

EPIC THREATS

ELEMENTALS

AS MANY FIFTH EDITION CAMPAIGNS REACH THE UPPER levels of the game, Game Masters are finding the lack of high challenge rating monsters fails to provide a variety of encounters. While bounded accuracy allows hordes of lower challenge rating monsters in mobs to create a threat to high-level player characters, more high-CR monsters are needed to give your legendary encounters variety. *Epic Threats* provides creatures of challenge rating 11 or higher. This article introduces six new elementals.

Combined elementals are often the result of a summoning gone awry. When *conjure elemental* or a similar spell is cast incorrectly, the magic calls forth two life forces from separate elemental planes. These forces combine into a single, enormous form with power beyond that of a typical elemental, which makes them nearly impossible to control. Only the most powerful spellcasters can keep these beings from committing a hate-fueled destructive rampage.

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Magma elementals are the most powerful combined elementals. Earth and fire bolster one another, creating a massive being bent on covering the world in lava.

Magma Elemental

Huge elemental, neutral

Armor Class 18 (natural armor)

Hit Points 283 (21d12 + 147)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	24 (+7)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Str +12, Con +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

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

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

Languages Ignan, Terran

Challenge 16 (15,000 XP)

Illumination. The elemental sheds bright light in a 60-foot radius and dim light in an additional 60 feet.

Magma Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 16 (3d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 16 (3d10) fire damage. The space the elemental occupies is difficult terrain for other creatures. A creature which ends its turn in the same space as the elemental takes 16 (3d10) fire damage.

Magma Movement. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental leaves a fiery tunnel in its wake.

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

Water Susceptibility. The elemental takes 1 cold damage for every 5 feet it moves in water or for every gallon of water splashed on it.

ACTIONS

Multiattack. The elemental makes two slam attacks or one slam and one magma hurl attack.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage and 9 (2d8) fire damage and if the target is a creature it is grappled (escape DC 20). A creature grappled in this way is restrained and takes 16 (3d10) fire damage at the end of its turn. This damage does not stack with the end of turn damage from the elemental's Magma Form. The elemental can grapple one Huge, two Large, or eight Medium or smaller creatures at one time.

Magma Hurl. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 33 (4d12 + 7) fire damage and if the target is a creature it is restrained by the magma. A creature can escape the magma and end the restrained condition by using its action to make a DC 19 Strength (Athletics) or Dexterity (Acrobatics) check. A target restrained in this way takes 16 (3d10) fire damage at the end of its turn.

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Mud elementals are the combined anger of earth and water. They seek to drown all living things in choking sludge.

Mud Elemental

Huge elemental, neutral

Armor Class 17 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 30 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	23 (+6)	5 (-3)	10 (+0)	8 (-1)

Saving Throws Con +11

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

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

Languages Aquan, Terran

Challenge 14 (11,400 XP)

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

Mud Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. The space the elemental occupies is difficult terrain for other creatures.

ACTIONS

Multiattack. The elemental makes two slam attacks or one slam and one hurl mud attack.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage and the creature is grappled (escape DC 20). While grappled this way the creature is restrained and cannot breathe. The elemental can grapple one Huge, two Large, or eight Medium or smaller creatures at one time.

Hurl Mud. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage and if the target is a creature it is restrained by the mud. The target can escape the mud and end the restrained condition by using its action to make a DC 19 Strength (Athletics) or Dexterity (Acrobatics) check.



The power of air and earth create **sand elementals**. These beings crush other creatures with tremendous weight and tear them apart with rough sand grains.

Sand Elemental

Huge elemental, neutral

Armor Class 16

Hit Points 225 (18d12 + 108)

Speed 40 ft., burrow 30 ft.

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

Saving Throws Dex +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

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

Languages Auran, Terran

Challenge 13 (10,000 XP)

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

ACTIONS

Multiattack. The elemental makes two slam attacks and can use Crushing Sand.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning damage.

Crushing Sand. Each creature in the elemental's space must succeed on a DC 17 Strength saving throw. Creatures who fail take 21 (6d6) bludgeoning damage and are grappled (escaped DC 17). A creature grappled in this way is also restrained. Creatures who succeed take half damage and are not grappled.

Sandstorm. The elemental releases any creature it is grappling. Each creature in the elemental's space must make a DC 19 Constitution saving throw. Creatures who fail the saving throw take 50 (11d8) piercing damage, or half as much on a successful save.

The combined powers of air and fire create **smoke elementals**. These monsters hate the clean air that birthed them and all creatures that breathe it.

Smoke Elemental

Huge elemental, neutral

Armor Class 16

Hit Points 195 (17d12 + 85)

Speed 50 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	23 (+6)	20 (+5)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Dex +10

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

Challenge 12 (CR 8,400 XP)

Smoke Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature's space and stop there. If the elemental ends its turn in another creature's space, that creature must succeed on a DC 17 Constitution saving throw or gain a level of exhaustion. In areas obscured by smoke, mist, or steam the elemental is invisible.

ACTIONS

Multiattack. The elemental makes two slam attacks and can use Gripping Smoke.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 6) bludgeoning damage.

Gripping Smoke. Each creature in the elemental's space must succeed on a DC 17 Strength saving throw or become grappled (escape DC 17). While grappled, the creature is also restrained.

Fire and water create **steam elementals**. Their bodies contract and expand with the ambient temperature, and their rage ebbs and flows as the temperature changes.

Steam Elemental

Huge elemental, neutral

Armor Class 16

Hit Points 184 (16d12 + 80)

Speed 40 ft., fly 90 ft. (hover), swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	20 (+5)	6 (-2)	10 (+0)	8 (-1)

Saving Throws Dex +10, Wis + 4

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

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 11 (CR 7,200 XP)

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 10 feet until the end of its next turn.

Steam Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage. In addition, the elemental can enter a

hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 11 (2d10) fire damage. Any creature which ends its turn in the same space as the elemental takes 11 (2d10) fire damage at the end of its turn. In areas obscured by smoke, mist, or steam the elemental is invisible.

ACTIONS

Multiattack. The elemental makes two slam attacks or one slam attack and can use Steam Jet.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and 5 (1d10) fire damage.

Ferocious Boil. Each creature in the elemental's space must make a DC 17 Constitution saving throw. On a failure a creature takes 22 (5d8) fire damage and gains a level of exhaustion. On a success a creature takes half damage and doesn't gain a level of exhaustion.

Steam Jet. The elemental shoots a 60-foot line of water 5 feet wide. Creatures in the line must make a DC 17 Dexterity saving throw. On a failure, a target takes 22 (5d8) fire damage and if it is Large or smaller it is pushed up to 20 feet away from the elemental and knocked prone. On a success, the target takes half damage and is not pushed or knocked prone.





Storm elementals combine air and water elemental forces to create typhoons of unimaginable destruction. These raging storms rain savage lightning and fury on all living beings they come across.

Storm Elemental

Huge elemental, neutral

Armor Class 17

Hit Points 250 (20d12 + 120)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	23 (+6)	5 (-3)	10 (+0)	8 (-1)

Saving Throws Dex +12, Con +11

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison, thunder

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Auran

Challenge 15 (CR 13,000 XP)

Storm Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning and 7 (2d6) thunder damage. In addition, the elemental can enter a hostile creature's space

and stop there. The first time it enters a creature's space on a turn, that creature takes 7 (2d6) lightning and 7 (2d6) thunder damage. Any creature which ends its turn in the same space as the elemental takes 7 (2d6) lightning and 7 (2d6) thunder damage at the end of its turn.

ACTIONS

Multiattack. The elemental makes two slam attacks and can use Blinding Thunder.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage and 7 (2d6) lightning and 7 (2d6) thunder damage.

Blinding Thunder. Each creature in the elemental's space must succeed on a DC 19 Constitution saving throw or become blinded and deafened until the end of the elemental's next turn.

Lightning Strike (Recharge 5-6). The elemental creates a lightning bolt which strikes a point it can see within 500 feet. Each creature within 10 feet of that point must make a DC 19 Dexterity saving throw, taking 63 (14d8) lightning damage on a failed save, or half as much on a successful save.