+3)	21 (+5)

Saving Throws: Str +13, Con +12, Wis +9

Skills. Athletics +14

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

Damage Immunities. poison

Condition Immunities. charmed, frightened, paralyzed, petrified, poisoned, prone

Senses. blindsight 120 ft., tremorsense 120 ft., passive Perception 13

Languages. Terran

Challenge. 18 (20,000 XP)

Blessing of the True Stone (1/Day). As an action, Sunnis selects one or more willing creatures within 60 feet of her. For the next week, these creatures have advantage on all saving throws to resist being pushed or knocked prone and are unaffected by difficult terrain created by stone or sand.

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

Empowered Attacks. Sunnis's weapon attacks are treated as magical and adamantine for the purpose of bypassing resistance and immunity to nonmagical damage.

Innate Spellcasting. Sunnis's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

Large elemental, neutral good

At will: *move earth, stone shape, wall of sand*

1/day each: *animate objects (stone objects only)*

Legendary Resistance (3/Day). If Sunnis fails a saving throw, she can choose to succeed instead

Magic Resistance. Sunnis has advantage on saving throws against spells and other magical effects.

Actions

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 23 (3d10 + 7) bludgeoning damage

Boulder. *Ranged Weapon Attack:* +13 to hit, range 60/120 ft., one creature. *Hit:* 21 (4d6 + 7) bludgeoning damage

Summon Elementals (1/Day). Sunnis summons up to three earth elementals or up to two galeb duhr and loses 30 hit points for each elemental she summons. Summoned elementals have maximum hit points, appear within 100 feet of Sunnis, and disappear if Sunnis is reduced to 0 hit points.

Legendary Actions

Sunnis can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sunnis regains spent legendary actions at the start of her turn.

Attack. Sunnis makes one Slam attack

Animate Stone (Costs 2 Actions). Sunnis casts *animate objects*. If she has already cast *animate objects*, she can instead heal all objects animated by her for 3d10 + 7 hit points each.

ZAAMAN RUL, THE RESILIENT EMBER

Zaaman Rul is the only bastion of good on a plane otherwise torn between the destructive forces of Imix and the rapacious empire of the efreet. Under Zaaman Rul's influence, raging flames become banked and restrained; mighty and dangerous but controlled. As much a creature of action as diplomacy, Zaaman Rul is always crackling with eagerness to battle the forces of evil. Once brash and impetuous, Zaaman Rul's past defeats have taught him humility and restraint, and though he shows enthusiasm in everything he does, he is thoughtful and prudent, not prone to making rash decisions.

Bastard Son. Zaaman Rul's lineage is storied and tragic. He is the son of Imix, the Eternal Flame, and Bristia Pel, former Princess of Good Fire. None know how this coupling occurred, but none deny that Zaaman Rul takes after his father in his sheer grit and determination. It is believed that Bristia Pel's death at the hands of her treacherous allies is what caused Zaaman Rul to abandon the side of the Vaati, and that it was Zaaman Rul's inability to protect his mother that earned him the undying enmity of his father. Now Imix strives to lay low his son's forces, though many say that Imix could have killed his son many times but has stayed his hand.

Friends in High Places. Zaaman Rul's mother was beloved throughout both the Inner Planes and Upper Planes, and Zaaman Rul's courtesy, honor, and genuine likeability has enabled him to maintain many of these alliances. Both Chan and Sunnis act as mentors to the young lord of flame, still remembering the nobility of his mother and seeing the same greatness within him. A handful of celestials have sworn bonds of friendship with the Resilient Ember and blessed his home with their own protection, which imbues the flames of his home the ability to burn even those creatures immune to fire. Greatest of all of these alliances, though, is the friendship that Zaaman Rul bears with the feng huang, a race of celestial birds whose genesis is tied directly to the death of his mother.

The Prince and the King. Though he has allies across the planes, Zaaman Rul's most cherished ally and closest friend is Amaimon, the lord of all azers. This itinerant king shares Zaaman Rul's hatred for the efreet, who attempted to enslave his race, and the two are always willing to come to the other's aid whenever called. The azers fill his ranks and supply his armies with weapons and war machines, and the fortress that they built for the young prince is one of the greatest feats of engineering across the planes. Though Amaimon has sworn to have no home until the efreet empire is no more, he spends much of his time in this fortress.

Enemies. Zaaman Rul is unbending in his hatred of evil, and he opposes the forces of any wicked creature that sets foot in the Plane of Fire. This has earned him the enmity of not only Imix and the efreet, but also archdevils such as Bael and demon lords such as Alzrius, the Flowing Flame. His abandonment of the war against chaos has earned him the undying scorn of Archduchess Zariel, who considers him infirm of purpose and pathetically soft-hearted.

Though he loves Chan and Sunnis, Zaaman Rul finds Ben Hadar's boorish manners and boundless arrogance to be absolutely intolerable and refuses to ally with him, though out of respect he would never act against him. For his part, Ben Hadar bears Zaaman Rul no enmity, and many believe that this is because of the love Ben Hadar still bears for the Resilient Ember's deceased mother.

THE HIDDEN HEART

The Hidden Heart is a marvel of azer engineering, designed and built under the supervision of king Amaimon himself. It comes equipped with numerous defenses to protect its occupants against the forces of both Imix and the efreet. Despite the flames of the surrounding area, no creature within the Hidden Heart need fear the ravages of heat.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Zaaman Rul takes a lair action to cause one of the following effects; Zaaman Rul can't use the same effect two turns in a row

- All fire damage dealt by Zaaman Rul and his allies is treated as radiant damage for the purpose of bypassing resistance and immunity to fire damage until initiative count 20 of the next turn.
- Zaaman Rul taps into his azer designed fortress to create a mechanical trap at any point within his lair. The trap remains active for 1 minute or until activated by a victim or canceled by Zaaman Rul as a bonus action. Traps are detailed on pages 120-123 of the *Dungeon Master's Guide*.
- Zaaman Rul casts *clairvoyance*, targeting any location within his lair.

REGIONAL EFFECTS

The region within 3 miles of Zaaman Rul's lair is warped by his magic, which creates one or more of the following effects:

- Every 1d10 minutes that an evil-aligned creature spends within the area, the environment reacts violently to its presence, such as creating a plume of noxious smoke or a burst of colorful sparks.
- Elementals loyal to Zaaman Rul or Amaimon within the area have advantage on saving throws to resist becoming frightened or charmed.
- Elementals that form naturally within this area are good aligned.

ZAAMAN RUL

Armor Class. 15 (natural armor)

Hit Points. 161 (17d10 + 68)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	16 (+3)	17 (+3)	23 (+6)

Saving Throws: Str +10, Con +9, Cha +11

Skills. Athletics +10, Perception +8

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

Damage Immunities. fire, poison

Condition Immunities. charmed, frightened, paralyzed, petrified, poisoned

Senses. darkvision 120 ft., passive Perception 18

Languages. Ignan

Challenge. 17 (18,000 XP)

Blessing of the Resilient Ember (1/Day). As an action, Ben Hadar selects one or more willing creatures within 60 feet of him. For the next week, these creatures are resistant to fire damage. Additionally, the creature can cast *investiture of flame* on itself once. The spellcasting ability for this effect is Constitution. The creature regains the ability to cast this spell after a Long rest.

Empowered Attacks. Zaaman Rul's sword of flame attacks are treated as magical for the purpose of bypassing resistance and immunity to nonmagical damage.

Heated Body. As a free action on his turn, Zaaman Rul can begin or stop producing heat. A creature that touches Zaaman Rul or hits him with a melee attack while within 5 ft. of him takes 5 (1d10) fire damage.

Innate Spellcasting. Zaaman Rul's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *blinding smite*, *fireball*, *pyrotechnics*

1/day each: *beacon of hope*, *wall of fire*

Legendary Resistance (3/Day). If Zaaman Rul fails a saving throw, he can choose to succeed instead

Large elemental, neutral good

Illumination. As a free action on his turn, Zaaman Rul can begin to shed bright light in a 5- to 60-foot radius and dim light for an additional number of ft. equal to the chosen radius, adjust this radius, or stop producing light.

Magic Resistance. Zaaman Rul has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Zaaman Rul makes two attacks with his Firesword

Firesword . Melee Spell Attack: +11 to hit, reach 10 ft., one creature. *Hit:* 15 (2d8 + 6) fire damage, or 17 (2d10 + 6) fire damage if wielded with two hands.

Hurl Flame . Ranged Spell Attack: +11 to hit, range 100 ft., one creature. *Hit:* 22 (4d10) fire damage.

Summon Elementals (1/Day). Zaaman Rul summons up to three fire elementals and loses 30 hit points for each elemental he summons. Summoned elementals have maximum hit points, appear within 100 feet of Zaaman Rul, and disappear if Zaaman Rul is reduced to 0 hit points.

Legendary Actions

Zaaman Rul can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Zaaman Rul regains spent legendary actions at the start of his turn.

Attack. Zaaman Rul makes one attack with his Firesword.

Searing Burst (Costs 2 Actions). Zaaman Rul emits a burst of righteous fire. Each creature within 10-feet of him must make a DC 19 Dexterity saving throw, taking 7 (2d6) fire damage plus 7 (2d6) radiant damage on a failed save, or half as much damage on a successful one.

Amaimon's Soldiers (Costs 3 Actions). Zaaman Rul's hit points are reduced by 30 as he invokes his alliance with Amaimon, summoning an azer within 30 feet of him. The azer is loyal to Zaaman Rul, acts on his initiative count, and disappears if Zaaman Rul is reduced to 0 hit points. Zaaman Rul cannot use this action if he has 30 hit points or less.

PRIMORDIALS

The Primordials are dangerous and powerful creatures. Just as much creatures of flesh and blood as they are raw elemental power, the primordial were the first creatures to writhe out of the churning chaos of the Material Plane in its earliest days, shaping the malleable substance of the young world according to their inscrutable whims.

When the ancient gods awoke, they warred against the primordials. In the ensuing carnage, many primordials were killed, their corpses becoming rich mineral deposits or massive bodies of water, while those too powerful to slay outright were imprisoned on the Material Plane or cast out of the world entirely.

CRYONAX, THE BLEAK MONARCH

This monster appears to be a towering yeti, with a savage maw filled with drooling teeth and six tentacles where his arms should be. In the war against the primordials, Cryonax was gravely wounded and he fled to the Frostfell, where he nurses his wounds even now. From his lair he plots his return to the Material Plane, when he will finally cover all the land in ice and death.

Hatred of Life. Cryonax is a being of eternal ice, of the cold that forever hungers for warmth and is never satisfied. He craves only to see all life extinguished, replaced by eternal winter. He lurks in his palace, wandering the miles of dungeons carved into the solid ice, plotting the day when he will return to the Material Plane. He dreams of the downfall of gods and mortals alike, thirsting to feel their hot blood freeze on his tongue, hungry to feel his teeth sheer through flesh and bone. Elementals of ice and the undead alike ally with him, motivated by their desire to see his dreams of ultimate ice become a reality.

Pools of Blood. Cryonax was gravely injured in battle years ago, and where his black blood fell on the world it created pools of unimaginable coldness. These pools have retained their connection to the Bleak Monarch and have become the foci for his cults. These cults of cruel nihilists see the ability to endure the cruelty of ice as being the ultimate proof of strength, and many imbibe this supernaturally cold blood in rituals to gain some of Cryonax's power. Many who attempt these rituals perish, frozen solid from within, but those that survive become implacable killers infused with the chill of winter.

THE RING OF WINTER

The fabled *ring of winter* (*Tomb of Annihilation* pg. 207-208) is capable of summoning Cryonax without the need of a large ritual. However, if summoned in this way, Cryonax is under the control of whoever bears the ring. As such, Cryonax is loathe to send his power hungry cultists to retrieve it.

However, if Cryonax were to acquire the ring for himself and plunge it into his dripping wound, there would be almost no force in the multiverse capable of restraining his power

CRYONAX'S LAIR

Cryonax dwells on the Frostfell in the Chiseled Estate, a colossal fortress of ice, quartz, and glass. This fortress is patrolled by elementals, undead, and other creatures of ice such as frost giants and white dragons. The Chiseled Estate contains connections to the Negative Energy Plane, and many areas of it are desecrated ground, while other areas of the estate are so cold that the DC to resist Extreme Cold is increased to 20.

Pools of Ice. Any location on the Material Plane that contains a pool of his blood becomes his lair, though it does not possess the desecrated ground or enhanced extreme cold properties of the Chiseled Estate.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Cryonax takes a lair action to cause one of the following effects; Cryonax can't use the same effect two turns in a row.

If Cryonax is encountered within his lair, he has a challenge rating of 22 (41,000 XP).

- The cold of Cryonax's lair hungers for the warmth of the living. Until initiative count 20 of the next round, if a creature takes cold damage within the lair, it must succeed on a DC 15 Constitution saving throw or suffer a reduction in its maximum hit points equal to the cold damage suffered. If a creature's maximum hit points are reduced to 0 by this effect, it dies. A creature resistant or immune to cold damage is immune to this effect.
- Cryonax causes a 20 foot square of ice spikes to appear in a space within his lair that he can see. Any creature in the area when the spikes appear must make a DC 20 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save or half as much on a successful one. The area counts as difficult terrain for 1 hour or until the lair action is used again.
- The air within a 60 foot tall, 10 foot-radius cylinder centered on a point in his lair that Cryonax can see becomes viciously cold. All creatures within that area must make a DC 20 Constitution saving throw, taking 9 (2d8) cold damage on a failure or half as much on a successful one. Creatures wearing metal armor have disadvantage on the initial saving throw. Additionally, creatures that fail the saving throw have disadvantage on Dexterity saving throws and attack rolls made with metal weapons until initiative count 20 of the following round.

REGIONAL EFFECTS

The region containing Cryonax's lair is warped by his magic, which creates one or more of the following effects:

- The extreme cold within 5 miles of Cryonax's lair is particularly cruel, and all saves made to avoid exhaustion from the cold have disadvantage.
- Blizzards are an almost constant feature within 5 miles of Cryonax's lair. While in a blizzard, visibility is limited to 30 feet, travel overland takes three times as long, and Wisdom (Survival) checks to avoid becoming lost have disadvantage. Additionally, strong winds may impose disadvantage on ranged weapon attacks and all Wisdom (Perception) checks.
- Ice is particularly treacherous within 5 miles of Cryonax's lair. Dexterity checks to avoid falling prone on slippery ice have disadvantage. Thin ice's weight limits are reduced to 2d10 x 10 pounds per 10-foot-square area. *Natural caverns and intense blizzards within 1 mile of the lair form intermittent portals to the Frostfell, allowing elemental creatures into the mortal world to dwell near those locations.

If Cryonax dies or is banished back to the Frostfell, these effects fade in 2d6 days.

CRYONAX

Armor Class. 16 (natural armor)

Hit Points. 225 (18d12 + 108)

Speed. 40 ft., climb 30 ft., swim 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	23 (+6)	16 (+3)	18 (+4)	22 (+6)

Saving Throws: Str +14, Con +13, Wis +11

Skills. Intimidation +12, Perception +11, Stealth +12

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

Damage Immunities. cold, poison

Condition Immunities. charmed, frightened, paralyzed, petrified, poisoned

Senses. blindsight 120 ft., passive Perception 21

Languages. Aquan, Auran

Challenge. 21 (33,000 XP)

Empowered Strikes. Cryonax's weapon attacks count as magical for the purpose of overcoming damage reduction.

Frigid Aura. A creature that touches Cryonax or hits him with a melee attack while within 5 ft. of it takes 4 (1d8) cold damage

Ice Stride. Cryonax ignores difficult terrain created by ice and snow. Additionally, Cryonax can climb difficult surfaces made out of ice, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. Cryonax's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *chill touch* (17th level), *fog cloud*, *ice storm*

3/day each: *cone of cold*, *sleet storm*

1/day each: *conjure elemental* (ice elemental only), *wall of ice*

Legendary Resistance (3/Day). If Cryonax fails a saving throw, he can choose to succeed instead

Magic Resistance. Cryonax has advantage on saving throws against spells and other magical effects.

Snow Stealth. Cryonax has advantage on Dexterity (Stealth) checks while in snowy terrain. Additionally, Cryonax treats areas heavily obscured by snowfall or fog as lightly obscured and areas lightly obscured by snow and fog as unobscured.

Actions

Huge elemental (primordial), neutral evil

Multiattack. Cryonax makes three attacks: one with his bite and two with his tentacles. Additionally, Cryonax can make one tentacle attack against each creature he is currently grappling.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. *Hit:* 20 (3d8 + 7) piercing damage plus 7 (2d6) cold damage.

Tentacles. Melee Weapon Attack: +11 to hit, reach 10 ft., one creature. *Hit:* 16 (2d8 + 7) bludgeoning damage and the target is grappled if its Medium or smaller (escape DC 22), taking 3 (1d6) cold damage at the beginning of each of their turns. Cryonax can grapple up to six creatures at a time, and he automatically succeeds when he makes a tentacle attack against a grappled creature.

Breath of Chill Death (Recharge 6). Cryonax exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 21 (6d6) cold damage and 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one. On a failure, the target deals only half damage with weapon attacks that use Strength for 1 minute. At the end of each of its turns, the target can repeat the Constitution saving throw, ending the effect on a success. Creatures resistant or immune to cold damage are immune to this secondary effect.

Legendary Actions

Cryonax can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Cryonax regains spent legendary actions at the start of his turn.

Attack. Cryonax makes one tentacle attack.

Rime Breath (Costs 2 Actions). Cryonax exhales a 80 foot cone of frigid mist. All creatures in the area must succeed on a DC 19 Strength saving throw or have their speed reduced by 10 feet until the end of Cryonax's next turn.

Freeze Solid (Costs 3 Actions). One creature that Cryonax is grappling must make a DC 21 Constitution saving throw. On a success, the creature takes 16 (3d10) cold damage. On a failure, the creature takes 33 (6d10) cold damage, begins to freeze and is restrained. It must repeat the saving throw at the end of its next turn if Cryonax is still grappling it. On a success, the effect ends and the creature is no longer restrained. On a failure, the creature is frozen solid. While frozen the creature counts as petrified.

SOLKARA, QUEEN OF THE FIRST OCEAN

There was once a time when the planet was a teeming cauldron, the sky thick with clouds of toxins that crackled and growled with ceaseless lightning, the earth a scorching plane of jagged rocks and smoldering lava, the oceans bubbling with strange poisons and even stranger lifeforms. This was the time of the primordials, when the Material Plane was still raw and untamed, and beings of peerless power waged continual war with one another. Of these, certain beings established themselves as the mightiest of their ilk, and among those monsters was Solkara, the queen of the seas at the beginning of time, when all the earth was chaos.

Solkara is a horrific monstrosity. Two humanoid torsos make up her body, joined at the shoulders and supported by a pair of reptilian legs and a long, thick tail. Three multijointed arms sprout around two sinuous necks joined to a single hideous head. Her innards are a churning vat of superheated water, acid, and exotic poisons, and she can spew these as flesh dissolving clouds of viciously hot steam at will. When she walks, unnatural storms surround her, and the very atmosphere is twisted into a violent cauldron. Where she goes, the land and sea is reminded of its primordial state, and all the young races of the world are laid to waste.

Too Mighty To Slay. When the gods went to war with Solkara, she proved an immensely powerful foe, one that even the gods struggled to match. Try as they might, they could not slay her outright. Like many of her kin, Solkara was imprisoned on the Material Plane, frozen in a glacier so immense and cold that its very weight suppressed her seething fury. And there she sat for ages uncounted as snow piled up and the mortal races thrived and spread, not knowing the monster that lay trapped far to the north.

Implacable Time. Solkara is subdued but not dead. She still sleeps fitfully in her tomb of ice and shakes in her slumber, shaking the massive edifice of ice. Most troubling of all, as time passes her tomb gradually moves further south, exposing the glacier to warmer weather with every passing season. Already cracks are beginning to form in the ice, allowing torrents of warm, acidic water to course through the glacier, further weakening it. At this point, it may only be a matter of time before Solkara is freed again.

Cult of the Golden Spring. Where the water of Solkara flows through the glaciers, hot springs of stinking sulfuric acid are formed. Though not safe to drink, these hot springs create oases of warmth in the otherwise unforgiving arctic, attracting all manner of warmblooded life. The most notable of these are the tribesmen who have found these springs and settled there, believing them to be a blessing from the gods. They raise families in the stinking caverns of ice that they carve, safe from the cruelty of the frozen world. Only the most magically sensitive of these tribesmen are aware of the source of this apparent blessing, and those that do not embrace the cult of the Golden Spring are either slain or banished to the frozen wastes.

Enemy of the Bleak Monarch. The Cult of the Golden Spring is at odds with the Cult of Black Frost. The worshipers of Cryonax see the people of the Golden Spring as weak willed, unable to survive in the harsh cold of true reality. Meanwhile, those lead by the Cult of the Golden Spring see the Black Frost fanatics as nothing more than sadistic savages. Neither group knows the horror at the center of the great glacier that they war over. Not even the leaders of the warring tribes truly understand what devastation a victory for either side would unleash.

SOLKARA'S WRATH

Solkara is a living, breathing force of nature. Her very presence stirs the storms and the sea into fitful rages. Chaotic, unnatural weather extends for miles from her, devastating whatever land she roams in.

REGIONAL EFFECTS

The region within 5 miles of Solkara is warped by her presence, which creates one or more of the following effects:

- While Solkara is active, the heat and humidity in the area within 5 miles of her increase considerably. Every 24 hours that Solkara remains active in an area, the average ambient temperature increases by 1d4 x 5 degrees Fahrenheit, capping out at 230 degrees Fahrenheit. Creatures traveling in temperatures above 100 degrees Fahrenheit are subject to extreme heat, as described in chapter 5, "Adventure Environments," of the *Dungeon Master's Guide* (pg. 110). At temperatures above 180 degrees Fahrenheit, the DC for avoiding exhaustion starts at 10.
- Storms are almost constant, and may produce acid rain and excessive lightning. Every 10 minutes that a storm rages, creatures beneath the open sky have a five percent chance of being struck by lightning. A creature struck by lightning must make a DC 21 Constitution saving throw, taking 21 (6d6) lightning damage on a failed save or half as much on a failure. Every hour, there is a 10 percent chance that the rain will become acidic for one hour. A creature or object takes 3 (1d6) acid damage for every ten minutes spent in acidic rain without protection.
- The omnipresent storms and snow-melt caused by the increased temperature causes flash floods in surrounding areas. A creature caught in a flash flood must succeed on a DC 20 Athletics check or be washed 60 feet away.

When Solkara dies or is returned to sleep, these effects gradually go away over 2d6 days. A creature attempting to counteract the effects of the weather with *control weather* must succeed on a DC 26 saving throw with its spell attack modifier each time it attempts to alter the weather with the spell, losing concentration on a failure.

Every week that Solkara remains active, the radius of her regional effects increases by 5 miles.

SOLKARA

Armor Class. 18 (natural armor)

Hit Points. 487 (25d20 + 225)

Speed. 40 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	28 (+9)	8 (-1)	12 (+1)	16 (+3)

Saving Throws: Str +19, Con +18, Wis +10

Damage Resistances. acid, cold, fire

Damage Immunities. lightning, poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, poisoned, petrified

Senses. blindsight 120 ft., passive Perception 11

Languages. Primordial

Challenge. 29 (135,000 XP)

Amphibious. Solkara can breathe both air and water.

Empowered Attacks. Solkara's weapon attacks are treated as magical for the purpose of overcoming damage resistance.

Innate Spellcasting. Solkara's innate spellcasting ability is Constitution (spell save DC 26, +18 to hit with spell attacks). She can cast any of the following spells at will without components: *chain lightning*, *control water*, *tsunami*.

Legendary Resistance (3/Day). If Solkara fails a saving throw, she can choose to succeed instead.

Magic Resistance. Solkara has advantage on saving throws against spells and other magical effects.

Primordial Storm. While Solara is active, she is the center of a massive storm with a radius of at least 5 miles (see her Regional Effects above). Driving rain continually falls from these clouds, lightning crackles, thunder roars, and fierce gales gust. The area beneath the clouds is subject to Heavy Rain. As a bonus action at the start of each of her turns, Solkara can create one of the following effects, which applies to the area within 360 feet of Solkara:

- **Thunder.** A crack of thunder booms from the clouds. All creatures beneath the clouds must succeed on a DC 26 Constitution saving throw or be deafened for 1 minute.
- **Lightning.** A bolt of lightning strikes a point on the ground no more than 5000 feet below the clouds. Any creature within 5 feet of the point must make a DC 26 Constitution saving throw, taking 22 (4d10) lightning damage on a success or half as much on a failure.

Gargantuan aberration (primordial), chaotic neutral

- **Acid Rain.** The rain falling beneath the clouds become acidic. All creatures and objects beneath the clouds take 7 (2d6) acid damage at the start of their turn unless they find shelter. The acidic rain persists until the beginning of her next turn.
- **Boiling Rain.** The rain falling beneath the clouds become scalding. All creatures nad objects beneath the clouds take 7 (2d6) fire damage at the start of their turn unless they find shelter. The acidic rain persists until the beginning of her next turn.
- **Gusting Wind.** The wind intensifies and persists until the beginning of her next turn. The area is difficult terrain for Large and smaller creatures, and all creatures within the area have disadvantage on Wisdom (Perception) checks that rely on hearing.

Regeneration. Solkara regains 10 hit points at the start of her turn as long as she has at least 1 hit point remaining.

Actions

Multiattack. Solkara makes four attacks: one with her bite and three with her claws

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one creature. **Hit:** 28 (4d8 + 10) piercing damage plus 11 (2d10) acid damage

Claws. Melee Weapon Attack: +19 to hit, reach 10 ft., one creature. **Hit:** 20 (3d6 + 10) slashing damage plus 9 (2d8) lightning damage

Tail. Melee Weapon Attack: +19 to hit, reach 15 ft., one creature. **Hit:** 32 (4d8 + 10) bludgeoning damage. The target must make a DC 27 Strength saving throw or be thrown up to 30 feet and be knocked prone

Primordial Breath (Recharge 5-6). Solkara exhales super heated steam in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 44 (8d10) fire damage and 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Solkara can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Solkara regains spent legendary actions at the start of her turn.

Deluge. Solkara casts *control water*.

Tail Attack (Costs 2 Actions). Solkara makes a tail attack.

Storm Fleet (Costs 2 Actions). Solkara activates one of the effects of her Primordial Storm feature. This effect persists in addition to whatever effect is already in effect.