

Elemental Compendium II



Written by Ned Turner

Strange and deadly creatures from the
Inner Planes to plague and amaze your players



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8	flame shard
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ELEMENTALS

The Inner Planes are the realms of raw substance, where the physical traits of all the multiverse are established and defined. The most common residents of the planes are the pureblood elementals, those creatures made of raw elemental substance given sentience.

However, over countless eons, a multitude of creatures have developed from the stuff of the Inner Planes, dangerous creatures of strange power and stranger motivation.

Supplements. This supplement expects that you have the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. Additionally, some monsters use spells found in *Xanathar's Guide to Everything*. I also make reference to my own product, *Elemental Compendium I*.

AZER

Azers are a race on the edge. Betrayed by the efreet and hated by the salamanders, the azers are surrounded on all sides by enemies. Though they are among the most skilled craftsmen in all the planes they build no cities, only fortresses of cunning traps and surprising strength. Though they may ally for a time with other races, they know that ultimately the only beings that azers can truly rely on are their fellow azer.

Crafted Race. An azer is not born. Rather, its body is shaped by the hand of other azers and imbued with a portion of the inner flame of their crafter. Though this greatly restricts their population growth, as the creation of each new azer requires a great deal of both time and resources, it also enables the azers to craft kin with unique skills and powers when special resources become available. The greatest of these azers is Amaimon, their king, who was crafted by the hands of innumerable azers to be their ruler and protector. He rules the azers as their throneless king, traveling between azer outposts to ensure the well-being of his race.

Living Fire. An azer does not require food, drink, or sleep.

AZER BRONZESHIELD

An azer bronzeshield is an azer crafted specifically for the protection of their fellow azers. Significantly larger than their fellow azers, these powerful beings are infused with a greater degree of elemental fire, making them ideal to defend their comrades from the depredations of efreet and salamanders alike with their sturdy shields. When azers go to war, it is the bronzeshields who take the brunt of head on attacks.

AZER BRONZESHIELD

Medium elemental, lawful neutral

Armor Class. 18 (natural armor, shield)
Hit Points. 104 (11d10 + 44)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	19 (+4)	11 (+0)	13 (+1)	10 (+0)

Saving Throws: Str +9, Con +7, Wis +4
Damage Immunities. fire, poison
Condition Immunities. poisoned
Senses. passive Perception 11
Languages. Ignan
Challenge. 8 (3,900 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 ft. of it takes 11 (2d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 ft.

Indomitable (2/Day). The azer rerolls a failed saving throw.

Actions

Multiattack. The azer makes two attacks with its warhammer. It can make one shield bash attack in place of one warhammer attack.

Warhammer. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 15 (2d8 + 6) bludgeoning damage or 17 (2d10 + 6) bludgeoning damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Shield Bash. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 11 (2d4 + 6) bludgeoning plus 7 (2d6) fire damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Reactions

Defend. When a creature targets a creature within 5 feet of the azer and the azer is wielding a shield, the azer imposes disadvantage on the attack.



AZER FORGESOUL

Long ago, Amaimon brokered a deal with Moradin, the god of Dwarves. In return for seven magnificent gems unearthed from the Plane of Magma, Moradin granted Amaimon seven sparks from his divine forge. These sparks were placed into the souls of newly crafted azers, imbuing them with the holy power of Moradin. Thus were the first forgesouls born. Since the original agreement was forged, more such gems have been surrendered to Moradin in exchange for more sparks from his forge, though forgesouls still remain rare, as only the most glorious of gems are suitable for such a trade and azers are loathe to give them up.

Forge Fathers. A forgesoul carries within it the flames of Moradin's forge, granting them the ability to wield his divine might. They use this holy power to act as guides to their people, overseeing their greatest undertakings and the creation of new azers, and an azer community with a resident forgesoul is certain to thrive. However, because they are so rare, many forgesouls see it as their divine duty to travel between azer communities, just as Amaimon does, so that as many of their people can benefit from their guidance as possible.

Dwarf Kin. Forgesouls feel an innate kinship with dwarves, and often broker treaties and alliances between azers and dwarves. Though dwarves are often hesitant to cooperate with azers, a forgesoul's devotion to Moradin can help to bridge that gap. A dwarven city fortunate enough to gain the alliance of a tribe of azers will discover that no rivals can even approach the quality of their forges..

AZER FORGESOUL

Medium elemental, lawful good

Armor Class. 17 (natural armor, shield)

Hit Points. 91 (14d8 + 28)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	15 (+2)	18 (+4)	12 (+1)

Saving Throws: Con +5, Wis +7, Cha +4

Skills. Religion +5

Damage Immunities. fire, poison

Condition Immunities. poisoned

Senses. passive Perception 14

Languages. Dwarvish, Ignan

Challenge. 7 (2,900 XP)

Forgemaster. The azer automatically succeeds on any skill check made using smith's tools.

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

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 ft.

Spellcasting. The azer is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16 , +8 to hit with spell attacks). The azer has the following cleric spells prepared:

cantrips: *mending, sacred flame, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *bless, cure wounds, guiding bolt, identify, shield of faith*

2nd level (3 slots): *enhance ability, heat metal, spiritual weapon (hammer)*

3rd level (3 slots): *beacon of hope, mass healing word, spirit guardians*

4th level (3 slots): *fabricate, guardian of faith, wall of fire*

5th level (2 slots): *animate objects, mass cure wounds*

6th level (1 slot): *planar ally*

7th level (1 slot): *plane shift*

8th level (1 slot): *holy aura*

Actions

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZER GLEAMEYE

The power of foresight is one eagerly sought out by all races, and the azer are no different. Being beset enemies on all sides, any forewarning that they can get on efreet attacks and salamander raiding parties could mean the difference between freedom and enslavement for entire communities. As such, whenever an azer community is able to procure a crystal ball, they are quick to use it to craft a gleameye.

Sight Beyond Sight. An azer gleameye's skull is made from a crystal ball augmented by azer craft, granting the gleameye access to mysterious psionic powers such as the ability to see across great distances, hear the thoughts of others, speak across planar boundaries, and foresee the outcome of plans. In addition, their eyes are specially crafted from magnificent gems, granting them the ability to see over great distances, discern miniscule details, and even peer through solid objects. A community with a gleameye in it is almost never caught unaware by enemies.

AZER GLEAMEYE

Medium elemental, lawful neutral

Armor Class. 21 (natural armor)

Hit Points. 97 (15d8 + 30)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	14 (+2)	22 (+6)	12 (+1)

Saving Throws: Con +5, Int +5, Wis +9

Skills. Insight +9, Perception +9

Damage Immunities. fire, poison

Condition Immunities. blinded, poisoned

Senses. truesight 120 ft., passive Perception 19

Languages. Ignan, telepathy 120 ft.

Challenge. 5 (1,800 XP)

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

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 ft..

Innate Spellcasting (Psionics). The azer's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells without components:

At will: *detect thoughts*, *mage hand* (the hand is invisible), *scrying*, *shield*

3/day each: *augury*, *identify*, *rary's telepathic bond*

1/day each: *contact other plane*, *sending*

Keen Eyes. The azer has advantages on Intelligence (Investigation) and Wisdom (Perception) checks that rely on sight and can make out details of even extremely distant creatures and objects as small as 2 feet across in conditions of clear visibility.

In addition, the azer can see into and through solid matter out to a radius of 30 feet. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

Psychic Defense. While the azer is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZER GOLDWING

An azer goldwing is among the rarest varieties of azer. They are crafted from a metal alloy infused with the ashes of the legendary feng huang, a divine bird which continually rebirths itself in conflagrations of holy fire. It can take centuries for enough ash to be gathered to create a single goldwing, and the creation process is always overseen by a forgesoul or Amaimon himself, as even a single mistake could ruin the whole process. When completed, though, what is created is an azer infused with holy power and divine influence, able to both fight the enemies of the azer race and act as ambassador to potential allies. The first goldwing, Rarog, was crafted by Amaimon himself and still serves loyally at his side as advisor.

Wings of Freedom. A goldwing represents the azer's love of the freedom that they have built away from the whips of the efreet, and they cannot be restrained. Their wings of beaten gold allow them to fly effortlessly, and the power infused into them by the planeswalking feng huang, along with the myriad of specially selected metal alloys within them, enable them to travel across planar boundaries with astonishing ease. A goldwing cannot be bound, restrained, or imprisoned, nor will it allow others to suffer that fate, azer or otherwise.

AZER GOLDWING

Medium elemental, lawful good

Armor Class. 17 (natural armor, shield)

Hit Points. 220 (21d8 + 126)

Speed. 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	22 (+6)	19 (+4)	22 (+6)	20 (+5)

Saving Throws: Con +11, Wis +11, Cha +10

Skills. Insight +11, Intimidation +10, Perception +11, Persuasion +10, Religion +9

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

Damage Immunities. fire, necrotic, poison

Condition Immunities. charmed, exhaustion, frightened, poisoned

Senses. darkvision 120 ft., passive Perception 21

Languages. Celestial, Common, Ignan

Challenge. 15 (15,000 XP)

Divine Awareness. The azer knows if it hears a lie.

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

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright sunlight in a 10 to 60-foot radius and dim light for an additional number of ft. equal to the chosen radius. The azer can alter the radius as a bonus action.

Innate Spellcasting. The azer's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *branding smite* (4th-level), *detect evil and good*, *detect magic*, *freedom of movement* (self only)

3/day each: *banishing smite*, *dispel evil and good*, *flame strike*

1/day each: *ethereality*, *plane shift*

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

Magic Weapons. The azer's weapon attacks are magical.

Actions

Multiattack. The azer makes two warhammer attacks.

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands, plus 7 (2d6) fire damage (radiant damage if the target is evil aligned).

Legendary Actions

The azer 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 azer regains spent legendary actions at the start of its turn.

Attack. The azer makes one warhammer attack.

Teleport (Costs 2 Actions). The azer magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

AZER IRONHEART

Medium elemental, lawful evil

Armor Class. 18 (natural armor, shield)

Hit Points. 153 (18d8 + 72)

Speed. 30 ft.

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

Saving Throws: Con +9, Wis +7, Cha +9

Skills. Deception +14, Intimidation +9, Perception +7, Persuasion +9, Sleight of Hand +8

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

Damage Immunities. acid, fire, poison

Condition Immunities. charmed, frightened, poisoned

Senses. darkvision 120 ft., passive Perception 17

Languages. Abyssal, Infernal, Ignan

Challenge. 14 (11,500 XP)

Heart of Iron. The azer automatically succeeds on saving throws against all spells from the enchantment and illusion schools.

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

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 ft..

Innate Spellcasting. The azer's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *clairvoyance*, *darkness*, *detect magic*, *detect thoughts*, *dispel magic*, *invisibility (self only)*, *suggestion*

3/day each: *dimension door*, *fear*, *wall of fire*

1/day each: *fire storm*, *mass suggestion*

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

Magic Weapons. The azer's weapon attacks are magical.

Actions

Multiattack. The azer can use its Hypnotic Gaze and makes three melee attacks.

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands, plus 7 (2d6) fire damage.

AZER IRONHEART

The enormously wealthy sultan of the efreet hates and fears the azers, for they constructed his palace and, as such, know all of its secrets. For this very reason, he cannot move openly against them, as to do so would force their hand to ally with his enemies, leaving him vulnerable. However, his nearly bottomless coffers mean that he is fully capable of hiring yugoloth mercenaries to harass his hated enemies with little fear of retribution. What he did not expect, though, was that doing so would inspire the azers to invent a new variety of their race: the ironheart.

Heart of Iron. The core of an ironheart is an *iron flask* containing an imprisoned ultroloth. The unholy power of this avaricious fiend has been harnessed by the artificers of the azer race, its cunning intelligence reshaped to serve the azer race. An ironheart is utterly devoted to the welfare of its people, and will strive to ensure that they survive at all costs. They are utterly without humor, and their hearts cannot be swayed by mercy or magic. This also makes them the perfect negotiators for the azer race. Their cold intelligence and immunity to enchantment and illusion makes them nearly impossible to manipulate, while their hypnotic gaze and mind reading powers make them astonishingly persuasive. An ironheart is almost always at the forefront of negotiations with efreet, yugoloth, devils, and other dangerous foes.

Hypnotic Gaze. The azer's eyes sparkle with opalescent light as it targets one creature it can see within 30 feet of it. If the target can see the azer, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed until the end of the azer's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the azer's gaze for the next 24 hours.

Reactions

Hellish Rebuke. When a creature within 60 feet of the azer damages it, it can momentarily surround that creature in hellish flames. The creature must make a DC 17 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The azer 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 azer regains spent legendary actions at the start of its turn.

Attack. The azer makes one warhammer attack.

Teleport (Costs 2 Actions). The azer magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

AZER RORNTOUCHE

The rorntouched are a variety of azer infused with the boundless rage of an ancient primordial. Constructed with draconic heads, imbued with the boundless fury of Rorn, and filled with the impossible radiance of an ancient monster, rorntouched are a terrifying foe to face on the battle field. So great is their fury that they cannot be integrated into azer society, and are instead kept asleep until need rouses them, at which point they blaze with light greater than the sun and rush into battle.

Rorn of the Rages. West of the Trackless Sea on the continent of Laerakond, deep beneath the mountains of Fimbrul sleeps Rorn of the Rages. A massive primordial of incredible power, Rorn slew innumerable gods in the time when the world was still chaos. Wielding a terrible radiance and an impossible fury, Rorn was rage incarnate. However, after many years of unspeakable anger, Rorn grew weary and buried himself in sleep. Millennia later, he stirs in his sleep, offering power to those who would listen to his dreaming mind, and Amaimon heard his call.

Power of Fury. Centuries ago, the king of the azer made the long journey across the planes to petition Rorn for a boon in exchange for a respite from his fury. Amaimon offered to siphon off the primordial's unrestrained fury into living vessels of bronze, so that the rage might be burned out away from Rorn. The primordial, craving a peace he had never known, agreed to Amaimon's terms, and Amaimon set to creating the rorntouched. He imbued each rorntouched with a command phrase which would restrain its fury and put it to sleep and delivered them to the enclaves of his people. Now these implacable warriors sleep peacefully within azer strongholds until called by their brothers to fight on the front lines against efreet, salamanders, yugoloths, and whatever other enemies threaten the peace of the azer, at which point they are roused into an incandescent fury that cannot be quenched.

AZER RORNTOUCHE

Medium elemental, chaotic neutral

Armor Class. 16 (natural armor)

Hit Points. 180 (19d8 + 95)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	10 (+0)	14 (+2)	16 (+3)

Saving Throws: Str +10, Con +9

Damage Resistances. bludgeoning, piercing, and slashing damage

Damage Immunities. fire, poison

Condition Immunities. charmed, exhaustion, frightened, poisoned

Senses. passive Perception 12

Languages. Primordial

Challenge. 12 (8,400 XP)

Command Phrase. The azer is keyed to a command phrase which, when heard, causes the azer to fall unconscious.

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 ft. of it takes 11 (2d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Terrible Radiance. The azer sheds bright light in a 120-foot radius and dim light for an additional 120 ft. A non-azer that starts its turn within the bright light that is able to see the azer must succeed on a DC 17 Constitution saving throw or be blinded for 1 minute.

The target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the azer.

Actions

Multiattack. The azer makes two attacks with its maul.

Maul. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 16 (2d6 + 9) bludgeoning damage plus 7 (2d6) fire damage and 9 (2d8) radiant damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn.

Frightful Presence. Each creature of the azer's choice that is within 120 feet of the azer and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the azer's Frightful Presence for the next 24 hours.

AZER STONEBROW

An azer stonebrow is crafted with an *ioun stone* in its skull. These relics grant stonebrows a greater degree of intelligence than their common kin, as well as an inclination towards arcane study. Stonebrows devote endless hours towards learning the intricate arts of wizardry, all so that they might devote that knowledge towards protecting their brothers.

Mind of Stone. A stonebrow is as stalwart as a rock, mentally and physically. Their bodies are harder than steel and harmlessly turn away common weapons, and their minds are impervious to sinister influences. They devote these steadfast qualities towards developing magic of protection, concealment, and escape to better defend their azer kin. Many azer strongholds have had their defenses shored by the wards and illusions of a stonebrow, and many enclaves of azers owe their successful escape from a raiding party of salamanders to the intercession of these azer mages.

AZER STONEBROW

Medium elemental, lawful neutral

Armor Class. 20 (natural armor, shield)

Hit Points. 91 (14d8 + 28)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	18 (+4)	16 (+3)	10 (+0)

Saving Throws: Con +5

Skills. Arcana +7, Investigation +7, Perception +6

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

Damage Immunities. fire, poison

Condition Immunities. charmed, frightened, petrified, poisoned

Senses. passive Perception 16

Languages. Draconic, Ignan

Challenge. 8 (3,900 XP)

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

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 ft.

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

Spellcasting. The azer is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The azer has the following wizard spells prepared:

cantrips: *blade ward, mage hand, message, ray of frost, shocking grasp*

1st level (4 slots): *alarm, detect magic, expeditious retreat, magic missile*

2nd level (3 slots): *knock, see invisibility, shatter*

3rd level (3 slots): *lightning bolt, major image, nondetection*

4th level (3 slots): *banishment, hallucinatory terrain, otiluke's resilient sphere*

5th level (2 slots): *wall of force, wall of stone*

6th level (1 slot): *guards and wards*

Actions

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.



BELKER

A belker is a smoke elemental, created where air and fire blend together. Though they possess a strikingly fiendish appearance and demeanor, these creatures are entirely elemental. These elementals prefer to spend their time alone. If aggravated they will transform into a vapor which shreds the lungs of any creatures that inhale it.

Elemental Nature. A belker does not require air, food, drink, or sleep.

BELKER

Large elemental, neutral evil

Armor Class. 14

Hit Points. 58 (9d10 + 9)

Speed. 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	13 (+1)	6 (-2)	11 (+0)	11 (+0)

Saving Throws: Dex +6, Con +3

Skills. Stealth +8

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

Damage Immunities. poison

Condition Immunities. poisoned, petrified, prone

Senses. blindsight 60 ft., passive Perception 12

Languages. Auran, Ignan

Challenge. 4 (1,100 XP)

Vapor Form. As a bonus action, the belker can switch between its vapor form and its normal form. While in vapor form, it can move through any space that isn't airtight, has advantage on Strength, Dexterity, and Constitution saving throws, is immune to non-magical damage, treats liquids as solid surfaces, and can enter a hostile creature's space and stop there.

Actions

Multiattack. The belker makes three attacks with its claws

Claws (Normal Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage

Choking Claws (Recharge 6). If the belker is in its vapor form, then one creature in its space must make a DC 11 Constitution saving throw. On a failure, the target is forced to inhale a portion of the belker, which begins to claw viciously at its insides, dealing 18 (4d8) necrotic damage. Additionally, the creature is suffocating while it has inhaled a portion of the belker.

A creature that begins its turn with a portion of the belker inhaled takes 8 (2d6 + 1) necrotic damage and can repeat the saving throw at the end of its turn. On a success, the target coughs up the portion of the belker it had inhaled. The belker is also removed from the target's lungs when it returns to its normal form.

Bijou

Beetles composed entirely of one variety of gem, bijou are both extremely rare and highly valuable. Found primarily on the Plane of Earth, particularly near where it intersects with the Plane of Fire, these creatures feed on mineral deposits and mineral rich lava. Ranging in size from that of a human fist to the size of a housecat, a bijou is prized for its magnificent beauty and magical use. They are avidly hunted by xorn, who find these creatures to be the most delicious prey imaginable.

Living Jewelry. Due to their beautiful forms, the bijou are often magically trained to serve as accessories for wealthy dao and cloud giants. The training is incredibly expensive and their diet of jewels is not easy to supply, so to own even one well trained bijou accessory is considered a sign of considerable prestige. It is said that within the Sevenfold Mazework, the palace of the Great Khan of the Dao, there is a vivarium the size of a ballroom that houses thousands of bijou, from which the Great Khan chooses at his leisure every day.

Bijou Spellcasting

A bijou counts as a gem of its type with a value of 100 gp for the purposes of spellcasting. They are still destroyed by spells that consume their material components

Bijou are especially prized by spellcasters as familiars, as they are able to serve as spellcasting focuses while leaving their master's hands free.

Familiar. As long as it is in physical contact with its master, its master gains the benefit of wielding a spellcasting focus. If used as a material component for a spell that consumes its component, then the bijou is destroyed and the spellcaster cannot cast *find familiar* until it completes a long rest.

Bijou

Tiny elemental, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 10 ft., climb 10 ft., fly 50 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	7 (-3)	1 (-5)	10 (+0)	2 (-4)

Damage Immunity. fire

Senses passive Perception 10

Languages ---

Challenge 0 (10 XP)

Spider Climb. The bijou can climb difficult surfaces, including upside down on ceilings, without making an ability check.

Bijou Scarab

A bijou scarab is a larger, more powerful version of a bijou. Scholars are uncertain if these are a mature version of a bijou, a different biological caste, or a different species entirely. Certainly they don't possess the same ability to be used as spell components as typical bijou. However, their spectacular exoskeletons make them even more highly sought after as jewelry by dao and cloud giants, the only beings large enough to bear a creature the size of a dog as ornamentation.

Bijou Scarab

Small elemental, unaligned

Armor Class. 13 (natural armor)

Hit Points. 45 (7d6 + 21)

Speed. 30 ft., climb 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	16 (+3)	1 (-5)	15 (+2)	10 (+0)

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

Damage Vulnerabilities thunder

Damage Immunities fire

Senses. tremorsense 60 ft., passive Perception 12

Languages. --

Challenge. 2 (450 XP)

Innate Spellcasting. The bijou's innate spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components. Different varieties of bijou scarab also possess different innate spells, as shown below:

Emerald, at will: *acid splash* (5th level)

Ruby, at will: *firebolt* (5th level)

Sapphire, at will: *ray of frost* (5th level)

Topaz, at will: *shocking grasp* (5th level)

All, 1/day each: *color spray*

Spider Climb. The bijou scarab can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

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



CALLER FROM THE DEEP

In the deep, black places of the ocean, strange things come to rest. Corpses, cast off magic, even light itself is consumed in the dark beneath the sea. It is in these places of thickest shadow that a malevolence takes root. Impelled by the decay of light and driven by a hunger for warmth, this fragment of the deep breaks free of the shadows that birthed it and travels to the surface to eat its fill of life and light.

Call of the Deep. A caller of the deep is a living expression the deep secrets of the ocean, and it possesses all the sinister seduction of those dark mysteries. It can reach out into the hearts of creatures near it and fill them with a yearning for the deep darkness that birthed all life, compelling them to leap into the water and swim into its cold embrace. There are stories of entire ships left drifting without a crew, all victims of the irresistible siren call of the darkness below the waves, survived only by the prisoners locked within the ship's brig.

Elemental Nature. A caller from the deep does not require air, food, drink, or sleep.



CALLER FROM THE DEEP

Huge elemental, neutral evil

Armor Class. 12 (natural armor)

Hit Points. 136 (13d12 + 52)

Speed. 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws: Str +8, Dex+3, Con +8

Skills. Stealth +3

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

Damage Immunities. acid, poison

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

Senses. blindsight 120 ft., passive Perception 11

Languages. Aquan

Challenge. 8 (3,900 XP)

Dark Water Form. The caller from the deep 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 caller from the deep's space counts as an area of magical *darkness*.

Water Bound. The caller from the deep cannot voluntarily exit water. If removed from an area of water, it is incapacitated, has vulnerability to fire and lightning damage, and takes 5 (1d10) force damage at the end of each round it starts outside of water. If the caller from the deep takes cold damage while outside of water it partially freezes and its speed is reduced to 0 ft. until the end of its next turn.

Actions

Multiattack. The caller from the deep makes one constrict attack on each creature in its space. It can then use either Enervate or Siren's Call if available.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one creature within the caller from the deep's space. Hit: 14 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained. The caller from the deep can grapple one Large creature or up to three Medium or smaller creatures.

Enervate (Recharge 4-5). All creatures being grappled by the caller from the deep must make a DC 16 Constitution saving throw. On a failure, a target takes 36 (8d8) cold damage and gains one level of exhaustion, taking half the damage and not suffering from the exhaustion on a success. For each creature that fails on the saving throw, the caller from the deep gains 15 hit points.

Siren's Call (3/Day). All creatures of the caller from the deep's choice within 120 feet of it must make a DC 16 Wisdom saving throw. On a failure, a creature becomes charmed by the caller from the deep for 1 minute. While charmed by the caller from the deep, a target is overcome with a yearning for the sea and is incapacitated. If the charmed target does not currently occupy the caller from the deep's space, it must move on its turn toward the caller from the deep by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.



CHAOS SHARD

A chaos shard is formed in the Elemental Chaos when elemental forces clash and compress into a solid shard of crystallized elemental energy. These insane elementals are terrifyingly unstable and barely sentient, compelled to viciously attack any creatures they encounter in a suicidal bid for mutual destruction. As brittle crystals of living energy, they release their pent up essence whenever they crack, leaking intense elemental radiation. Even the attacks that the elementals launch themselves cause them to crack and break, making them bombastic and deadly foes to fight in close quarters.

Elemental Nature. A chaos shard does not require air, food, drink, or sleep.

DEATH SHARD

A death shard is made of compressed Negative Energy. It leaks its deadly essence, causing all life to crumble and rot away. Perversely, the death they spread actually repairs any damage these shards deal to themselves, making them particularly dangerous.

FLAME SHARD

A flame shard is made of compressed elemental flame, and it manifests as a bulbous, misshapen crystal roiling with internal fire. Any damage to their delicate surface causes raging flames to spill out and cling to any creature foolish enough to get close to them.

PRISMATIC SHARD

A prismatic shard is made of compressed radiant energy. These jagged shards of crystal constantly emit a blinding radiance. This radiance turns deadly when the shard is damaged, causing the pent up energy within them to release violently.

STORM SHARD

A storm shard is made up of compressed wind and lightning, making them especially unstable. When damaged, they unleash bursts of electricity and gusts of gale force winds, turning them into floating chunks of destruction.

DEATH SHARD

Medium elemental, unaligned

Armor Class. 15 (natural armor)

Hit Points. 171 (18d8 + 90)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	2 (-4)

Damage Vulnerabilities thunder; bludgeoning, piercing, and slashing

Damage Immunities. necrotic, poison

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned, unconscious

Senses. blindsight 60 ft., passive Perception

Languages. --

Challenge. 8 (9,300 XP)

Energy Discharge. When the death shard takes damage, it creates a burst of negative energy, which deals necrotic damage equal to half the damage it had taken to all creatures within 5 feet of it.

Necrotic Aura. While the death shard is below its maximum hit points, it emits a volatile aura of negative energy with a radius of 10 feet. Any creature that starts its turn in that aura must make a DC 16 Constitution saving throw, taking 9 (2d8) necrotic damage on a failure or half as much on a success. Additionally, on a failure, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken and the death shard recovers hit points equal to that same amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Death Burst. When the death shard dies, it explodes in a burst of negative energy. Each creature within 10 feet of it must make a DC 16 Constitution saving throw, taking 20 (8d4) necrotic damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The death shard makes two slam attacks

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 14 (2d10 + 3) bludgeoning damage. The death shard takes damage equal to half the bludgeoning damage dealt to the target. This also activates its Energy Discharge ability.

FLAME SHARD

Medium elemental, unaligned

Armor Class. 17 (natural armor)

Hit Points. 171 (18d8 + 90)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	20 (+5)	5 (-3)	10 (+0)	2 (-4)

Damage Vulnerabilities thunder; bludgeoning, piercing, and slashing

Damage Immunities. fire, poison

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned, unconscious

Senses. blindsight 60 ft., passive Perception

Languages. --

Challenge. 8 (9,300 XP)

Energy Discharge. When the flame shard takes damage, it creates a burst of fire energy, which deals fire damage equal to half the damage it had taken to all creatures within 5 feet of it.

Flame Aura. While the flame shard is below its maximum hit points, it emits a volatile aura of fire with a radius of 10 feet. Any creature that starts its turn in that aura takes 9 (2d8) 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..

Flame Burst. When the flame shard dies, it explodes in a burst of fire. Each creature within 10 feet of it must make a DC 16 Constitution saving throw, taking 20 (8d4) fire damage on a failed save, or half as much damage on a successful one.

Flame Absorption. Whenever the flame shard is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Actions

Multiattack. The flame shard makes two slam attacks

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 14 (2d10 + 3) bludgeoning damage. The flame shard takes damage equal to half the bludgeoning damage dealt to the target. This also activates its Energy Discharge ability.

PRISMATIC SHARD

Medium elemental, unaligned

Armor Class. 17 (natural armor)

Hit Points. 171 (18d8 + 90)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	20 (+5)	5 (-3)	10 (+0)	2 (-4)

Damage Vulnerabilities thunder; bludgeoning, piercing, and slashing

Damage Immunities. radiant, poison

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned, unconscious

Senses. blindsight 60 ft., passive Perception

Languages. --

Challenge. 8 (3,900 XP)

Energy Discharge. When the prismatic shard takes damage, it creates a burst of radiant energy, which deals radiant damage equal to half the damage it had taken to all creatures within 5 feet of it.

Radiant Aura. The prismatic shard sheds bright light in a 60-foot radius and dim light an additional 60 feet. While the prismatic shard is below its maximum hit points, any creature that starts its turn in the bright light it emits takes 2 (1d4) radiant damage and must succeed on a DC 16 Constitution saving throw or become blinded for 1 minute.

Radiant Burst. When the prismatic shard dies, it explodes in a burst of radiance. Each creature within 10 feet of it must make a DC 16 Constitution saving throw, taking 20 (8d4) radiant damage on a failed save, or half as much damage on a successful one.

Radiant Absorption. Whenever the prismatic shard is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Actions

Multiattack. The prismatic shard makes two slam attacks

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 14 (2d10 + 3) bludgeoning damage. The prismatic shard takes damage equal to half the bludgeoning damage dealt to the target. This also activates its Energy Discharge ability.

STORM SHARD

Medium elemental, unaligned

Armor Class. 20 (natural armor)

Hit Points. 153 (18d8 + 72)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	5 (-3)	10 (+0)	2 (-4)

Damage Vulnerabilities thunder; bludgeoning, piercing, and slashing

Damage Immunities. lightning, poison

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned, unconscious

Senses. blindsight 60 ft., passive Perception

Languages. --

Challenge. 8 (3,900 XP)

Energy Discharge. When the storm shard takes damage, it creates a burst of electricity, which deals lightning damage equal to half the damage it had taken to all creatures within 5 feet of it.

Storm Aura. While the storm shard is below its maximum hit points, it emits a volatile areas of aggressive winds with a radius of 20 feet. Any creature that starts its turn in that aura must make a DC 16 Dexterity saving throw, taking 9 (2d8) bludgeoning damage on a failure or half as much on a success. Additionally, ranged attacks that pass through this aura have disadvantage and all creatures within it are considered deafened and cannot cast spells with verbal components.

Storm Burst. When the storm shard dies, it explodes in a burst of lightning. Each creature within 10 feet of it must make a DC 16 Constitution saving throw, taking 20 (8d4) lightning damage on a failed save, or half as much damage on a successful one.

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

Actions

Multiattack. The storm shard makes two slam attacks

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 14 (2d10 + 3) bludgeoning damage. The storm shard takes damage equal to half the bludgeoning damage dealt to the target. This also activates its Energy Discharge ability.



CHRAAL

A chraal is born from the malice of the deep cold of the Frostfell. A hulking, bipedal creature of hard, bluish-black ice filled to the brim with radiant, deadly cold fluid, a chraal seeks to freeze all that it encounters. It enjoys being summoned to the Material Plane, relishing the opportunity to inflict pain and suffering on all that it encounters. However, if not allowed to slake its sadistic pleasures it will invariably turn on its summoner.

Born from Cruelty. Planar travelers believe that chraals are born when an especially cruel mortal dies on the Frostfell and its spirit lingers, gathering cold around it until it is born anew from the ice as a chraal, devoid of all memories of its former life and suffused with a primal cruelty. However, the story of the first chraal is even darker.

It's said that during the war between the primordials and the gods, Cryonax was dealt a wound so grievous that even today it has not yet healed. Though he was cast down, he was able to pull down the angel that injured him with him. Cryonax spent many years torturing his captive, draining the life from him bit by bit until he was nothing more than a frozen husk. It's said that Cryonax then drained the blood from this living corpse, pouring it into a crude body of ice, thus creating the first chraal.

Elemental Nature. A chraal does not require air, food, drink, or sleep.

CHRAAL

Large elemental, neutral evil

Armor Class. 15 (natural armor)

Hit Points. 115 (11d10 + 55)

Speed. 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	9 (-1)	10 (+0)	14 (+2)

Saving Throws: Str +7

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

Damage Immunities. cold, necrotic, poison

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Senses. darkvision 60 ft., passive Perception 10

Languages. understands Aquan but cannot speak

Challenge. 6 (2,300 XP)

Death Burst. When the chraal dies, it explodes in a burst of frigid liquid and shards of ice. Any creature within 10 feet of the chraal must make a DC 16 Dexterity saving throw, taking 9 (2d8) cold damage and 14 (4d6) piercing damage on a failure or half as much on a success. A creature that fails its saving throw is also restrained by ice (escape DC 16).

Negative Energy Affinity. The chraal benefits from desecrated ground as if it were undead.

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage plus 7 (2d6) cold damage.

Cold Breath (Recharge 5-6). The chraal exhales an icy torrent of fluid in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. On a failed save, a target is also restrained by ice (escape DC 16).



CINDERSWARM

A cinderswarm is a massive, roiling cloud of thousands upon thousands of miniscule fire elementals, each no larger or more powerful than a fleck of ash from a campfire. However, as a group a cinderswarm becomes a terrible threat. Possessed with an unquenchable urge to ignite everything it encounters and able to flow through virtually any gap, a cinderswarm is a force of destruction.

Cinderswarms form naturally on the Plane of Fire. However, a cinderswarm may also come into existence on the Material Plane in the wake of a devastating wildfire. Each cinder born of a life lost to the blaze, these raging clouds of fire seek vengeance for the fate of their homes, razing humanoid settlements to the ground in an effort to assuage their formless rage.

Elemental Nature. A cinderswarm does not require food, drink, or sleep.

CINDERSWARM

Huge swarm of Tiny elementals, unaligned

Armor Class. 16

Hit Points. 104 (16d12)

Speed. 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	10 (+0)	4 (-3)	11 (+0)	10 (+0)

Saving Throws: Dex +9

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

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, paralyzed, poisoned, petrified, prone, restrained, stunned, unconscious

Senses. darkvision 60 ft., passive Perception 10

Languages. --

Challenge. 9 (5,000 XP)

Distraction. A creature within the cinderswarm's space has disadvantage on Wisdom saving throws and saving throws to maintain concentration on spells.

Fire Form. a creature that touches the cinderswarm or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the cinderswarm 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 cinderswarm sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through a space as narrow as 1 inch wide without squeezing. The swarm can't regain hit points or gain temporary hit points.

If the swarm is reduced to between one quarter and half of its maximum hitpoints, its size is Large. If the swarm has one quarter of its maximum hit points or fewer, its size is Medium.

Actions

Multiattack. The cinderswarm makes a number of attacks with its cinder strike depending on its current size: three if it is Huge, two if it is Large, one if it is Medium.

Cinder Strike. One creature within the cinderswarm's space must make a DC 17 Dexterity saving throw, taking 18 (4d8) fire damage on a failure or half as much on a success.



CRYSMAL

Crysmals are psionic, crystalline elementals. Resembling nothing so much as scorpions made of crystal, these elementals are peaceful and non-aggressive when left alone, content to go about their lives foraging for crystals in the tunnels of the Plane of Earth. Their appetite for gems makes them pests to the dao, and often puts them in conflict with xorn, both of which they prefer to flee from by means of psionic teleportation. However, should they be cornered, crysmals will defend themselves by means of the stinger-like tail of crystal that they are equipped with.

Elemental Nature. A crysmal does not require air, drink, or sleep.

CRYSMAL

Small elemental, neutral

Armor Class. 18 (natural armor)

Hit Points. 40 (9d6 + 9)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	9 (-1)	14 (+2)	6 (-2)

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

Damage Immunities. cold, fire, poison

Condition Immunities. petrified, poisoned

Senses. blindsight 10 ft, tremorsense 120 ft, passive Perception 12

Languages. Terran, telepathy 60 ft.

Challenge. 3 (700 XP)

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

At will: *detect magic*, *levitate*

3/day each: *dimension door*

Actions

Multiattack. The crysmal makes two stinger attacks

Stinger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

EARTH WHISPER

An earth whisper is a ghostly, incorporeal spirit of earth that hates all creatures that dare to burrow within, walk upon, or take wealth from the earth. In other words, they hate all living things. They reside in caves and mines that have veins of ore and magnificent treasure, guarding their loot from any that would dare to take it. The first earth whispers were born from the dreams of Ogmoch, embodying his miserly cruelty.

Fear of Stone. Those targeted by an earth whisper will find, to their alarm, that they are constantly assaulted by whispers just on the cusp of hearing, though filled with a terrible meaning. An earth whisper's greatest strength is its ability to cripple a group. Its whispers can fill the minds of a group with panic or greed, leaving them fleeing for the nearest exit or bitterly fighting amongst themselves, at which point it can divide the party with a *wall of stone*, rendering them easy to pick off.

Elemental Nature. An earth whisper does not require air, food, drink, or sleep.

EARTH WHISPER

Large elemental, neutral evil

Armor Class. 16

Hit Points. 44 (8d8 +8)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	13 (+1)	12 (+1)	15 (+2)	18 (+4)

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

Condition Immunities. blinded, deafened, exhaustion, grappled, incapacitated, paralyzed, poisoned, petrified, prone, restrained, stunned, unconscious

Senses. tremorsense 60 ft., passive Perception 12

Languages. Dwarvish, Terran, Undercommon

Challenge. 5 (1,800 XP)

Incorporeal Movement. The earth whisper can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object that isn't unworked, non-magical earth, stone, or metal.

Innate Spellcasting. The earth whisper's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *earth tremor*, *stone shape*

3/day each: *wall of stone*

Invisibility. The earth whisper is invisible.

Actions

Whispers in the Dark. One creature of the earth whisper's choice within 60 feet of it that can hear it must make a DC 15 Wisdom saving throw, taking 13 (2d8) psychic damage on a failure.

Avarice (Recharge 3-4). The earth whisper uses Whispers in the Dark. If the target failed on its saving throw against, it becomes overwhelmed with violent greed for valuables for 1d4 rounds. It must use its action to attack the nearest creature that it knows possesses valuables, favoring valuable minerals.

Claustrophobia (1/Day). The earth whisper uses Whispers in the Dark. If the target failed on its saving throw against, it becomes frightened for 1 minute or until it sees the sky. A creature frightened in this way becomes terrified of enclosed spaces and must spend its movement and action using the Dash to move towards the nearest open space it is aware of. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the earth whisper's Claustrophobia for the next 24 hours.

FIREBAT

A firebat is an elemental predator. Though it is a creature of flame, it feeds on blood, and as such seeks out mortal victims to drain. They emerge from the random portals that form to the planes of fire or smoke within volcanos, and they flock amongst the darkness created below the smoke blotted sky. Even when these portals close, firebats will still roost within active volcanoes, emerging at night to feed.

FIREBAT

Small elemental, unaligned

Armor Class. 13

Hit Points. 22 (5d6 + 5)

Speed. 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	8 (-1)	6 (-2)	10 (+0)	5 (-3)

Skills. Perception +2

Damage Immunities. fire

Senses. blindsight 120 ft., passive Perception 12

Languages. understands Ignan but cannot speak
Challenge. 2 (450 XP)

Echolocation. The firebat cannot use its blindsight while deafened.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) fire damage, and the firebat recovers hit points to the amount of fire damage dealt. The firebat also attaches itself to the target, requiring a successful DC 13 Athletics check to remove. While attached to a target, the firebat automatically hits with its Bite attacks.



FIRETONGUE FROG

A firetongue frog is dangerous, frog like elemental. Contrary to their appearance, they cannot bear the touch of water.

Rather, they lurk in volcanoes and scorching deserts, swimming through the heat in the air. Their tongues carry a venom that ignites the bloodstreams of its victims, and they use this to hunt their prey

FIRETONGUE FROG

Small elemental, neutral

Armor Class. 12

Hit Points. 18 (16d6 + 32)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	6 (-2)	11 (+0)	6 (-2)

Damage Vulnerabilities cold

Damage Immunities. fire, poison

Condition Immunities. poisoned

Senses. passive Perception 10

Languages. understands Ignan but cannot speak
Challenge. 3 (700 XP)

Heatswim. While within an area of extreme heat or hotter, the frog has a flying speed of 50 feet.

Standing Leap. The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

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

Actions

Tongue. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. While poisoned the target takes 13 (3d8) fire damage at the start of each of its turns.



FOGWARDEN

A fogwarden is an evil and dangerous elemental of air and lightning that lurks in banks of fog in search of victims to torment. These elementals continually crackle with electricity, which surrounded them in a buzzing field of static that causes fear in creatures that enter it.

Like the Undead. A fogwarden is a deceptive creature, in that it shares many outward similarities with undead creatures, despite being an elemental. Its body is composed of dark black vapor that is extremely sensitive to sunlight, making it almost indistinguishable from a wraith. The aura of electricity that surrounds them at all times causes fear in mortal creatures, further emphasizing their undead similarities. However, most deceptive of all is the second power of their electric aura: animation.

The Dead Rise. Newly dead corpses within the fogwarden's aura of electricity become infused with lightning, animating them into a jerky approximation of life under the control of the fogwarden. Though they appear to be zombies, these animated corpses are not undead, simply animated by elemental power, making them just as immune to attempts to turn the undead as the fogwarden itself. Because they are not undead, this can even animate corpses that are protected from being made into undead by spells such as *gentle repose*.

Elemental Nature. A fogwarden does not require food, drink, or sleep.

FOGWARDEN

Medium elemental, neutral evil

Armor Class. 14

Hit Points. 91 (14d8 + 28)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+5)	15 (+2)	8 (-1)	16 (+3)	16 (+3)

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

Damage Immunities. lightning, poison

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

Senses. darkvision 60 ft., blindsight 30 ft., passive Perception 13

Languages. Auran

Challenge. 8 (2,900 XP)

Electric Aura. The fogwarden is surrounded at all times by a 30 foot-radius aura of crackling electricity, which possesses the following effects:

- **Fear.** Any beast, fey, humanoid, or monstrosity that starts its turn within the aura must make a DC 14 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the fogwarden's Fear Aura for the next 24 hours.
- **Animation.** At the start of the fogwarden's turn, any humanoid corpses within the aura that have not decayed for longer than 24 hours animate as zombies under the fogwarden's control. These zombies count as elementals rather than undead and remain animated until killed or removed from the fogwarden's aura.
- **Shocking Burst (Recharge 6).** As a bonus action, the fogwarden can briefly increase the intensity of the electricity in the aura. All creatures within the aura must make a DC 14 Constitution saving throw, taking 28 (8d6) lightning damage on a failure or half as much on a success. Creatures in metal armor have disadvantage on the save.

Electric Body. A creature that touches the fogwarden or hits it with a melee Attack while within 5 ft. of it takes 5 (1d10) lightning damage.

Sunlight Hypersensitivity. The fogwarden takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The fogwarden makes two claw attacks

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) lightning damage and the target can't take reactions until the start of its next turn.



GARGOYLES

The first gargoyles were born from the footprints of Ogrémoch, the evil Prince of Elemental Earth. When Ogrémoch first realized this, he experimented with deliberately creating new gargoyles out of pieces of his essence. As the centuries have dragged on, new varieties of gargoyles have been shaped by the Lord of Black Earth, scrabbling out of the Plane of Earth in search of mayhem.

LITH

The first liths were created when Ogrémoch pounded a shard of crystal imbued with his hateful thoughts into the skulls of newly emerged gargoyles. This awakened psionic power within the creatures, granting liths with a greater degree of intelligence than other gargoyles, as well as the ability to psionically manipulate stone and earth.

Ambush Attackers. Like all gargoyles, liths rely on the element of surprise to give them the edge in combat. However, being that they possess horns of brilliant crystal, liths are significantly more noticeable than their more mundane appearing brethren. As a result, they instead rely on their ability to slip into solid stone to gain the element of surprise. They also use this ability to force others into solid stone, cackling in delight as their victims suffocate.

MARGOYLE

A margoyle is a stronger, more cunning relative of the typical gargoyle. Empowered with a greater degree of Ogrémoch's essence, a margoyle is more powerful, more cruel, and more avaricious than its lesser kin, and they often establish themselves as rulers of other gargoyles.

Metal Hunger. A margoyle possesses a greed for materials of the earth on par with Ogrémoch itself, and it continually hungers for metal and precious stones. A margoyle can eat the armor right off a warrior, and if a margoyle finds its way into a treasure chamber, one can be certain that it will begin devouring every scrap gold, silver, and gem it can get its claws on

WEALTH EATER

If left unchallenged, a margoyle will greedily devour non-magical treasure, favoring more valuable metals like platinum and gold and more valuable gems like diamonds. A margoyle can consume 1 gp worth of coins and gems per round, or 6 gp per minute and 360 gp of valuables in an hour. A margoyle can consume up to 1080 gp worth of wealth in a single day.

LITH

Medium elemental, chaotic evil

Armor Class. 18 (natural armor)

Hit Points. 102 (12d8 + 48)

Speed. 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	18 (+4)	10 (+0)	16 (+3)	8 (-1)

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons that aren't adamantite

Damage Immunities. poison

Condition Immunities. exhaustion, petrified, poisoned

Senses. darkvision 60 ft., tremorsense 60 ft. passive Perception 13

Languages. Terran

Challenge. 6 (2,300 XP)

False Appearance. While the lith remains motionless, it is indistinguishable from an inanimate statue with a crystalline horn.

Innate Spellcasting (Psionics). The lith's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *meld into stone*

3/day each: *passwall*, *wall of stone*

1/day each: *flesh to stone*

Actions

Multiattack. The lith makes three attacks: one with its horn and two with its claws

Horn. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Force into Stone (Recharge 6). The lith makes one attack with its horn. If the attack succeeds, the lith forces the target into a stone surface within 5 feet of the target (provided that a suitably sized stone object is present). This effect replicates that of *meld into stone*, except that in order to end the effect, the target must take an action to make a DC 14 Strength saving throw. On a success, the target expends 20 feet of movement to exit the stone.



MARGOYLE

Medium elemental, chaotic evil

Armor Class. 18 (natural armor)

Hit Points. 104 (11d8 + 55)

Speed. 30 ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	8 (-1)	11 (+0)	10 (+0)

Skills. Perception +3, Stealth +3

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons that aren't adamantite

Damage Immunities. poison

Condition Immunities. exhaustion, petrified, poisoned

Senses. darkvision 120 ft., passive Perception 13

Languages. Terran

Challenge. 8 (3,900 XP)

Empowered Strikes. The margoyle's weapon attacks count as magical and adamantite for the purpose of overcoming damage reduction.

False Appearance. While the margoyle remains motionless, it is indistinguishable from an inanimate statue.

Ogremoch's Fortitude (2/Day). The margoyle rerolls a failed saving throw.

Actions

Multiattack. The margoyle can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage, and if the target is wearing nonmagical metal armor, the margoyle bites off a portion of it, causing the armor to take a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

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

Frightful Presence. Each creature of the margoyle's choice that is within 120 feet of the margoyle and aware of it must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the margoyle's Frightful Presence for the next 24 hours.



GEONID

A geonid is an earth elemental born of beautiful crystalline growth. Though it appears to be nothing more than a mere boulder upon casual inspection, its body can unfold like a flower, revealing the magnificent gems that fill its innards. Most dramatic is the geonid's ability to unleash a burst of prismatic radiance which can affect creatures in a variety of strange ways.

Elemental Nature. A geonid does not require air, food, drink, or sleep.

GEONID

Large elemental, neutral

Armor Class. 17 (natural armor)

Hit Points. 115 (11d10 + 55)

Speed. 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	11 (+0)

Skills. Stealth +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 30 ft. passive Perception 10

Languages. Terran

Challenge. 8 (3,900 XP)

False Appearance. While the geonid remains motionless, it is indistinguishable from a boulder.

Unfurl. As a bonus action, the geonid can open up its body to reveal the crystalline growth within it or close it again. It cannot unfurl if it is being grappled or restrained. While unfurled, attack rolls against the geonid have advantage.

Actions

Multiattack. The geonid makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. *Hit:* 17 (2d10 + 6) bludgeoning damage

Prismatic Burst (Recharges after a Short or Long Rest). The geonid cannot use this action if it is not unfurled (See Unfurl trait). The geonid emits a dazzling blast of multicolored lights from its inner crystals in a 60-foot cone. All creatures within the area make a DC 16 Dexterity saving throw and roll a d8. Depending on the roll on the d8, the target is affected as follows:

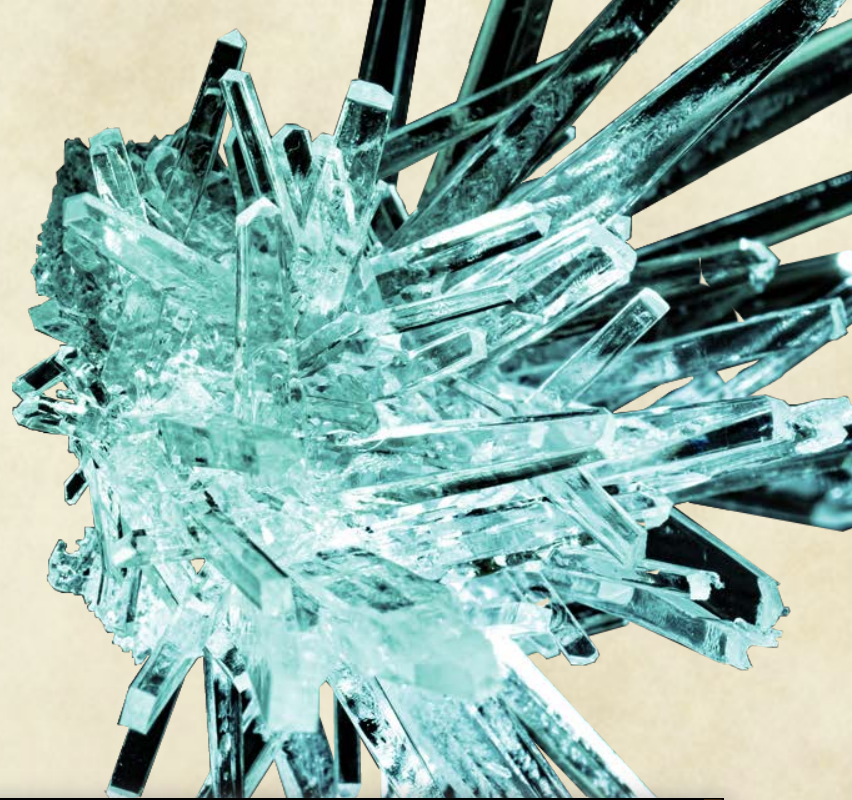
d8 Effect

- 1 On a failure, On a failure, the target takes 10d6 fire damage, or half as much on a success
- 2 On a failure, On a failure, the target takes 10d6 acid damage, or half as much on a success
- 3 On a failure, the target takes 10d6 lightning damage, or half as much on a success
- 4 On a failure, the target takes 10d6 poison damage, or half as much on a success
- 5 On a failure, the target takes 10d6 cold damage, or half as much on a success
- 6 On a failure, the target is restrained. Makes a Constitution save at the end of its turns. At 3 saves, it's freed. At 3 fails, it permanently turns to stone and is petrified.
- 7 On a failure, the target is blinded and makes a Wisdom save at the start of the geonid's next turn. On a save, it's not blinded anymore. On a failure, it's transported to the Border Ethereal for 1 minute and isn't blinded anymore
- 8 The target suffers two effects. Roll 1d8 twice, rerolling any 8s

GLOMUS

A glomus is a massive conglomeration of semi-ferrous crystals held together with a sentient, pseudo-magnetic field. These solitary elementals drift serenely through the Plane of Earth, passing through both earth and open air with equal ease. They seem to have little interest beyond gathering more ferrous crystals to add to their mass, though they will fight viciously when attacked by a hungry xorn or greedy dao raiding party, using their powers to push and pull metal either towards or away from them. Scholars believe that these elementals utilize a unique form of magnetism, as their powers are able to attract and repel all forms of metal, not just ferrous metal. If attacked, they use these powers to throw their foes to and fro, bludgeoning them into submission. If all else fails, they possess a last resort defense. When on the brink of death, the force holding the glomus's crystals together violently reverses, pummeling the surrounding area with a barrage of massive crystals. A few hours later, the pseudo-magnetism reasserts itself and the glomus reforms, apparently no worse for wear.

Elemental Nature. A glomus does not require air, food, drink, or sleep.



GLOMUS

Huge elemental, neutral

Armor Class. 18 (natural armor)

Hit Points. 87 (7d12 + 42)

Speed. 0 ft., burrow 20 ft., fly 20 ft (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	23 (+6)	7 (-1)	10 (+0)	4 (-3)

Damage Vulnerabilities thunder

Damage Immunities. poison; bludgeoning, piercing, and slashing damage from non-magical weapons that aren't adamantite

Condition Immunities. exhaustion, petrified, poisoned

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

Languages. understands Terran but cannot speak

Challenge. 9 (5,000 XP)

Disruption. When reduced to 0 hit points, the pseudomagnetic force holding the glomus together violently reverses, causing it to explode apart. All creatures within 30 feet of it must make a DC 18 Dexterity saving throw, taking 22 (5d8) bludgeoning damage on a failure or half as much on a success. After 1d4 hours, the pseudomagnetic force reasserts itself and the glomus reforms at full hit points.

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

Magnetic Aura. The glomus emits a pseudomagnetic aura that extends 30 feet from it. It can either be an attractive aura or a repulsive aura, and the glomus can change which type of aura it is as a bonus action. Depending on what type of aura it is, it produces the following effect.

- **Attractive.** All unsecured metal objects within the aura are pulled up to 30 feet toward the glomus. A creature made of metal or wearing metal armor must succeed on a DC 18 Strength saving throw at the start of its turn or be pulled up to 15 feet towards the glomus. All weapon attacks made against the glomus with metal weapons automatically hit, but a creature must succeed on a DC 18 Strength saving throw each time it makes a melee attack against it or have its weapon wrested from its grip.
- **Repulsive.** All unsecured metal objects within the aura are pushed out of the aura. A creature made of metal or wearing metal armor must succeed on a DC 18 Strength saving throw at the start of its turn or be pushed up to 15 feet away from the glomus. All weapon attacks made against the glomus with metal weapons automatically fail.

Magnetism. The glomus's innate spellcasting ability is Constitution (spell save DC 18). It can innately cast *telekinesis*, requiring no material components and targeting only creatures or objects made of metal or wearing metal armor.

Actions

Multiattack. The glomus makes two slam attacks

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 16 (3d6 + 6) bludgeoning damage.



HOUND OF AAQA

A hound of Aaqa is a special manner of air elemental bred by the Vaati to serve as guardians and trackers. Unique in their ability to track a target not only in spite of flight but teleportation as well, almost nothing escapes the hounds.

Shapechangers. A hound of Aaqa in its natural form is a small levitating orb of what appears to be glass, though it is composed of elemental matter. However, their quarries often take them away from the Plane of Air, necessitating the hounds of Aaqa to transform into more unassuming shapes. They can assume the shape of virtually any animal smaller than a mastiff, and they will take on whatever form is necessary to track their quarry.

Unerring Trackers. A hound of Aaqa is so named not because they are dogs, though they do often take on the form of dogs. Rather, they are so named because they are the greatest trackers in the multiverse. A hound of Aaqa can track its quarry through virtually any environment. Most amazing of all, a hound of Aaqa can even track its quarry when teleporting and across interplanar distances. These elementals are often entrusted to aarakocra who serve the Vaati so that they might pursue the enemies of the Lords of Aaqa such as the cults of Elemental Evil or demons or seek out pieces of the Rod of Seven Parts.

Elemental Nature. A hound of Aaqa does not require food, drink, or sleep.

HOUND OF AAQA

Tiny elemental (shapechanger), lawful neutral

Armor Class. 15

Hit Points. 99 (18d4 + 54)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	21 (+5)	16 (+3)	11 (+0)	18 (+4)	7 (-2)

Skills. Perception +8, Stealth +7, Survival +8

Damage Immunities. lightning, thunder

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

Senses. darkvision 60 ft., passive Perception 18

Languages. understands Vaati and Auran but cannot speak

Challenge. 4 (1,100 XP)

Keen Hearing and Smell. The hound of Aaqa has advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on hearing or smell.

Magic Resistance. The hound of Aaqa has advantage on saving throws against spells and other magical effects.

Master Tracker. The hound of Aaqa can track targets that are flying as if tracking them across dirt or grass and does not need to make a new tracking check if the trail crosses an obstacle that leaves no tracks or in the case of inclement weather. If the target teleports or travels to another plane, the hound of Aaqa can spend one minute investigating the spot at which the creature teleported or plane shifted to make a Wisdom (Survival) check as if tracking the target across bare stone to learn the target's destination.

Teleportation Tracking (1/Day). If the hound of Aaqa learns the target destination of a creature that has teleported or plane shifted within the last 24 hours, it can use an action cast either *plane shift* or *teleport*, arriving at the precise location the quarry arrived at without fail.

Actions

Multiattack. The hound makes two shock attacks

Shock. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 12 (2d8 + 3) lightning damage

Shapechange. The hound of Aaqa magically polymorphs into a Medium or smaller beast with a challenge rating equal to or lesser than its own. It can return back to its true form as a bonus action. In beast form, the hound of Aaqa gains the statistics of its new form, but retains its hit points, alignment, Intelligence, Wisdom, Charisma, immunity to exhaustion, and damage resistances and immunities, as well as its Keen Hearing and Smell, Master Tracker, and Teleportation Tracking traits.

ICE SERPENT

An ice serpent is a unique elemental predator. Though it is composed of air, it cannot fly, slithering along the ground like a snake, hence its name. With its infravision, it can detect the heat of living creatures, which it descends invisibly upon before entrapping them in its coils and draining them of all body heat.

Elemental Nature. An ice serpent does not require food, drink, or sleep.

ICE SERPENT

Large elemental, neutral

Armor Class. 17

Hit Points. 45 (6d10 + 12)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	4 (-3)	13 (+1)	8 (-1)

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

Damage Vulnerabilities fire

Damage Immunities. cold, poison

Condition Immunities. petrified, poisoned

Senses. blindsight 60 ft., passive Perception 11

Languages. --

Challenge. 3 (700 XP)

Infravision. The ice serpent can see heat. It can clearly see an object producing more heat than its surroundings up to 120 feet away, even through up to 1 foot of stone or another similar substance. A thin sheet of lead blocks this sight.

Invisibility. The ice serpent is invisible.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) cold damage

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) cold damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the ice serpent can't constrict another target.



IMMOTH

An immoth is an 8-foot tall creature, its muscular body formed of gleaming, semi-translucent ice. Their heads are distinctly dwarvish, with thick beards of curling ice and expressions of stoic seriousness, though their eyes gleam with intense curiosity. Their bodies are large and muscular, with thick, powerful tails and razor sharp claws able to easily cut through ice.

Frozen Voices. Immoths were born in a region of the Frostfell so bitterly cold that even spoken words would freeze in the air and fall to the ground. The immoths carry that power in them, having the ability to freeze the words of a phrase or a spell before the words can even be heard to be thawed out and heard later. These frozen words are then attached to their body for later perusal.

Secret Seekers. Immoths are incredibly curious, and upon finding something new will devote hours to examining it. Though they are solitary, they keep in contact with other immoths and will occasionally share information. This has lead to immoth all over the multiverse being surprisingly knowledgeable about a wide variety of secrets, making them sought after by scholars, wizards, hags, and other pursuants of knowledge.

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

ICE RUNES

An ice rune is a roughly circular chunk of carved ice around 6" to 1' in diameter. It contains the frozen words of either a phrase or a spell. The contents of an ice rune can be determined with an *identify* spell, but an immoth can automatically tell the content in any situation.

What follows is a table for randomly determining the content of an ice rune. Though the examples use spells with only verbal components, any spell with verbal components can be used.

ICE RUNES

1d8	Spell
1	vicious mockery
2	faerie fire
3	dissonant whispers
4	command (grovel)
5	hunter's mark
6	destructive wave
7	healing word
8	power word stun

IMMOTH

Large elemental, neutral

Armor Class. 17 (natural armor)

Hit Points. 95 (9d10 + 40)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	17 (+3)	13 (+1)	20 (+5)

Saving Throws: Con +8, Int +7, Wis +5

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

Damage Vulnerabilities fire

Damage Immunities. cold, poison

Condition Immunities. poisoned, petrified

Senses. passive Perception 11

Languages. Primordial

Challenge. 9 (5,000 XP)

Ice Runes. The immoth has numerous ice runes attached to its body 1d4 + 2 of which contain spells with verbal components (roll from the table in the Ice Runes sidebar to determine the spells or decide for yourself). The immoth can use an action to remove an ice rune from its body and cast the spell contained within. The immoth can use a bonus action to attach a rune to its body. Should an immoth roll a 1 on a saving throw against an effect that deals fire damage or be hit with a critical hit by an attack that deals fire damage, one of its magic ice runes melts and is activated randomly.

Ice Walk. The immoth is unaffected by difficult terrain created by ice or snow.

Actions

Multiattack. The immoth makes three attacks, two with its claws and one with its tail.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) cold damage

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) cold damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone

Reactions

Freeze Words. The immoth freezes the verbal components of a spell or a phrase of up to 25 words in the air as they're said, preventing them from being heard. If the words are the verbal component to a spell, the immoth makes a saving throw versus the caster's spell save DC using its own spell attack bonus (+9). If the saving throw succeeds, the the spell is frozen into an ice rune which falls to the ground. The ice rune can be thawed out or used by an immoth, causing the spell to be cast with its original save DC or attack bonus.

LIVING HOLOCAUST

A living holocaust is a being of pure heat. It appears as a small, vaguely humanoid shape composed of rippling air, like a heat mirage given shape. A living holocaust loves nothing more than to spread chaos and misery, creating gusts of scorching air and igniting houses, crops, and people for its own amusement.

Megalomaniacal. A living holocaust on the Material Plane will invariably be drawn to villages, towns, and cities, seeking out realms of high population concentration to torment. Many living holocausts find themselves right at home serving Imix as his envoys to his cults, functioning as the bearers of his will. Others act individually, forcing towns to serve their capricious whims for a time before cruelly incinerating them when it grows bored of the farce.

Elemental Nature. A living holocaust does not require air, food, drink, or sleep.

LIVING HOLOCAUST

Small elemental, chaotic evil

Armor Class. 16

Hit Points. 104 (16d6 + 48)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	17 (+3)	14 (+2)	16 (+3)	15 (+2)

Saving Throws: Dex +10, Wis +7, Cha +6

Skills. Intimidation +6

Damage Resistances. lightning, thunder

Damage Immunities. fire, poison; non-magical bludgeoning, piercing, and slashing damage

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses. darkvision 120 ft., passive Perception 13

Languages. Abyssal, Auran, Ignan

Challenge. 12 (8,400 XP)

Heat Haze. The living holocaust's body is blurred and difficult to make out. Any attack made against it that requires sight has disadvantage. Truesight cannot see past this.

Incendiary Vapor Form. The living holocaust can move through any space that isn't airtight, has advantage on Strength, Dexterity, and Constitution saving throws, and treats liquids as solid surfaces. A creature that touches the living holocaust or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the living holocaust 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.

Regeneration. The living holocaust recovers 10 hit points at the beginning of its turns so long as it has at least 1 hit point remaining.

Water Susceptibility. For every gallon of water splashed on the living holocaust, it takes 1 cold damage.

Actions

Touch. Melee Weapon Attack +10 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 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.

Holocaust Winds. The living holocaust takes control of the air within a 35 foot cube centered on itself. The air ignites and begins blowing in a direction of its choice. Any creature that enters the area for the first time on a turn or starts its turn in the area takes 3 (1d6) fire damage. A Large or smaller creature in the area must succeed on a DC 14 Strength saving throw at the beginning of its turn or be knocked prone. A creature trying to move against the wind expends 3 feet for every 1 foot traveled. Ranged weapon attacks that pass through the area or that are made against targets within the cube have disadvantage on their attack rolls.

The living holocaust can maintain this effect on subsequent turns by concentrating on it as if concentrating on a spell. It can use an action to change the direction of the wind. The cube travels with the living holocaust.



PRIMORDIAL BLOT

The primordial blot is a strange being. Appearing as a writhing sphere of dark material, a primordial blot contains within itself all of the elements in equal balance. It continually discharges random bursts of energy and its immunities vary from moment to moment. These strange elementals are only found naturally on the Elemental Chaos, where all the elemental planes converge and mix.

Though not well known, those that are aware of primordial blots have theories about them. Some believe that they are elementals that failed to fully coalesce and collapsed in on themselves. Others postulate that they might be eggs that will one day hatch into new Material Planes, while naysayers argue that they are instead the remnants of dead Material Planes that collapsed and fell into the Elemental Chaos. Whatever their origins, the primordial blots are strange and inscrutable, drifting erratically through the chaos of their home planes.

PRIMORDIAL BLOT

Large elemental, neutral

Armor Class. 16 (natural armor)

Hit Points. 207 (18d10 + 108)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	23 (+6)	6 (-2)	10 (+0)	7 (-2)

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

Damage Immunities. poison plus two others (see Variable Immunity below)

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

Senses. darkvision 120 ft., passive Perception 10

Languages. Primordial

Challenge. 15 (13,000 XP)

Variable Immunity. At the beginning of the primordial blot's turn, roll 1d6. The value rolled determines the variety of damage types to which the primordial blot is immune until the beginning of the primordial blot's next turn.

d6 damage type

1 fire, cold

2 cold, thunder

3 fire, lightning

4 acid, thunder

5 lightning, thunder

6 acid, fire

Actions

Multiattack. The primordial blot makes up to five attacks, making a different attack each time.

Touch. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 18 (4d8 + 6) acid, cold, fire, lightning, or thunder damage (primordial blot's choice).

Hurl Fire. Ranged Spell Attack: +9 to hit, range 60 ft., one creature. **Hit:** 13 (2d6 + 6) fire damage.

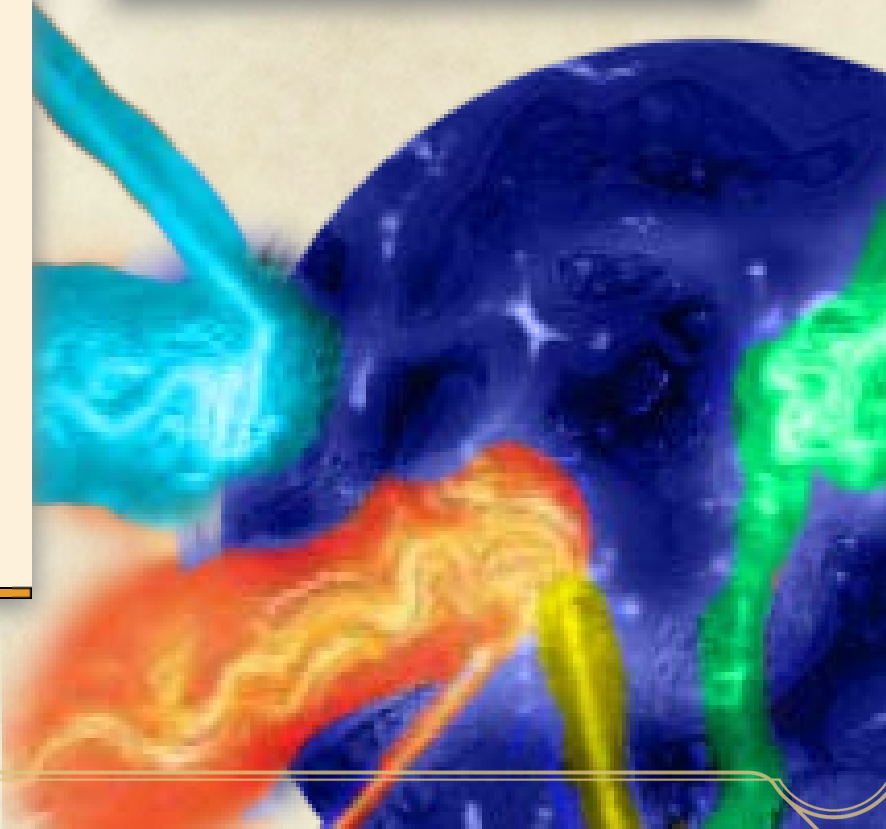
Lightning Strike. Ranged Spell Attack: +11 to hit, range 60 ft., one creature. **Hit:** 5 (1d10) lightning damage and the target must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Ice Shard. Ranged Weapon Attack: +9 to hit, range 30/90 ft., one creature. **Hit:** 11 (1d6 + 4) piercing damage plus 7 (2d6) cold damage.

Gust of Fury. Ranged Spell Attack: +9 to hit, range 60 ft., one creature. **Hit:** 9 (1d6 + 6) bludgeoning damage and the target must succeed on a DC 19 Strength saving throw or be pushed up to 40 feet away from the primordial blot. If a pushed target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was pushed.

Thunderous Grip. One creature within 5 feet of the primordial blot must make a DC 19 Constitution saving throw, taking 13 (2d12) thunder damage on a failure or half as much on a success. Additionally, on a failure the target is restrained until the end of its next turn.

Corrosive Cloud. All creatures within 5 feet of the primordial blot must make a DC 19 Constitution saving throw, taking 9 (2d8) acid damage on a failure or half as much on a success.





RAST

Rasts are a peculiar variety of elemental predator. Though they do not seem to actually need to feed, they still feel a compulsion to gorge themselves on the flesh and blood living creatures. The reason for this is not fully understood, but some theorize that they may be the remnants of a divine curse or the offspring of a demonic incursion into the Plane of Fire. However, these creatures have neither malice nor ambition. They seem to exist only to feed the smoldering pit of ash in their bellies.

Bizarre Creatures. A rast has an odd appearance. There is a central body, about the size of a large dog, with as many as 10 to 15 spindly spider-like legs coming out of it, though it can only use up to four claws at a time to attack. The head is almost exactly the same size as the central body, and resembles a cross between a snake, a vulture and a goblin. Its eyes gleam with a terrifying paralyzing power, which enables them to render their prey helpless while they hunt. A single rast can overpower a small party of heroes by virtue of nothing but its paralyzing gaze.

RAST

Medium elemental, unaligned

Armor Class. 14 (natural armor)

Hit Points. 117 (18d8 + 36)

Speed. 5 ft., fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	3 (-4)	13 (+1)	12 (+1)

Skills. Stealth +4

Damage Immunities. fire

Senses. darkvision 120 ft., passive Perception 11

Languages. --

Challenge. 5 (1,800 XP)

Paralyzing Gaze. If a creature starts its turn within 30 feet of the rast and the two of them can see each other, the rast can force the creature to make a DC 12 Constitution saving throw if the rast isn't incapacitated. On a failed save, the creature is paralyzed 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the rast's Paralyzing Gaze for the next 24 hours.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the rast until the start of its next turn, when it can avert its eyes again. If it looks at the rast in the meantime, it must immediately make the save.

Actions

Multiattack. The rast makes four claw attacks and, if possible, one bite attack. If the rast starts its turn grappling a creature, it can instead make two bite attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** () damage. If the rast hits a target with two or more claw attacks in one turn, the target is grappled (escape DC 13).

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature is incapacitated or that the rast is currently grappling. **Hit:** 5 (1d6 + 2) piercing damage plus 10 (3d6) necrotic damage, and the rast recovers hit points to the amount of necrotic damage dealt. While grappling a target, the rast automatically hits with its Bite attacks.



SPIRIT OF THE AIR

Spirits of the air are joyful natives of the Plane of Air, apelike beings whose fingers stretch out to form graceful, batlike wings that carry them effortlessly through the sky. Though beings of freedom and joy, they are also subject to the will of powerful beings of the air, particularly gods such as Akadi and Talos. A spirit of the air cannot disobey a direct order from any powerful being of the air, whether good or evil, and as such they live a strange double life of freedom and servitude.

SPIRIT OF THE AIR

Large elemental, neutral

Armor Class. 15

Hit Points. 123 (13d10 + 52)

Speed. 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	18 (+4)	14 (+2)	17 (+3)	16 (+3)

Saving Throws: Dex +8, Wis +6

Skills. Acrobatics +8, Athletics +7, Perception +6, Survival +6

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

Senses. passive Perception 16

Languages. Auran, Draconic, Giant

Challenge. 8 (3,900 XP)

Breath of the Gods. A spirit of the air must obey any order given to it by a powerful being of the air, such as a cloud giant, a djinn, a Vaati, or a god of winds, though it is free to interpret the orders at its own discretion. Given conflicting orders by two or more such beings, a spirit of the air will obey the order of the most powerful being or whichever order was given most recently if both beings are the same power level.

Innate Spellcasting. The spirit of the air's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *call lightning, control winds, detect magic*

1/day each: *confusion, control weather, wind walk*

Keen Smell. The spirit of the air has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The spirit of the air makes three attacks with its mace

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* (2d8 + 4) bludgeoning damage

SPIRITS OF THE BREATH

Some spirits of the air possess a religious fervor which causes them to dedicate their lives to a particular god of the winds. Such a spirit of the air is known as a spirits of the breath and has the following changes, giving it a challenge rating of 9 (5,000 XP):

One God's Breath. A cleric of the air is subject only to the will of the god to which it is devoted and is not obligated to obey any other powerful beings of the air. However, they must obey every command given to them by their god, both in letter and in spirit.

Spellcasting. The spirit of the air is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The spirit of the air has the following cleric spells prepared:

Cantrips: *guidance, light, sacred, thaumaturgy*
1st level (4 slots): *command, comprehend languages, healing word, thunderwave*

2nd level (3 slots): *aid, animal messenger, gust of wind*

3rd level (3 slots): *clairvoyance, dispel magic, mass healing word*

4th level (3 slots): *banishment, freedom of movement, locate creature*

5th level (2 slots): *commune, destructive wave*

Divine Strike. The spirit of the air's weapon attacks deal an additional 1d8 thunder damage.



THOQQUA

A thoqqua is a segmented, worm-like creature with a body hot enough to melt solid rock. It spends the majority of its time burrowing through stones in search of the minerals that it consumes. It has a foul temper, but it can be trained to understand basic commands told to it in Primordial, similar to now a dog can be taught certain phrases, though it does not understand Primordial.

THOQQUA

Medium elemental, unaligned

Armor Class. 14 (natural armor)

Hit Points. 82 (15d8 + 15)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	3 (-4)	12 (+1)	10 (+0)

Damage Vulnerabilities. cold

Damage Immunities. fire

Condition Immunities. poisoned, petrified

Senses. passive Perception 11

Languages. --

Challenge. 3 (700 XP)

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

Actions

Multiattack. The thoqqua makes two slam attacks

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) fire damage.

TOJANIDA

Tojanidas are strange natives of the Plane of Water. They appear like a sea turtle, but with head, flippers, and talons randomly assorted around their shell. Being omnivorous, tojanidas will eagerly attempt to kill and eat any creature that they think looks appetizing. However, if you encounter a well fed tojanida, they can be surprisingly loquacious, and some aquatic races have managed to work out deals of cooperation with the creatures. In combat, tojanida rely on their tough shells and clouds of ink for safety.

TOJANIDA

Large elemental, neutral

Armor Class. 18 (natural armor)

Hit Points. 102 (12d10 + 36)

Speed. 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+1)	10 (+0)	12 (+1)	9 (-1)

Senses. passive Perception 11

Languages. Aquan

Challenge. 5 (1,800 XP)

Actions

Multiattack. The tojanida makes three attacks: one with its bite and two with its claws

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage

Ink Cloud (Recharges after a Short or Long Rest). A 30-foot-radius cloud of ink extends all around the tojanida if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the tojanida can use the Dash action as a bonus action.





TSNNG

A tsnng is a rare creature of elemental earth infused with arcane understanding. These strange, crystalline humanoids are born when a crystal which had long been used as an arcane focus becomes discarded in the Plane of Earth. The nature of that plane causes the crystal to grow, and the arcane paths that had long been traced through it as a magical conduit cause it to form into a human-like shape imbued with mastery of the wizarding arts.

Solitary Study. A tsnng is born with immediate understanding of arcane magic, and they seek to expand that knowledge even further. With their crystalline bodies, they act as their own arcane foci and rarely need to worry about finding material components, freeing them to pursue further study of magic unabated. These elementals can be found perusing the markets of Sigil for rare tomes of magic when not sequestered in the fortresses they build themselves on their home plane.

TSNNG

Medium elemental, neutral

Armor Class. 18 (natural armor)
Hit Points. 180 (24d8 + 72)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	17 (+3)	16 (+3)	26 (+7)	16 (+3)	13 (+1)

Saving Throws: Int +10, Wis +8

Skills. Arcana +15, Perception +8

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

Damage Vulnerabilities thunder

Damage Immunities. poison

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

Senses. darkvision 120 ft., passive Perception

Languages. Primordial

Challenge. 14 (11,500 XP)

Brittle. When a creature hits the tsnng with a critical hit using a weapon that deals bludgeoning damage, the damage dice are rolled three times and ignore the tsnng's resistance to non-magical bludgeoning damage.

Crystalline Body. The tsnng's body is considered an arcane focus for the purpose of casting spells. The tsnng does not need to provide material components with a gp cost as long as those components are explicitly stated to be crystals or gems in the spell's description, even if those materials are normally consumed during the casting of the spell.

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

Spellcasting. The tsnng is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC, + to hit with spell attacks). The tsnng has the following wizard spells prepared:

cantrips: *acid splash, create bonfire, mage hand, poison spray*

1st level (4 slots): *find familiar (familiar is an elemental), fog cloud, grease, ice knife, tenser's floating disc, unseen servant*

2nd level (3 slots): *cloud of daggers, dust devil, flaming sphere, misty step, web*

3rd level (3 slots): *sleet storm, stinking cloud, thunder step, tidal wave*

4th level (3 slots): *conjure minor elementals, dimension door, evard's black tentacles, leomund's secret chest, mordenkainen's faithful hound, watery sphere*

5th level (2 slots): *cloudkill, conjure elemental, far step, infernal calling, teleportation circle*

6th level (1 slot): *arcane gate, drawmij's instant summons, scatter*

7th level (1 slot): *mordenkainen's magnificent mansion, plane shift, teleport*

8th level (1 slot): *demiplane, incendiary cloud, maze, mighty fortress*

9th level (1 slot): *gate, wish*

Actions

Create Bonfire (Cantrip). The tsnng creates a bonfire on in a 5-foot cube on an area of ground that it can see within 60 feet of it, which lasts as long as the tsnng retains concentration. Any creature in the bonfire's space when it casts the spell must succeed on a DC 20 Dexterity saving throw or take 4d8 fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there. The bonfire ignites flammable objects in its area that aren't being worn or carried.



WAVEFIRE

A wavefire is an elemental composed of water infused with the heat of elemental fire. These elementals roam the boundary between the Plane of Water and the Plane of Fire, and can be found in volcanic hot springs. The firenewts that worship Imix consider wavefires to be holy creatures made by Imix specifically for them, and any wavefire that they encounter is venerated as an avatar of their god.

WAVEFIRE

Large elemental, neutral

Armor Class. 15 (natural armor)

Hit Points. 95 (10d10 + 40)

Speed. 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

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

Damage Vulnerabilities cold

Damage Immunities. fire, poison

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

Senses. darkvision 60 ft., passive Perception 10

Languages. Aquan, Ignan

Challenge. 7 (2,900 XP)

Boiling Body. A creature that begins its turn in the same space as the wavefire takes 5 (1d10) fire damage.

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

Steam. The wavefire continually produces a 15 foot-radius cloud of steam centered on itself, heavily obscuring the area.

Actions

Multiattack. The wavefire makes two slam attacks

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 13 (2d8 + 4) bludgeoning damage plus 4 (1d8) fire damage.

Whelm (Recharge 4–6). Each creature in the wavefire's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage plus 4 (1d8) fire 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 unless it can breathe water. If the saving throw is successful, the target is pushed out of the wavefire's space.

The wavefire can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the wavefire's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage plus 4 (1d8) fire damage. A creature within 5 feet of the wavefire can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.

PRIMORDIALS

The primordial is a creature of the ancient world, beings of the raw elemental fury and unrestrained life that shaped the world in its infancy. They claimed vast territories and engaged in constant battle, and during their rule the earth was naught but chaos. It was only once subdued by the gods that life could take hold. Now the dead primordials watch the world thrive with jealousy, yearning to once again rise up and wipe the plague of life away from their home.

ACHAZAR, THE PILLAR OF WRATH

When he ruled his kingdom from his mountain throne, Achazar took the form of a massive pillar of flame so mighty and powerful in its heat that even red dragons feared to approach him. However, for reasons unknown, he fell into a deep sleep, reducing in might to a pillar of flame 100 feet tall. Now those that reside near his throne do not remember why they once feared the mountain, even using his slumbering body as a beacon to navigate ships by. Achazar is not dead, though, and none knows when he will reawaken.

ALU KAHN SANG, THE WIND OF DESTRUCTION

This living sandstorm was once a mighty creature of ruin, but the Wind Dukes of Aaqa laid it low eons ago. For more on this primordial, refer to its entry later in this supplement.

ALYOLVOY OF THE MUD AND THE MUCK

This oozing primordial monster once slept at the bottom of the ocean, rising up from the depths of the sea periodically to rampage across the world. However, she was eventually slain by the archfey Oberon and his brothers, and from her blood was born the Murkendraw, a swamp the size of a sea. Now she lays rotting at the center of a tangle of banyan trees, her corpse picked over by hags for materials and knowledge.

ARAMBAR, BLOOD OF THE STEELSKY

This mighty primordial did battle with his brothers and sisters in Laerakond for eons, until finally he was cast down, his body shattering a mountain as it fell to Skelkor. Not long after his death, the decaying essence of his body stained the sky above Laerakond a stark grey, creating the Steelsky that persists even to this day.

BALCOOTH, THE GROANING KING

Balcooth mastered the arcane mysteries of spellcraft in the days when the world was still young, and with that power he was able to slay many gods and steal their knowledge. He was eventually beheaded, his head imprisoned in a vault of adamantine and his body cast into Pandemonium, where it still wanders to this day in blind fury.

BLAZING RORN THE FURY

Also called Rorn of the Rages, this primordial was a gigantic humanoid with cooling lava-like skin and the head and tail of a dragon, capable of transforming into a blazing star of light brighter than the sun. It was among the most hated and feared primordials before it was defeated by dragons. Now it sleeps beneath the the Howling Mountains of Laerakond.

CASTANAMIR, THE SHATTERED KHAN

Once known as the Storm Khan, this mighty primordial of wind and thunder was a natural leader, and his cunning and might was only stopped when Stronmaus himself struck him down, transforming his corpse into the island of Castanamir, where storms still circle to this day.

CRYONAX, THE BLEAK MONARCH

Gravely injured in his last battle against the gods, Cryonax has retreated to the safety of the Frostfell, where he nurses both his wounds and his hatred. For more on Cryonax, check out my product *Elemental Compendium I*.

DUR-BAAGAL OF THE SCREAMING SNOW

Once this primordial of ice and hatred ruled the northern reaches of the world with vicious storms and bitter cold. It was slain by Auril, though, its heart cut from its chest and used to create the Lyceum, the throne room of Auril's palace.

DRAUNN, THE STONE TONGUE

An earth primordial. A fragment of him was sealed in Deadstone Cleft in Greypeak Mountains, where he poses as an avatar of Skoraeus Stonebones to manipulate the local stone giants clan in order to create havoc.

EREK-HUS, THE KING OF TERROR

This primordial sought to rule over both the dragons and the giants, uniting them under its tyrannical rule. However, it was defeated when Tiamat and Bahamut joined forces and slew it without mercy.

GARGASH, SLAVE OF TOROG

This primordial was once the deadly enemy of the god Torog. The proud god sought out his hated foe in the Underdark, and the two engaged in a cataclysmic battle that lasted years and shaped much of the Underdark as we know it now. Though he was terribly wounded, Torog eventually subdued Gargash, but before the killing blow could be struck, Gargash laid a curse on the god that he could never leave the Underdark. Now Torog makes the greatest of his lairs within the still breathing corpse of Gargash, taking some small satisfaction in the twitching of its flesh.

HEUR-KET, THE STORM UNABATED

This raging primordial was so mighty that, even when defeated, its spirit poured out as a massive living storm. Only through the cooperation of Surtr, Thrym, and Moradin was Heur-Ket captured in a machine crafted by all three. However, as soon as the machine was closed, the three began to argue about what to do with the immense power contained within, and in the ensuing struggle the machine was lost.

KARSHIMIS, THE DESPOT OF SHYR

This primordial tyrant went into hibernation long ago. When it awoke from its millenia long slumber, it claimed dominion of the continent of Shyr, ruling from a palace of burning ice larger than a city. From there it hatches long plots for how to claim dominion over the whole world.

MAEGERA THE INFERNO

Once a great and furious primordial of magma and stone, it was defeated long ago, its burning spirit trapped within Gauntlgrym to power the many wondrous forges of that city. It caused the destruction of at least a quarter of Neverwinter when Thayans briefly awoke it. For more about Maegera, please refer to the *Storm King's Thunder* and *Out of the Abyss* adventures.

MERCILESS PETRON

This unyielding perfectionist ruled a land so flat and smooth that a stone could roll from one end of it to another without trouble. She tolerated neither defiance nor failure, and those that angered her were transformed into glass. Even when she was slain, her corpse still turned any creature that approached her to glass, prompting the dragons that betrayed her to bury her body beneath a mountain of boulders.

MUAL-TAR THE THUNDER SERPENT

This massive, snake-like creature was once as cunning as any ancient dragon, and it gleefully blotted out the sun and lashed the lands it traveled with unforgiving storms. However, a long captivity in magical chains forged by Moradin has driven it mad, and it forever thrashes against its bonds on its mountaintop, yearning for freedom.

MURGREMIR, THE ROTTING HILL

This primordial chose to abandon its brothers and sisters to their wars, retreating instead to the Feywild where it became a spirit of the land. However, in time its mind was touched by the insidious rot of Moander and it was corrupted into a monster of rot and decay, utterly dedicated to the goals of the Darkbringer.

NEHUSHTA

A powerful primordial artificer, she built the fortress of Glaur in Laerakond. Nehushta was a massive being made of different metallic alloys who shined star-white when roused to fury. Over the years, she modified her own body with fantastic assemblages of gears, blades, and other golem-like improvements.

NEKAL OF THE GLOWING DEEP

This daughter of Solkara is a being of the crushing depths of the ocean, of the impossible weight of fathomless darkness and the cold that drinks in all life. Having avoided capture and death for millenia, she resides in the deepest stretches of the ocean even today, plotting the death of light and forging alliances with kraken, ruling the aboleths that worship her, and granting boons to the nihilistic outcasts of storm giant, sea elf, and sahuagin society that seek her out.

PIRANOTH, THE WORLD MOVER

This massive primordial wants to one day rule all giants. For more on him, refer to his entry later in this supplement.

SOLKARA, QUEEN OF THE FIRST OCEAN

Solkara lies frozen and immobile beneath the Great Glacier of northeast Faerun. Once a queen of roiling steam and deadly poison, she is kept asleep by the weight and cold of her icy prison. However, as time passes, her bonds loosen and she stirs in her sleep. For more on Solkara, check out my product *Elemental Compendium I*.

SYVEXRAE, THE QUEEN OF STONE

This primordial queen was cast out of the world entirely, falling into the Abyss, where her half petrified body was eventually discovered by Doresain, the Ghoul King, who made his palace in her still living flesh. Doresain rules his court of ghouls from within his throne room in her skull, dining on her forever regenerating flesh while they plot to one day devour all the world.

TABRACH-TI, QUEEN OF BRONZE

This monstrous beast of solid bronze was defeated by Bane, Myrkul, and Bhaal long ago, and those three sadistic gods took great pleasure in drawing out her death as long as they could, slowly peeling away her scales of bronze to use in crafting weapons of peerless quality. She remains alive even today, bleeding and diminished, but now that her jailers have abandoned her she slowly regains her strength.

TELOS

Telos was cast into the void when he was defeated by the gods, but his corpse fell to the earth during the Spellplague, landing in Vaasa, where he remained comatose in a crater. His dormant body was mined for the unique metals that comprised it, enabled the Warlock Knights of Vaasa to craft incredible magical weapons and strange constructs imbued with shards of his delirious mind.

TZIPHAL, THE MOUNTAIN BUILDER

This titanic primordial of folding earth, petrification, and volcanoes sleeps dormant deep beneath a massive mountain range rich in minerals and ores. The dwarves that mine the bountiful lodes suspect nothing of the terrible intelligence that slumbers far beneath them. However, those that dig deepest find that the darkness has a texture all its own, and strange creatures spawn amid the veins of magma.

UL-ATHRA, THE MOUTHS OF THIRST

This enormous, many tentacled worm sleeps dormant at the bottom of an ocean of dust on a world without gods. There, its dreaming mind reaches out into the world and attracts the worship of nihilistic cults who seek to reawaken it so that it can finally kill their dying planet. It yearns to consume all water, extinguishing what little life remains clinging to the parched rock that bakes beneath the black sun of its world.

ALU KAHN SANG, THE WIND OF DESTRUCTION

In the places where the Plane of Air and the Plane of Earth meet, where earthmotes hang thick in the arid sky and only dust lives, there rages a sandstorm large enough to swallow a continent. It whirls through the dry air, grinding boulders between its teeth to feed its never ending hunger. Its winds are strong enough to strip flesh from bone, and their shriek is so loud and horrifying that those that hear it never forget the horrible sound. This is Alu Kahn Sang, the Wind of Destruction.

Alu Kahn Sang possesses no single body, having lost it when it was struck down. Instead, its power is spread out over countless miles of furiously churning wind and sand. It has little interest in mortals or genies or the Elemental Princes. It seeks only to feed its never ending hunger for destruction, crushing up stones and hapless creatures with equal glee.

Alu Kahn Sang was loyal to the Queen of Chaos during the great conflict between her and the Wind Dukes of Aaqa. In those days, Alu Kahn Sang was an enormous winged beast of earth and fury, and it spearheaded a reckless and foolhardy charge on the Vaati stronghold. Though it was able to cast down the doors and wreak havoc within, it was ultimately defeated by the Wind Dukes when they pierced it with a massive spear of adamantine and cast into the Sirocco Straights, where its body decayed and its spirit turned into a massive sandstorm. It has languished there ever since, nursing its hatred for the noble Vaati until it met Sirrajadt.

SIRRAJADT, THE VENGEFUL STORM

Once a member of a powerful djinni house, Sirrajadt was banished from the Court of Ice and Steel for his cruelty and his crass behavior. Stripped of his riches and his birthright and cast into the Sirocco Straights, Sirrajadt was utterly disgraced. He now craves to see all the empires of the genies laid low, destroying all who dared ally with the genies along the way.

Kindred Spirits. It was in Sirrajadt's lowest moments, alone on the dry earthmotes of the Sirocco Straights, that he met the being that would change his life forever. He witnessed the raging, howling storm that is Alu Kahn Sang and in its hateful depths he saw the same desire for revenge that he felt. He learned to merge with his new master, dispersing his elemental being into the heart of Alu Kahn Sang's fury, gaining a strange sort of enlightenment.

Destructive. Brutish and crude, Sirrajadt is happiest when breaking things, whether they be priceless artifacts or hapless innocents. He favors his adamantine mace, swinging it with a cruel grace to demolish anything unlucky enough to cross his path.

However, Sirrajadt is no unthinking thug. He had the mental fortitude to weather the madness and fury of Alu Kahn Sang's mind and come out unscathed. He's clever and patient, able to see out long term plans. His primordial master has neither the focus for nor any particular interest in conquest, being satisfied with destroying the unflinching stones of its home plane. Sirrajadt, though, is brimming with spiteful ambition, and is very effective at guiding his master towards victims.

Empowered. Sirrajadt is mightier than the average genie thanks to binding his spirit to his master, becoming especially powerful when within the storm that is his master's body. However, in doing so he has irreparably changed certain innate qualities about himself, losing much of his innate racial magic

The Enduring Palace. Sirrajadt makes his home in the remains of the hollow adamantine spear used to strike Alu Kahn Sang down, which remains stuck in it like a thorn. Sirrajadt has converted it into a small, floating fortress to which he draws wicked elemental creatures to his service, offering to feed their craving for destruction in exchange for their loyalty. He populates his "palace" with slaves that must endlessly sweep the dust from the corridors and redecorate the halls in accordance with Sirrajadt's newest wild fancy. However, the Enduring Palace is a mere cottage in comparison to the opulent mansion that he once owned, and the awareness rankles at his mind. This knowledge often drives him into rages, during which he vents his frustrations on his hapless slaves and loyal servants, taking pleasure in the sickening crunch of their flimsy skeletons beneath his feet until he calms down.



THE WIND OF DESTRUCTION

Alu Kahn Sang is a chaotic evil elemental. It has an Intelligence, Wisdom, and Charisma of 10 (+0) and speaks Primordial. It cannot be targeted by any spells or effects except for a *banishment*, *dispel evil and good*, or *plane shift* spell targeting it within its sphere of consciousness, which banishes Alu Kahn Sang's thinking spirit back to the Sirocco Straights.

Sphere of Consciousness. Alu Kahn Sang's consciousness occupies a sphere with a radius of 120 feet. It has blindsight of everything within the sphere of its consciousness, but is blind beyond that, though it receives basic tactile sensations from everything its sandstorm body touches. Its consciousness can travel at 300 feet per round on initiative count 20 (losing initiative ties), or 20 miles per hour.

Cruel Sand. Any creature that is not a dust elemental that starts its turn within Alu Kahn Sang's sphere of consciousness takes 9 (2d8) bludgeoning damage and must make a DC 13 Constitution saving throw, becoming blinded until the start of their next turn on a failure.

Raging Winds. Alu Kahn Sang counts as a storm producing stage 5 winds for the purposes of the *control weather* spell. Each time a creature casts *control weather* on Alu Kahn Sang or attempts to further change the conditions of Alu Kahn Sang with *control weather*, the creature must succeed on a DC 20 saving throw using their spell attack modifier or lose concentration on the spell. For each level of wind the Alu Kahn Sang is producing, the following changes apply:

- **Stage 5 – Storm.** None
- **Stage 4 – Gale.** The DC for Alu Kahn Sang's Storm Actions is reduced to DC 16.
- **Stage 3 – Strong Winds.** The DC for Alu Kahn Sang's storm actions is reduced to DC 12.
- **Stage 2 – Moderate Winds.** Alu Kahn Sang's sphere of consciousness cannot enter the area, and none of its storm actions or regional effects apply to the area within. Sirrajadt cannot use his One With Alu Kahn Sang legendary action while in the area.
- **Stage 1 – Calm.** Sirrajadt cannot use his legendary actions while in the area.

Once the spell ends, the conditions return to Stage 5 within 1d10 + 3 minutes.

STORM ACTIONS

On initiative count 20 (losing initiative ties), Alu Kahn Sang takes a storm action to cause one of the following effects within the sphere of its consciousness; Alu Kahn Sang can't use the same effect two turns in a row

If Sirrajadt is encountered within Alu Kahn Sang, he has a challenge rating of 18 (20,000 XP).

- Alu Kahn Sang focuses its rage on a 60-foot-high, 20-foot radius cylinder centered on a point within its sphere of consciousness. Any creature within that area must make a DC 20 Constitution saving throw, taking 42 (12d6) bludgeoning damage on a failure or half as much on a success. In addition, non-magical armor or weapons not made of adamantine worn or wielded by the target is heavily eroded and takes a permanent and cumulative -1 penalty to the AC or attack bonus it offers. The armor or weapon is destroyed if the penalty reduces its AC to 10 or its attack bonus to -5.
- Alu Kahn Sang casts *dispel magic* on one target within its sphere of consciousness.
- All creatures of its choice within Alu Kahn Sang's sphere of consciousness must succeed on a DC 20 Strength saving throw or be knocked prone.

REGIONAL EFFECTS

As a massive living sandstorm, the area within Alu Kahn Sang is subject to its influence. The following effects apply within Alu Kahn Sang:

- A creature takes 5 (1d10) bludgeoning damage for every hour it spends within Alu Kahn Sang unless it is incorporeal or immune to non-magical damage.
- The area within Alu Kahn Sang is subject to incredibly fierce winds, making flight impossible without magic. Any Large or smaller creatures move at half their normal traveling speed. Tiny creatures are carried away at a rate of 40 feet per second unless they succeed at a DC 15 Strength (Athletics) check.
- The howling wind and raging sand of Alu Kahn Sang imposes disadvantage on all Wisdom (Perception) checks that rely on sight or hearing. Visibility is restricted to a radius of 30 feet.
- The biting sand corrodes non-magical structures not made of or plated with adamantine. Structures made of wood are destroyed after 7 days within Alu Kahn Sang. Stone structures are destroyed after 20 days within Alu Kahn Sang.

If Alu Kahn Sang's consciousness banished to its home plane and there is no open portal back between, the storm that comprises its body collapses immediately, ending all regional effects.

SIRRAJADT

Large elemental, chaotic evil

Armor Class. 18 (natural armor)
Hit Points. 200 (16d10 + 112)
Speed. 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	24 (+7)	15 (+2)	16 (+3)	22 (+6)

Saving Throws: Str +11, Dex +8, Wis +8, Cha +11

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

Damage Immunities. lightning, thunder

Senses. darkvision 120 ft. blindsight 60 ft., passive Perception 13

Languages. Auran

Challenge. 14 (11,500 XP)

Elemental Demise. If Sirrajadt dies, his body disintegrates into a burst of dust and sand, leaving behind only equipment he was wearing or carrying.

Empowered Weapon. Sirrajadt's mace is magical and adamantine.

Innate Spellcasting. Sirrajadt'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: *detect evil and good*, *detect magic*, *thunderwave*

1/day each: *conjure elemental (air or dust elemental only)*, *gaseous form*, *invisibility*, *plane shift*, *wind walk*

Legendary Resistance (1/Day). If Sirrajadt fails a saving throw, he can choose to succeed instead

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

Actions

Multiattack. Sirrajadt makes three attacks with his mace.

Mace. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 7 (2d6) thunder damage.

Legendary Actions

If Sirrajadt is within Alu Kahn Sang, he 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. Sirrajadt regains spent legendary actions at the start of his turn.

Cyclone. Sirrajadt creates a cyclone around one creature that he can see. The target must make a DC 19 Strength saving throw. On a failure, the creature is restrained until the end of Sirrajadt's next turn and pushed up to 30 feet in a direction of Sirrajadt's choice.

Thunder Burst (Costs 2 Actions). Sirrajadt creates a burst of thunder centered on a point he can see within 60 feet of himself. Any creature within 30 feet of the point must make a DC 19 Constitution saving throw, taking 22 (4d10) thunder damage on a failure or half as much on a success. In addition, on a failure the target is deafened until the end of Sirrajadt's next turn.

One With Alu Kahn Sang (Costs 3 Actions). Sirrajadt vanishes, dispersing himself into the being of Alu Kahn Sang. Sirrajadt can end this effect at the start of any of his turns, becoming a genie once more and appearing in any location he chooses within Alu Kahn Sang's sphere of consciousness. While dispersed, Sirrajadt possesses Alu Kahn Sang's senses, can't take any actions aside from the Cyclone legendary action, can't be targeted by attacks, spells, or other effects, and can communicate with Alu Kahn Sang. He can only use this action if he is currently within Alu Kahn Sang's sphere of consciousness, and he cannot leave the sphere of consciousness.

PIRANOOTH, THE WORLD MOVER

Long ago, during the war between the gods and the primordials, a usurper pantheon rose to wrest control of the race of giants from the Ordning. Rorn of the Rages, Draunn the Stone Tongue, Erek-Hus the King of Terror, and Castanamir, the Shattered Khan, were just a few of those whose names remain. Of these would-be rulers, the most ambitious and the most bloodthirsty was Piranoth, the World Mover

Born of Earth. Piranoth was born as a primordial of earth and hunger. He saw the fledgling race of giants and craved rulership of them, as they were powerful despite their youth. Though he was able to intimidate the lesser giant-kin into obedience, the true children of Annam had no interest in Piranoth and fought against him and his kin. That is, until he devoured the hill giant king Logi. That act of profound gluttony won him the fearful obedience of many of Logi's subjects, and that discovery inspired Piranoth to his greatest feat.

Usurper King. By appealing to each giant race's place in the Ordning, Piranoth was able to inspire the loyalty of stone, frost and fire giants with his skill in crafting and physical prowess. Additionally, he furthered his own power with elemental augmentations, granting himself mastery of earth, fire, and ice magic, styling himself as the true god of the giant race. For those giants that remained loyal to Annam, however, he had another weapon. By devouring mighty giant kings, Piranoth crafted the kongmanns, golems empowered by the spirit of a slain giant king to command its kin. Now, armed with the loyalty of many giants and the ability to force to obedience of more, he marched on Ostoria.

Laid Low. The clash between the army of Piranoth and the army of Ostoria was cataclysmic. With his already immovable strength augmented by the elemental powers he had bound into his body and his weapon, Piranoth slew countless giants, overwhelming them with his sheer brute savagery. None could shake him and his armies, as his flesh was impenetrable and his will unshakeable. It was not until a priestess of the goddess Hiatea intervened that the tide turned. Using a rare herb, she put Piranoth into an eternal sleep, halting his advance with a mere flower. Their leader defeated and buried under a mountain, the cult of Piranoth dissolved, fleeing into the wilderness.

Dead but Not Defeated. Though Piranoth's body lies sleeping beneath a mountain, he is not truly defeated. The kongmanns he created survived, wandering off without purpose, but one was different. Kongblod, his greatest kongmann, contains a fragment of his own spirit, and that fragment lives on. Kongblod roams the world, searching for giants disaffected with the Ordning to bring into the fold of his cult, swelling his ranks even now. He received a particular windfall recently when Annam shattered the Ordning, leaving hundreds of giants uncertain of their place in the world and desperate for direction.

False Father. Piranoth claims that he was once a giant like any other, but through perseverance and raw will he was able to claim the power he wields. He claims to be the new god of giant, here to right the injustices of the Ordning that Annam so callously inflicted on his sons. As such, Piranoth's cult espouses ideals of self improvement and self determination, of being able to achieve greatness beyond your mere place in the Ordning, of seeking greater and greater strength at any cost. To further cement his worship, he and his shamans also offer his followers magical augmentations to increase their strength and intelligence, as well as to grant them with many unnatural powers

Piranoth will never be able to truly conquer the cloud and storm giants, for he possesses no qualities that they admire. Rather, he seeks to instead stoke the jealousy and resentment the Ordning creates in the giant race, turning the lesser giant races against their brothers..

World Eater. Piranoth wants nothing less than complete and total domination of the entire world. The only value he sees in living things is what they can do for him. Giant men are only as good as the battles they can win him or the weapons they can craft him. Giant women are merely vessels to birth new giants, a process he barely understands. The little folk of the world are mere bugs to be trampled under his feet or devoured by his armies or, though some may make useful slaves.

Tree Killer. Once, Piranoth considered plants to be, at best, a minor nuisance. However, ever since a mere herb was able to put him to sleep for millenia, he has numbered all plantlife as dangerous and suffers not even a blade of grass to live. His armies must constantly roam from on conquest to the next as forests are chopped down, crops are burned away, and meadows are frozen solid, leaving the earth barren and lifeless behind them.

Elemental Nature. Piranoth does not require food, drink, or sleep.

DAMAGE THRESHOLD

Piranoth's immense size and bulk allows him to shrug off minor hits, granting him a damage threshold. Piranoth has immunity to all damage unless he takes an amount of damage equal to or greater than his damage threshold value, in which case he takes damage as normal. Any damage that fails to meet or exceed his damage threshold is considered superficial and doesn't reduce Piranoth's hit points.



PIRANOTH

Gargantuan elemental (primordial), neutral evil

Armor Class. 19 (natural armor)

Hit Points. 507 (26d20 + 234) (damage threshold 30)

Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	28 (+9)	16 (+3)	18 (+4)	20 (+5)

Saving Throws: Str +19, Con +18, Wis +13

Skills. Athletics +28, Intimidation +12, Persuasion +12

Damage Resistances. acid, lightning, thunder

Damage Immunities. cold, fire, poison; bludgeoning, piercing, and slashing damage from non-magical weapons that aren't made of adamantine

Condition Immunities. poisoned, petrified

Senses. darkvision 120 ft., passive Perception 14

Languages. Giant, Primordial

Challenge. 30 (15,500 XP)

Empowered Strikes. Piranoth's slam, stomp, and devour attacks count as magical for the purpose of overcoming damage reduction.

Immovable. Piranoth cannot be pushed, pulled, knocked prone, or otherwise moved against his will.

Kongskilja. Kongskilja is a magic, adamantine greatclub. It has 7 charges, and any of its properties that require a saving throw have a save DC of 18. While holding it, Piranoth can use an action to cast *earth tremor*, *ice storm*, or *scorching ray*. Alternatively, he can expend 1 or more of the wand's charges to cast one of the following spells from it: *cone of cold* (2 charges), *fireball* (1 charge), *wall of fire* (2 charges), or *wall of ice* (3 charges). Kongskilja regains 1d4 + 3 charges daily at dawn.

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

Siege Monster. Piranoth deals double damage to objects and structures.

Terrain Master. Piranoth ignores difficult terrain created by earth, stone, ice, and snow. He takes no damage from caltrops, *spike growth*, or other hazards.

World Mover. Piranoth's innate spellcasting ability is Constitution (spell save DC 26). He can innately cast *move earth*, *stone shape*, and *wall of stone* at will, requiring no material components.

Actions

Multiattack. Piranoth makes two Slam attacks.

Kongskilja (Greatclub). *Melee Weapon Attack:* +18 to hit, reach 20 ft., one creature. *Hit:* 52 (4d20 + 10) bludgeoning damage plus 39 (6d12) cold or fire damage (Piranoth's choice). If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the empyrean's next turn

Slam. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one creature. *Hit:* 28 (4d8 + 10) bludgeoning damage plus 13 (2d12) cold or fire damage (Piranoth's choice) and the target is grabbed by Piranoth if it is Huge or smaller. While grabbed, the target is grappled (escape DC 27), takes 13 (2d12) cold or fire damage (Piranoth's choice) at the start of each of its turns, and is assumed to be at least 30 feet above the ground. Piranoth can only have two creatures grabbed at a time, one for each hand. While grabbing one creature he cannot make attacks with Kongskilja and while grabbing two creatures he cannot cast spells with Kongskilja. Piranoth can drop a grabbed creature as a free action.

Stomp. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one creature. *Hit:* 28 (4d8 + 10) bludgeoning damage plus 13 (2d12) cold or fire damage (Piranoth's choice)

Boulder. *Ranged Weapon Attack:* +18 to hit, range 120/600 ft., one creature. *Hit:* 36 (4d12 + 10) bludgeoning damage plus 13 (2d12) cold or fire damage (Piranoth's choice).

Devour. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one creature that Piranoth has grabbed. *Hit:* 28 (4d8 + 10) piercing damage. If the target is Large or smaller, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Piranoth, and it takes 56 (16d6) acid damage at the start of each of Piranoth's turns.

If Piranoth takes 60 damage or more on a single turn from a creature inside him, he must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Piranoth. If Piranoth dies, a swallowed creature is no longer restrained by him and can escape from his corpse by using 30 feet of movement, exiting prone.

Legendary Actions

Piranoth can take 5 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. Piranoth regains spent legendary actions at the start of his turn.

Crush (1/Hand). A target grabbed by Piranoth must make a DC 27 Strength check, taking 32 (4d10 + 10) bludgeoning damage on a failure or half as much on a success.

Stomp (Costs 2 Actions). Piranoth makes one stomp

Kongskilja (Costs 1-4 Actions). Piranoth uses Kongskilja to cast *cone of cold* (3 Actions), *earth tremor*, *fireball* (2 Actions), *ice storm* (1 Action), *scorching ray* (1 Action), *wall of fire* (3 Actions), or *wall of ice* (4 Actions).

Trembling Strike (Costs 3 Actions, Recharge 6). Piranoth makes an attack with Kongskilja. If the attack hits a creature currently on the ground, it triggers an earthquake. For the next minute, an *earthquake* spell is in effect centered on the point Piranoth struck. This spell does not require concentration.

THE KONGMANNNS

When Piranoth sought to rule the six giant races, he crafted the Kongmanns, golems made of clay imbued with the blood and bones of giants designed to give Piranoth true dominion over the giant race. Before he was sealed, Piranoth was able to craft four kongmanns, each empowered with the spirit of a once powerful giant king whom Piranoth slaughtered and devoured: the hill giant king Logi was made into Konghaug, the stone giant king Bergelmir was made into Kongstein, the fire giant king Thrívaldi was made into Kongild, and the frost giant king Fárbaúti was made into Kongise. With their spirits, he was able to imbue these golems with a rudimentary sentience and the power to command giants of their race, and when he wore these golems around his neck no giant could defy him. He sought to defeat a cloud giant king and a storm giant king so that he might craft Kongskye and Konguvar, but he was defeated before he could achieve that goal.

A kongmann is built to obey Piranoth, but in his absence they have willingly given their allegiance to giants that display the traits that are most valued by the race of giant used to craft them, regardless of whether or not the giant displaying them is of that race. For example, Konghaug has allied with a particularly gluttonous and cruel fire giant. However, all kongmanns must obey the first one created, Kongblod, which was made with a portion of Piranoth's spirit itself.

A kongmann uses the statistics of a **clay golem**, with the following adjustments:

- Its size is Medium.
- Its alignment is neutral.
- Its Intelligence is 6 (-2).
- It can understand and speak Giant, though it will only speak when casting a spell.
- The kongmann's Bersek feature possesses the additional quality: The kongmann's master, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.
- It possesses the following Innate Spellcasting option:

Innate Spellcasting. The kongmann's innate spellcasting ability is Constitution (spell save DC 15). It can innately cast the following spells, requiring no only verbal components and targeting only the type of giant to which it is bound:

At will: *command* (5th-level)

1/day each: *dominate monster*

KONGBLOD

The greatest kongman, Kongblod, uses the same variant rules as the other kongmanns, except that it is Large, neutral evil aligned, can speak Giant and Primordial, and can only target golems, earth based elementals, and lesser giant-kin with its Innate Spellcasting, such as cyclops, trolls, ogres, ettins, oni, firbolg, and ogrillon.

As an action, Piranoth can begin or cease controlling Kongblod directly. While directly controlling Kongblod, Piranoth perceives through its senses, has full control of its actions, can speak through it, and can cast innate spells as if he occupied its space.

While wearing a kongmann, Piranoth can use a bonus action to command it to cast one of its spells. If he is wearing Kongblod, he can telepathically communicate the command to the relevant kongmann through Kongblod.