

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 5ft., 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.

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

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 gallon 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 gallon 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.