

AERION, WIND BRUTE

Medium Air Elemental, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 170 (12d12 + 80)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	25 (+7)	18 (+4)	8 (-1)	15 (+2)	8 (-1)

Saving Throws STR +9, DEX +11

Skills Acrobatics +5, Athletics +5

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 10

Languages Auran

Damage Resistances Lightning, Thunder & All Non-Magical Melee

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Challenge 10 (5,900 XP)

Air Form. The brute can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide.

Elemental Versatility. If the brute takes fire, lightning, thunder, or cold damage, until its next turn, the elemental will deal an additional 1d4 damage of that type on each of its melee attacks.

Wind Heal. The brute heals for 1d10 hit points per round.

Actions

Multi-Attack. The brute makes three slam attacks or two lightning strike attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 51 (6d12 + 15) bludgeoning damage.

Lightning Strike. Ranged Weapon Attack: +7 to hit, reach 100 ft., one creature. Hit: 19 (3d6 + 9) lightning damage, and the target must make a DC 19 Constitution saving throw, or become stunned.

Legendary Actions

Whirlwind. (2/day) Each creature within 15 feet of the brute makes a DC 17 Strength saving throw. On a failure, a target takes 25 (3d10 + 10) bludgeoning damage and 10 (2d8 + 2) Thunder damage and is flung up 30 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 6 (2d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Aerion was born from the darkest storms of the Elemental Plane of Air and he revels in chaos and disorder. Often manifesting as a huge, swirling tornado, he sows discord wherever he goes. His twisted sense of humor leads him to delight in the suffering of mortals, manipulating the winds to bring famine, disease, and destruction. He views the Material Plane as a playground, a canvas upon which he can paint his chaotic masterpiece.



ALIA, GREATER AIR ELEMENTAL

Medium Air Elemental, chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 100 (12d12 + 10)

Speed 0 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	12 (+2)	10 (+0)	12 (+1)

Saving Throws DEX +8

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 10

Languages Auran

Damage Immunities Acid, Poison

Damage Resistances Lightning, Thunder & All Non-Magical Melee

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified

Challenge 7 (2,900 XP)

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

Battering Winds. Any hostile creature that starts its turn in the elemental's space, takes 6 (1d6 + 3) bludgeoning damage.

Actions

Multi-Attack. The elemental makes two attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 15 ft., one target.

Hit: 51 (6d12 + 15) bludgeoning damage.

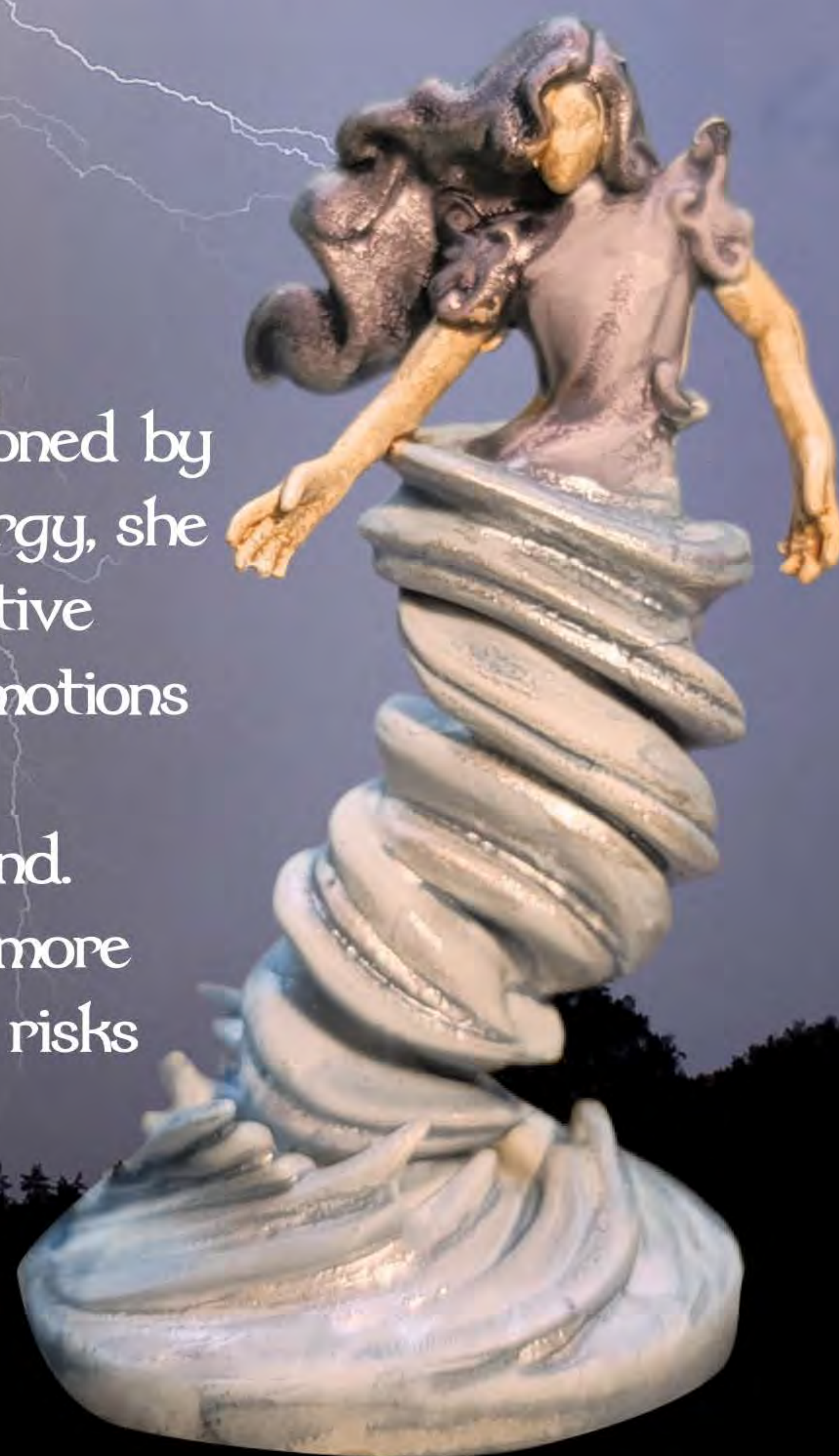
Sonic Boom. Ranged Weapon Attack: +8 to hit, reach 20 ft., one creature. Hit: (4d12) thunder damage.

Strong Winds (Recharge 4). Blows a 10ft cone of air that pushes anything (within reason) 30ft away from the elemental.

Reactions

Death Dirge. When the elemental dies, it releases a wail infused with magical anguish. Each creature within 30 feet of it must make a DC 15 Intelligence saving throw. A creature in the elemental's space has disadvantage on the saving throw. On a failed save, a creature takes 15 (3d6) psychic damage and has the incapacitated condition for 1 minute. The affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Alia was born amidst a cataclysmic storm summoned by Aerion. Imbued with a fraction of his chaotic energy, she grew into a being of immense power and destructive potential. As a child of storm and chaos Alia's emotions are as volatile as the weather. She can summon lightning, control the wind, and manipulate the wind. However, her power comes at a great cost. The more she taps into her elemental essence, the more she risks losing control.



ZEPHYR, WINDBORN SORCERER

Medium Humanoid, chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 105 (14d10 + 28)

Speed 30 ft., fly 15 ft.

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

Skills Perception +5, Stealth +5, Arcana +4

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 10

Languages Auran

Damage Immunities Lightning, Poison, Thunder

Damage Resistances All Non-Magical Bludgeoning Attacks

Condition Immunities Grappled, Paralyzed, Petrified

Challenge 7 (2,900 XP)

Dive Attack. If Zephyr is flying and dives at least 30 feet straight towards a target and then hits it with a melee weapon attack, the attack deals an extra 5 (2d4) lightning damage.

Spellcasting. Zephyr is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with attacks). He has the following spells prepared:

Cantrips (at will): Druidcraft, poison spray, shillelagh

1st level (4 slots): Animal friendship (birds only), fog cloud,

2nd level (3 slots): Beast sense, gust of wind, lesser restoration, moonbeam

3rd level (2 slots): Call lightning, wind wall

Actions

Multi-Attack. Zephyr makes two attacks

Wind Blast. Ranged Spell Attack: +6 to hit, range 25 ft., One target. Hit: 10 (2d8 + 2) bludgeoning damage and the creature must make a DC 14 Strength saving throw or else pushed 10 feet away from the Wind Mage.

Cloud Toss. Ranged Weapon Attack: +3 to hit, reach 30 ft., 1 target. Hit: 17 (8d4 + 2) bludgeoning damage.

Lightning Staff. Melee Weapon Attack: +3 to hit, reach 5 ft., 1 target. Hit: 10 (3d8 + 3) lightning damage.

Zephyr is a mischievous sorcerer of air and electricity. Zephyr often accompanies Zelara on her adventures, his quick wit and nimble agility complementing her strength and skill. His attacks are swift and precise, utilizing both lightning bolts and small, illusionary clouds to disorient and confuse his foes. While Zephyr may seem carefree and jovial, he possesses a deep understanding of the natural world and a reverence for the elemental forces.



ZELARA, WINDBORN ARCANE TRICKSTER

Medium Humanoid, chaotic evil

Armor Class 18 +2 (studded leather)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

10 (+0)

16 (+3)

14 (+2)

18 (+4)

12 (+4)

12 (+1)

Skills Arcana +5, Deception +4, Sleight of Hand +5, Stealth +7

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 10

Languages Thieves' Cant, Common

Damage Immunities Lightning, Thunder

Damage Resistances All Non-Magical Slashing Attacks

Condition Immunities Poisoned

Challenge 7 (2,900 XP)

Cunning Action. On each of its turns, Zelara can use a bonus action to take the Dash, Disengage, or Hide action.

Distracting Hand. As a bonus action, while Zelara has the Mage Hand spell active, she can designate a creature within 5 feet of the spectral hand. She has advantage on attack rolls against the creature until the end of her turn.

Evasion. If Zelara is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage on successful saving throw, and only half on a fail.

Sneak Attack (1/Turn). Zelara deals an extra 12 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Zelara that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Spellcasting. Zelara is a 16th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +6 to hit with attacks).

She has the following wizard spells prepared:

Cantrips: fire bolt, mage hand, minor illusion

1st level (4 slots): shield, silent image, chaos bolt, witch bolt

2nd level (2 slots): invisibility, electric wreath, hold person

3rd level (3 slots): lightning bolt, haste, major image, call lightning

5th level (1 slot): lightning strike

6th level (1 slot): chain lightning

7th level (1 slot): arc lightning

Actions

Multi-Attack. Zelara makes two crossbow attacks.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Reactions

Uncanny Dodge. when an attacker that Zelara can see hits her with an attack, she can use her reaction to halve the attack's damage against them.

Zelara's life took an unexpected turn when she was struck by lightning. This event not only granted her unique abilities but also forged a subtle connection to the elemental plane. Unbeknownst to her, the lightning that struck her was rooted in an ethereal connection to Aerion. This energy allows Zelara to withstand extraordinary forces and recover quickly from injuries. Additionally, Alia, the wind elemental, has taken an interest in Zelara's abilities. She sees potential in the young rogue. Alia often offers Zelara guidance hoping to mold her into a powerful ally.



NIMBUS, LESSER LIGHTNING ELEMENTAL
Medium Elemental, chaotic evil

Armor Class 16
Hit Points 55 (9d10 + 9)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Senses Darkvision 60 ft., Passive Perception 10
Languages Auran
Damage Resistances Lightning, Fire, Cold
Condition Immunities Poisoned
Challenge 4 (1,100 XP)

Shocking Impact. All melee attacks and spells that deal lightning damage deal an additional 8 (4d4) lightning damage.
Electric 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 (3d4) lightning 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 2 (1d4) lightning damage.

Amplify Charge. If the elemental would take lightning damage, it instead takes no damage and gains advantage on attack rolls until the end of its next turn.
Spark Gap. When the elemental is hit with an attack, it teleports up to 10 ft. directly toward the largest metal object within 60 ft. of it.

Actions

Multi-Attack. The elemental makes two Zap attacks.
Thrumming Sparkbolt. Melee Weapon Attack: +8 to hit, with ADV if the target is wearing metal armor or wielding a metal weapon, reach 20 ft., one target. Hit: 14 (4d6) lightning damage.
Static Field (Recharge 5-6). The elemental charges the air in a 20 ft. radius centered on a point it can see within 60 ft., raising the hair of creature in the area on end. The first time a creature in the area takes lightning damage before the end of the elemental's next turn, each other creature in the area must succeed on a DC 16 Dexterity saving throw or take the same amount of damage.

Reactions

Arc Flash. When a creature wearing metal armor leaves an area affected by the elemental's Static Field, the elemental can force it to succeed on a DC 16 Strength saving throw or be pushed up to 15 ft. toward the field's center and be knocked Prone.

Nimbus is a young Lesser Lightning Elemental who possesses a latent power, a spark of electricity that hints at a greater potential. Under the tutelage of Zephyr, Nimbus has begun to harness his innate abilities. While still a novice, Nimbus's lightning strikes are precise and powerful, capable of incapacitating multiple foes at once. However, Nimbus's youth and inexperience often leads to unintended consequences. His lightning bolts can sometimes arc unpredictably, causing collateral damage.



WHIRLWIND'S WRATH, TORNADO

Medium Construct, unaligned

Armor Class 10

Hit Points 65 (9d10 + 19)

Speed 50 ft., (Fly, Hover)

STR

DEX

CON

INT

WIS

CHA

30 (+10)

10 (+0)

20 (+5)

1 (-5)

1 (-5)

1 (-5)

Saving Throws STR +12, DEX +2, CON +12

Languages None

Damage Immunities Lightning, Fire, Cold, Acid, Necrotic

Condition Immunities Poisoned, Charmed, Unconscious

Challenge 4 (1,100 XP)

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

Wind Summon. The creature can be summoned and controlled by powerful Air Elementalists. While under control the whirlwind offers it's abilities to the summoner. The summoner doesn't have to use an action to control the whirlwind but can use a bonus action.

Actions

Multi-Attack: The Whirlwind makes two slam attacks. Or one of the special attacks.

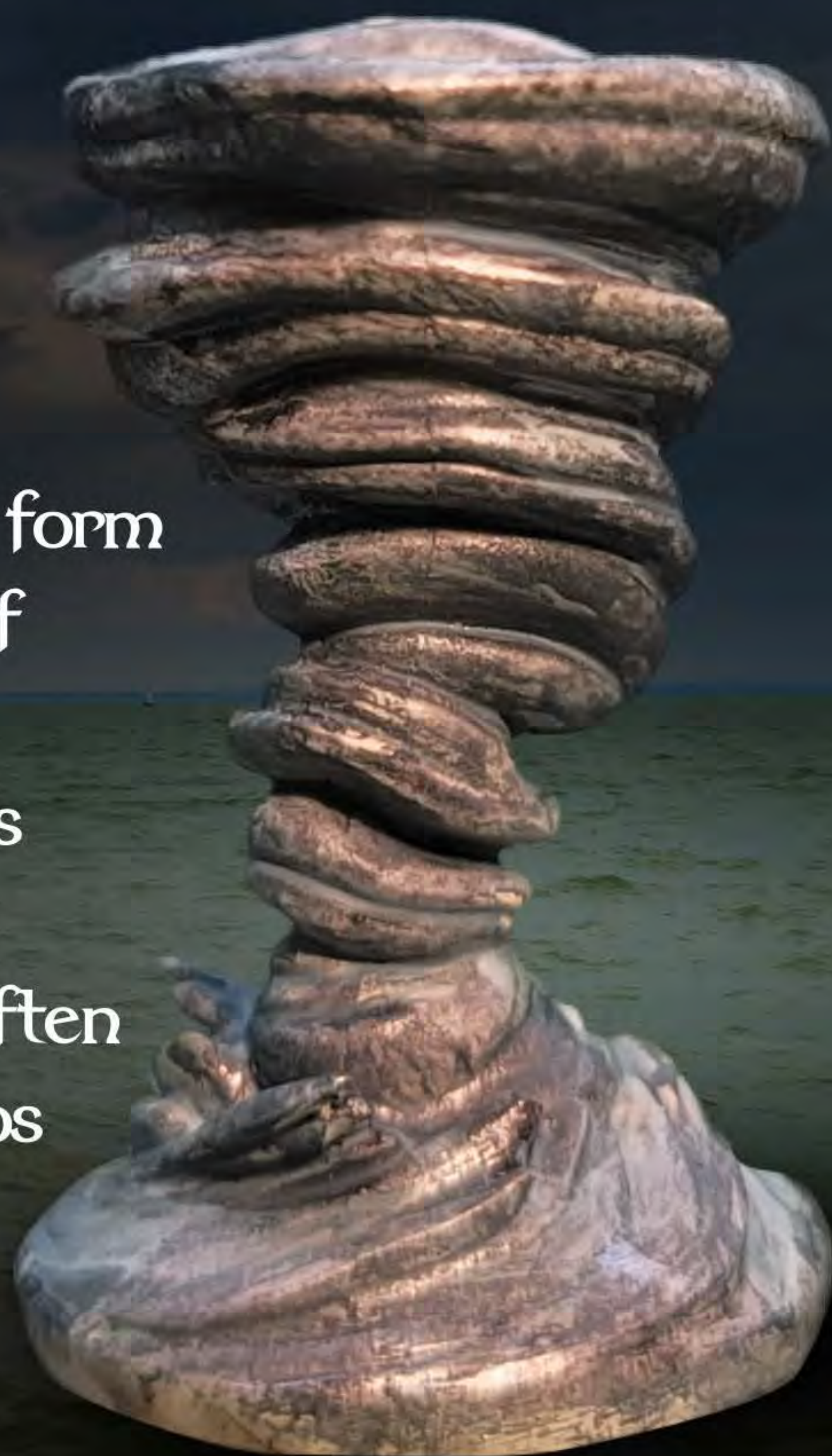
Slam: Melee Weapon Attack: +3 to hit, reach 5ft., one target, Hit: 8 (2d6+1) bludgeoning damage.

Lethal Cyclone. Melee Weapon Attack: +6 to hit, reach 15 ft. Hit: 14 (2d12+4) force damage to all targets within 10 feet.

Howling Wind (Recharge 4-6): A creature in the whirlwind's space must make a DC13 STR save taking 11(2d10) bludgeoning damage and dropping one item it is carrying (DM's choice) on a failed save. On a successful save, the creature takes half as much damage and doesn't drop anything.

Wind Shear. Ranged Weapon Attack: +5 to hit, reach 30 ft., one target, Hit 17 (3d8+10). You hurl a swirling razor of concentrated air at a target within range.

Whirlwind's Wrath is a mindless force of nature, controlled by those with strong Elemental magic. Its form is a swirling vortex of wind and lightning, capable of uprooting medium sized trees. While it lacks the intelligence and cunning of other elemental beings, its power makes it a formidable threat. Since it has no intelligence to speak of, the Whirlwind's Wrath is often summoned by other powerful elementals to sow chaos and destruction.



THE STORMCALLER'S CHEST

Medium Construct, unaligned

Armor Class 18

Hit Points 100

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	20 (+5)	1 (-5)	1 (-5)	1 (-5)

Saving Throws DEX +12, CON +10

Languages None

Damage Immunities Lightning, Fire, Cold, Acid, Necrotic

Condition Immunities Petrified, Charmed, Unconscious

Challenge 4 (1,100 XP)

Stormy Exterior. The chest's exterior is a swirling mass of storm clouds, making it difficult to discern its true nature. Any creature that attempts to interact with the chest must succeed on a DC 16 Wisdom (Perception) check or be surprised by the chest's actions.

Elemental Surge. When the chest is damaged to 0 hit points, it unleashes a powerful surge of elemental energy. A 30-foot radius sphere centered on the chest erupts with lightning and wind. Each creature in the area must make a DC 16 CON saving throw, taking 18 (6d6) lightning damage on a failed save, or half on a save.

Cloud Trap. The chest is protected by a series of intricate traps. When a creature attempts to open the chest, they must succeed on a DC 19 Dexterity (Thieves' Tools) check. On a failed check, the creature triggers one of the following traps:

Lightning Strike: The creature takes 18 (6d6) lightning damage.

Wind Gust: The creature is knocked prone and restrained by a powerful gust of wind. They must make a DC 19 Strength saving throw on their turn to break free.

Thunderclap: The creature is deafened for 1 minute.

Elemental Binding: The creature is bound by chains of lightning and wind. They are restrained and unable to move or cast spells. The creature must make a DC 17 Constitution saving throw at the start of each of their turns to break free.

Actions

Lightning Bolt. The chest unleashes a bolt of lightning at any creature within 30 feet. The target must make a DC 14 Dexterity saving throw, taking 16 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

Reactions

Electric Discharge. When a creature damages the chest with a melee attack, the chest discharges electricity. The attacker must make a DC 14 Dexterity saving throw, taking 4 (1d8) lightning damage on a failed save, or half as much damage on a success.

The Stormcaller's Chest is a relic of immense power, guarded by a series of intricate traps designed to deter any would-be thief. Its exterior, a swirling mass of storm clouds, constantly shifts and changes, making it difficult to discern its true nature. Within its depths, it is said to contain treasures beyond imagination, from enchanted weapons and armor to ancient scrolls of forbidden elemental knowledge.



TERRAMORPHUS, EARTH BRUTE

Medium Earth Elemental, chaotic evil

Armor Class 19 (Natural Armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Saving Throws STR +11, CON +10, WIS +4
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Percep 10
Languages Terran
Damage Vulnerabilities Thunder
Damage Resistances All Non-Magical Melee Attacks
Condition Immunities Paralyzed, Petrified, Poisoned, Unconscious
Challenge 10 (5,900 XP)

Earth Glide. The earth brute can burrow through nonmagical, unworked earth and stone. While doing so, the brute doesn't disturb the material it moves through.
Siege Monster. The earth brute deals double damage to objects and structures.
Power Attack. On the brutes turn, before making an attack roll, it may choose to subtract a number from a melee attack roll and add twice that number to the melee damage roll. This number may not exceed your base attack bonus.

Actions

Multi-Attack. The earth brute can make two slam attacks and one rock attack.
Slam. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d10 + 7) bludgeoning damage.
Rock. Ranged Weapon Attack: +11 to hit, reach 60/240 ft., one target. Hit: 24 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Bonus Actions

Quake. The earth brute can use its reaction to create a small earthquake. Everyone within 10 feet of the brute must succeed a DC 15 Dex saving throw or take 2d6 damage and half as much on a success.

Legendary Actions

Shatter. (1/day) The earth brute slams its fists into the ground in a fitting rage. Each creature within 30 feet of the brute must make a DC 17 strength saving throw, taking 56 (16d6) bludgeoning damage on a failure and be knocked prone as the earth around theme trembles with a tremendous force, and half as much damage on a successful save and are not knocked prone.



Terramorphus is a powerful Earth Elemental, a leader of a small crew of stone creatures. He commands the golems, gargoyles, stone elementals and other rock-born beings, using them to shape the world according to his will. He is a master of strategy, a cunning tactician who can manipulate the earth itself to his advantage.

SLUDGE, TOXIC OOZE

Medium Ooze, chaotic evil

Armor Class 12
Hit Points 60 (8d10 + 16)
Speed 15 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	7 (-2)	8 (-1)	1 (-5)

Saving Throws CON +6
Senses Blindsight 60 ft. (blind beyond this), Passive Perception 8
Damage Vulnerabilities Lightning, Radiant, Thunder
Damage Resistances Acid, Fire, Piercing
Condition Immunities Paralyzed, Petrified, Poisoned, Unconscious
Challenge 5 (1,800 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.
Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.
Dissolve. The ooze can eat through 3-inch-thick metal in 1 round.
False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Multi-Attack. The ooze can make two attacks.
Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage plus 10 (3d6) acid damage plus 17 (5d6) poison damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.
Toxic gas. The ooze emits a toxic gas from its gelatinous body. It expands at a rate of 10ft per turn in a sphere centred on the ooze. When a creature enters the area or starts a turn in it, the creature must make a DC 14 constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.
Poisonous spit. Ranged Weapon Attack: +3 to hit, range 20/45 ft.,one target. Hit: 10 (3d6) acid damage plus 10 (3d6) poison damage. The target makes a constitution saving throw, and if it fails, the target is poisoned. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to wake it. The ooze loses 4 (2d4 - 1) HPs.
Leap. +2 to hit, reach 28 (8d6) ft., one target. The ooze launches itself at a target from hiding. If in range, It may use the action Pseudopod as a bonus action if in range. The ooze may only use this action once per short rest.

The Ooze is a creature of pure corruption, a vile mass of toxic sludge. It was born from the darkest depths of the earth, a byproduct of Terramorphus's dark magic. The Ooze seeks to turn everything it touches into a grotesque, decaying mass. Sludge is wickedly stealthy and has a way of appearing out of nowhere.



TERRAN, MOUNTAINBORN EARTH DRUID

Medium Humanoid, chaotic evil

Armor Class 16 Natural (Inherent Stoneskin)
Hit Points 121 (22d8 + 22)
Speed 35 ft.

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

Skills Medicine +4, Nature +3, Perception +4
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Percep10
Languages Terran, Common
Damage Immunities Poison, Bludgeoning
Damage Resistances Piercing, Slashing from Non-Magical Attacks
Condition Immunities Grappled, Paralyzed, Petrified
Challenge 9 (5,000 XP)

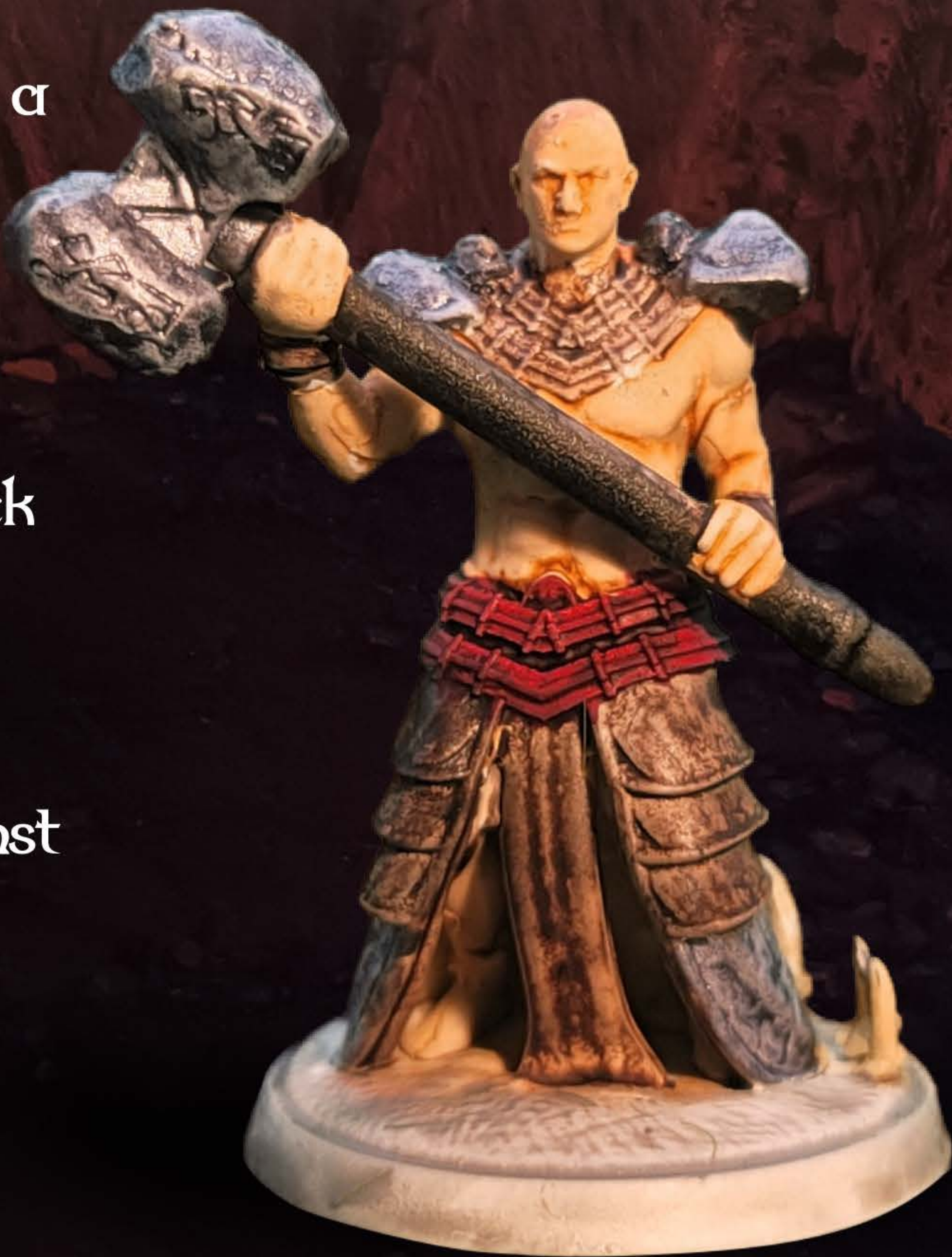
Dive Attack. If Zephyr is flying and dives at least 30 feet straight towards a target and then hits it with a melee weapon attack, the attack deals an extra 5 (2d4) lightning damage.

Spellcasting. Terran is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +7 to hit with spell attacks). He has the following druid spells prepared:
Cantrips (at will): druidcraft, mold earth
1st level (4 slots): entangle, earth tremor, thunderwave
2nd level (3 slots): earthbind, healing spirit, dust devil
3rd level (3 slots): erupting earth, meld into stone
4th level (1 slot): summon elemental; stone shape, stoneskin
5th level (1 slot): transmute rock, wall of stone

Actions

Multi-Attack. Blackhammer can make two melee attacks or one spell attack.
Stone Hammer. Melee Weapon Attack: +8 to hit, reach 5 ft., 1 target. Hit: 12 3d8+3 bludgeoning damage.
Earth Slam. Everyone within melee range that Terran can see must make a DC 16 strength saving throw. Upon failure, they are knocked ten feet backward.

Once a humble stonemason, Terran discovered a deep connection to the Earth itself. Through arduous training and unwavering dedication, he learned to harness the power of stone, transforming his body into a living embodiment of the earth's strength. He wields a colossal rock hammer, forged from the heart of a mountain, capable of shattering stone and steel alike. A loyal guardian, Terran protects the natural world, using his immense power to defend against those who would harm it.



PEDRA, MOUNTAINBORN STONE MONK
Medium Humanoid, chaotic evil

Armor Class 18 (natural armor)
Hit Points 174 (15d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	8 (-1)	14 (+2)	12 (+1)

Skills Athletics +12, Perception +4
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Percep10
Languages Terran, Common
Damage Immunities Poison, Bludgeoning
Damage Resistances Piercing, Slashing from Non-Magic Attacks
Condition Immunities Grappled, Paralyzed, Petrified
Challenge 9 (5,000 XP)

Stone Camouflage. Pedra has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
5 Ki points, Ki save DC = 18

Flurry of Blows. Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.
Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action on your turn.
Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.
Open Hand Technique. When you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:
-It must succeed on a DEX saving throw or be knocked prone.
-It must make a STR saving throw or pushed it 15 feet away.
-It can't take reactions until the end of your next turn.

Actions
Stonefist. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 20 (13d8 + 6) bludgeoning damage.
Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Pedra, a stoic stone monk, is a guardian of the earth, her form carved from the very rock she reveres. Years of meditation and rigorous training have honed her connection to the land, allowing her to command the earth's raw power. This immense power, however, comes at a cost, draining her vitality and weakening her physical form. Despite her solitary nature and the toll her abilities take on her, Pedra remains steadfast in her duty, her spirit as enduring as the mountains.



PEBBLE, LESSER STONE ELEMENTAL

Medium Elemental, chaotic evil

Armor Class 18
Hit Points 68 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Percep 10
Languages Terran
Damage Resistances Poison, All Non-Magical Melee Attacks
Condition Immunities Poisoned
Challenge 5 (1,800 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
Artful Thrower. The elemental adds its strength modifier to the attack rolls and damage of its rock attacks.
Rock Skin. When a creature hits the elemental with a melee weapon attack, the attacker takes 4 (2d4) bludgeoning damage.
Swap Stones. Twice a day the elemental may switch places with any stone or rock in can see.

Actions

Multi-Attack. The elemental makes two Rock attacks or one Earth Quake Punch Attack.
Earth Quake Punch: Melee Attack: +6 to hit, reach 25 ft radius. Hit: 18 (2d8+10) Bludgeoning Damage. When this creature uses this attack, and if it hits, everyone in 25 ft. are hit.
Rock. Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 18 (3d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Reactions

Stone Deflect. If this monster is in defense position, and an Ally is targeted for an attack, or would be hit by an attack, if they are in 10ft. of this creature, this monster can move infront of them, and or, infront of the attack.

Bonus Actions

Aggressive. As a bonus action, the Elemental can move up to twice its speed toward a hostile creature that it can see.

Pebble, though young, is already known for his boisterous and impulsive nature. He's always eager to test the limits of his growing powers, often leading to minor earth tremors and the occasional rock slide. He dreams of one day surpassing his elders, becoming the most powerful stone elemental of them all.



GNARL, ANIMATED STALAGMITE

Medium Elemental Construct, chaotic evil

Armor Class 11 (Natural Armor)
Hit Points 42 (7d10 + 14)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	8 (-1)	8 (+-1)	8 (-1)

Senses Passive Perception 1
Damage Resistances Acid
Condition Immunities Prone
Languages None
Challenge 3 (700 XP)

Slippery When Wet. Has the advantage against being grappled or restrained.

Solidify. Transforms into its stalagmite form, hardening its skin into a rock-like density. It is unable to move or attack while in stalagmite form, but it's immune to slashing damage and any other damage is reduced by 80%.

Earth Summon. The creature can be summoned and controlled by powerful magicians. While under control the stalagmite offers it's abilities to the summoner. The summoner doesn't have to use an action to control the stalagmite but can use a bonus action.

Actions

Screaming Earth. Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 18 (3d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Stalag-Bite. Melee Attack: Makes a biteg using its entire body to jump at a target up to 10 ft away. Hit: 10 (1d6 + 3) piercing damage.

Gnarl was born from the silent depths of an ancient cavern, a creature of shadow and stone. His single, glowing eye pierces the darkness, while his jagged, tooth-filled maw is a testament to his predatory nature. Some believe he is rooted to the cavern floor, but he moves easily while below ground. He can manipulate the earth around him, creating paths for himself or treacherous terrain and deadly traps for others.



THE EARTHBOUND CHEST

Medium Construct, unaligned

Armor Class 22

Hit Points 100

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	20 (+5)	1 (-5)	1 (-5)	1 (-5)

Saving Throws DEX +12, CON +10

Languages None

Damage Immunities Cold, Bludgeoning

Condition Immunities Petrified, Charmed, Unconscious

Challenge 4 (1,100 XP)

Earthbound. The chest is deeply rooted in the earth, making it difficult to move or destroy. It can only be moved by a powerful earth magic spell or a force strong enough to uproot a large tree.

Quake Surge. When the chest is damaged to 0 hit points, it unleashes a powerful surge of elemental energy. A 30-foot radius sphere centered on the chest erupts in a small earthquake. Each creature in the area must make a DC 16 CON saving throw, taking 18 (6d6) bludgeoning damage on a failed save, or half on a save.

Stone Trap. The chest is protected by a series of intricate traps. When a creature attempts to open the chest, they must succeed on a DC 15 Dexterity (Thieves' Tools) check. On a failed check, the creature triggers one of the following traps:

Earth Spike: A spike of earth erupts from the ground, dealing 16 (4d8) piercing damage to the creature.

Burrowed Beast: A burrowing creature, such as a roper or a xorn, attacks the creature from beneath the ground.

Earth Quake: A minor earthquake shakes the ground, causing the creature to fall prone, taking 20 (4d10) bludgeoning damage.

Petrification: The creature is slowly turned to stone. They must make a DC 16 Constitution saving throw at the start of each of their turns to resist the petrification effect. If they fail three saving throws, they are turned to stone and incapacitated.

Actions

Earth Spike. The chest erupts with a spike of earth from the ground, dealing 22 (4d10+4) bludgeoning damage to a creature within 30 feet of it.

Reactions

Earth Shield. When the chest takes damage, it can use its reaction to create a protective shield of earth around itself. This shield reduces the damage taken by 10 points. The shield lasts for 1 round.

The Earthbound Chest is a relic of immense power, protected by a series of intricate traps and powerful guardians. It is said to contain a weapon capable of reshaping dirt into stone. The chest is buried deep within the earth, guarded by the Earth Elementals and their minions.



INFERNO, FIRE BRUTE

Medium Fire Elemental, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 171 (18d12 + 54)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	6 (-2)	20 (+5)	7 (-2)

Saving Throws DEX +9, CON +7, WIS +9
Senses Darkvision 60 ft., Passive Perception 10
Languages Ignan
Damage Immunities Fire, Poison
Damage Resistances All Non-Magical Melee Attacks
Condition Immunities Paralyzed, Petrified, Poisoned, Unconscious
Challenge 10 (5,900 XP)

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

Actions
Multi-Attack. The elemental makes two attacks. If both attacks hit the same target, the target's space is inflamed.
Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.
Erupt. The elemental explodes outward in a 10 foot radius. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take 13 (2d12) fire damage and be ignited. On a successful save, the creature takes half as much damage and isn't ignited.

Bonus Actions
Flamespit. As a bonus action, the fire brute can spit a gout of flame at a space within 30 feet of it, inflaming it.

Reactions
Magical Ignition. When the elemental takes damage from a spell or magical weapon, it inflames three spaces of its choice within 10 feet of it.

Legendary Actions
Conflagration (3/day). The brute increases the ferocity of its flames. Each ignited creature takes 15 (3d10) fire damage.

Inferno was born of an ancient volcanic event. He emerged as a towering flame, his form a grotesque amalgamation of burning muscle and molten bone. Inferno's existence is defined by a hunger for destruction. Yet, beneath his fiery exterior, a cunning intellect resides. He is a strategic thinker and a master of chaos. While stealth is not his forte, his size and raw power strike fear into the hearts of his enemies.



PYRE, FLAME WRAITH

Medium Undead Fire Elemental, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 93 (11d8 + 44)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	14 (+2)	14 (+2)	15 (+2)

Senses Passive Perception 12
Languages Ignan, Common
Damage Immunities Fire, Poison
Damage Resistances Acid, Cold, All Non-Silvered Melee Attacks
Condition Immunities Charmed, Grappled, Paralyzed, Poisoned
Challenge 7 (2,900 XP)

Flame Aura. A creature that touches the Flame Wraith or hits it with a melee attack while within 5ft of it takes 11(2d10) fire damage. In addition, the Flame Wraith can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, the creature takes 16(3d10) fire damage and ignites. Until the creature or another creature within 5ft of it takes an action to douse the fire, it creature takes 5(1d10) fire damage at the start of each of its turns.
Illumination. The Flame Wraith sheds bright light in a 30ft radius and dim light an additional 30ft.
Incorporeal Movement. The Flame Wraith can move through other creatures and objects as if they were difficult terrain. As it moves through a target, it deals 11(2d10) fire damage. It takes 5(1d10) force damage if it ends its turn inside an object.

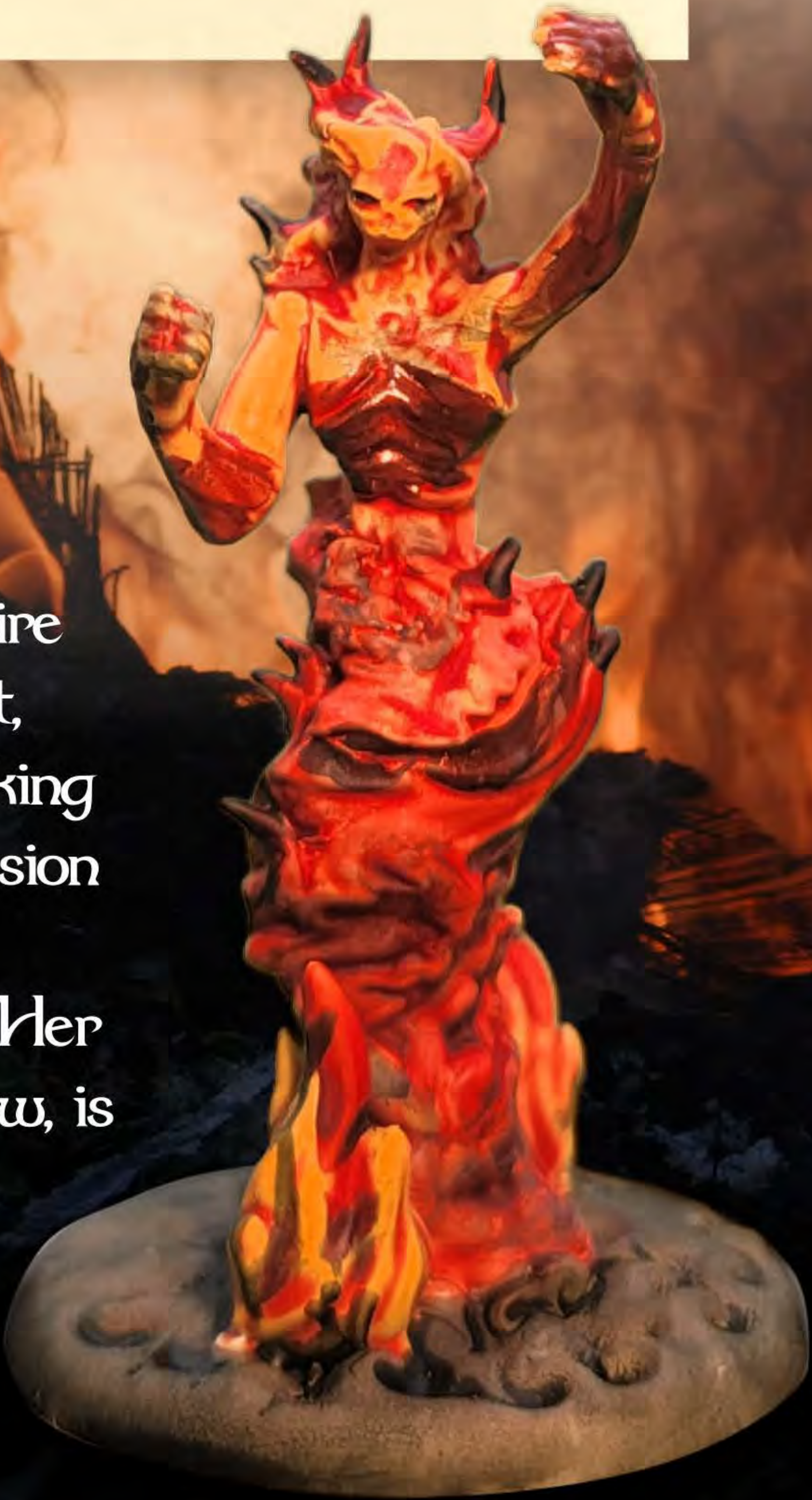
Actions

Multi-Attack. The Flame Wraith makes three attacks, one with its Life Drain and two with either Flame Fist or Hurl Flame.
Life Drain. Melee weapon attack, +8 to hit, reach 5ft, one target. Hit 23(4d8+5) necrotic damage plus 11(2d10) fire damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Flame Fist. Melee weapon attack, +8 to hit, reach 5ft, one target. Hit 11(1d12+5) slashing damage plus 11(2d10) fire damage.
Hurl Flame. Ranged weapon attack, +8 to hit, range 120ft, one target. Hit 14(4d6) fire damage.
Create Specter. The Flame Wraith targets a humanoid within 10ft of it that has been dead for no longer than 1 minute and has died violently. The target's spirit rises as a Specter in the space of its corpse or in the nearest unoccupied space. The Specter is under the Flame Wraith's control. The Flame Wraith can have no more than seven Specters under its control at one time.

Bonus Actions

Return to the Flame (2/LR). 30 feet teleport, DC 15 Dex save for all creatures within 5 feet of old and new location, 2d6 fire damage on a failed save.

Pyre, a spectral being, is a remnant of a powerful fire mage who perished in a catastrophic fire. Her spirit, bound to the flames, now a vengeful apparition seeking justice for her unjust demise. With mastery over illusion and deception, she can manipulate fire to her will, conjuring blazing phantoms and scorching infernos. Her ethereal form, a flickering dance of light and shadow, is both mesmerizing and terrifying.



IGNATIUS, FIREBORN WARLOCK

Medium Humanoid, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

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

Skills Arcana +5, Perception +2

Senses Darkvision 30ft, Passive Perception 14

Languages Ignan, Common

Damage Resistances Fire

Damage Vulnerabilities Cold

Challenge 7 (2,900 XP)

Heated Skin. An enemy that touches Ignatius skin or armor hits him with a melee attack while within 5 ft takes 10 (2d10) fire damage.

Spellcasting. The warlock is an 7th-level spellcaster. Ignatius spellcasting ability is Charisma (spell save DC 15, +7 to hit)

Cantrips: false life, mage armor, eldritch blast, fire bolt

1st–4th level (2 4th-level slots): banishment, burning hands, darkness, hellish rebuke, ray of enfeeblement, scorching ray, stinking cloud, wall of fire

Actions

Multi-Attack. The warlock makes two attacks with its eldritch weapon.

Eldritch Weapon. Melee Weapon Attack: +9 to hit, reach 5 ft., 1 target. Hit: 21 (2d10 + 10) force damage.

Burst of fire. (Roll a d6, recharges on a 5 or 6) A blazing storm or fire and ash emanates from the armored warlock. Each creature within 10 ft of it must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Spontaneous Flames (Recharge 6). The warlock calls upon the almighty inferno, engulfing the area around it in a 10-foot radius with fire. Each creature in that area (including itself) must make a DC 13 Dexterity saving throw, being set on fire and taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Hurtful Wrath. As a bonus action after hitting a target with a melee attack, the armored warlock can choose to inflict an extra 1d6 fire damage to the target and itself. This damage ignores the warlock's resistance to fire damage.

Ignatius is a powerful warlock, his magic derived from a pact with a powerful fire demon. He is a skilled fighter, wielding a flaming sword with deadly precision. Ignatius is a complex character, torn between his desire for power and his love for Hephæstus. His pact with the demon has granted him great power, but it has also corrupted his soul. He struggles to maintain his humanity, often succumbing to the darkness within.



HEPHAESTUS, FIREBORN WILDFIRE DRUID

Medium Humanoid, chaotic evil

Armor Class 15 (Armor of Fire Resistance, Leather)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	17 (+4)	15 (+2)	12 (+1)	20 (+5)	14 (+2)

Skills Nature +5, Survival +7
Senses Darkvision 30ft, Passive Perception 18
Languages Ignan, Common, Druidic
Damage Resistances Fire
Damage Vulnerabilities Cold
Challenge 9 (5,000 XP)

Blazing Endurance (Recharges after a long rest). If the Druid drops to 0 hit points but is not killed outright, it instead drops to 1 hit point and gains 70 temporary hit points. In addition, creatures of its choice within 30 ft. of it take 2d10+14 fire damage.

Spellcasting. The Druid is a 14th level spellcaster, (spellcasting ability Wisdom, Spell Save DC 15, +7 to hit with spell attacks). It has the following Druid spells prepared:

Cantrips (At Will): Control Flames, Druidcraft, Produce Flame (3d8 damage), Thorn Whip

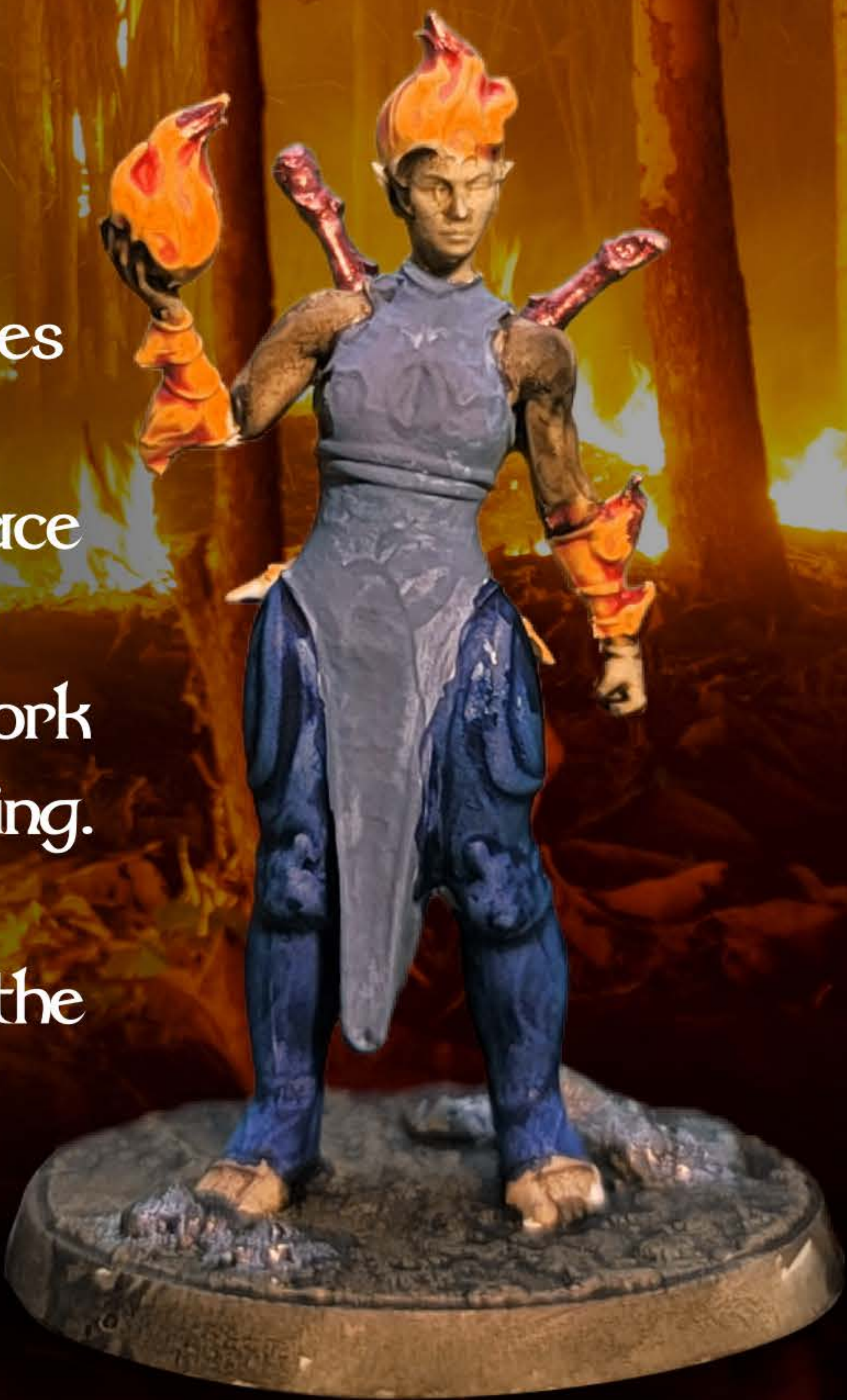
1st Level (4 Slots): Cure Wounds, Faerie Fire, Longstrider
2nd Level (3 Slots): Dust Devil, Flaming Sphere, Heat Metal, Scorching Ray
3rd Level (3 Slots): Call Lightning, Fireball, Feign Death, Plant Growth, Speak With Plants
4th Level (3 Slots): Aura of Life, Conjure Minor Elemental, Fire Shield, Summon Elemental Spirit, Wall of Fire
5th Level (2 Slots): Flame Strike, Greater Restoration, Insect Plague, Mass Cure Wounds, Raise Dead
6th Level (1 Slot): Heal
7th Level (1 Slot): Fire Storm

Actions

Summon Wildfire (2/day). The Druid summons a Wildfire Spirit. The Spirit appears in an unoccupied space of the Druid's choice within 30 ft. of it. When it appears, each creature other than the Druid within 10 ft. of the spirit must make a DC 17 DEX Saving throw or take 9 (2d10) fire damage. The Spirit is friendly to the Druid and its allies, and it obeys the Druid's commands. The only action it takes on its turn is the Dodge action, unless the Druid uses its bonus action to command it to take the Dash, Disengage, Help, or Hide Actions. It can also attack, and it takes its turn immediately after the Druid, but they share the same initiative count. It lasts for one hour, or until it has been reduced to 0 hit points, and ceases to exist if the Druid uses the feature again.

Flaming Shortsword. Two attacks. Melee Weapon Attack, reach 5 ft, +6 to hit, one target. Hit: 5 (1d6+2) slashing damage.

Hephaestus is a formidable pyromancer, her mastery over fire unmatched. She can summon and shape flames at will, using them to both create and destroy. Her workshop, a fiery forge deep within a volcano, is a place of wonder and danger. Her love for Ignatius fuels her magic, making her even more powerful. When they work together, their combined abilities are truly awe-inspiring. They can summon devastating firestorms, create impenetrable barriers of flame, and even manipulate the very fabric of reality.



SPARK, LESSER FIRE ELEMENTAL

Medium Elemental, neutral evil

Armor Class 13 (Natural Armor)
Hit Points 52 (8d8 + 16)
Speed 40 ft.

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

Senses Darkvision 60 ft, Passive Perception 10
Damage Immunities Fire, Poison
Damage Resistances Non-Magical Melee Attacks
Damage Vulnerabilities Cold
Languages Ignan
Challenge 3 (700 XP)

Burning Impact. All melee attacks and spells that deal fire damage deal an additional 7 (3d4) fire damage.

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 2 (1d4) 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 2 (1d4) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 2 (1d4) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 15-foot radius and dim light in an additional 15-feet.

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

Actions

Multi-Attack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Spark is a young fire elemental, full of energy and curiosity but he has been corrupted by the dark influence of the infernal fire brute, Inferno. Now, Spark is a feral being, driven by an insatiable hunger for destruction. His once pure flame now burns with a malevolent, demonic energy. He delights in causing chaos, setting fires to huts and terrorizing innocent people.



HEART OF FIRE, ANIMATED BONFIRE

Medium Elemental Construct, unaligned

Armor Class 9
Hit Points 44 (8d6 + 16)
Speed 25 ft.

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

Senses Blindsight 60 ft. (blind beyond this radius)
Damage Immunities Fire, Poison, Psychic
Damage Resistances Non-Magical Melee Attacks
Damage Vulnerabilities Cold
Languages Ignan (barely)
Challenge 3 (700 XP)

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

Illumination. The bonfire sheds bright light in a 20-foot radius and dim light in an additional 20 feet.
Water Susceptibility. For every 5 feet the bonfire moves in water, or for every gallon of water splashed on it, it takes 5 cold damage.
Fiery Summon. The creature can be summoned and controlled by powerful magicians. While under control the bonfire offers its abilities to the summoner. The summoner doesn't have to use an action to control the bonfire but can use a bonus action.
False Appearance. While the animated bonfire remains motionless, it is indistinguishable from a normal bonfire.

Actions
Multi-Attack. The bonfire makes two attacks, one with its tongue of flame and one with its ember.
Tongue of Flame. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) 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 2 (1d4) fire damage at the start of each of its turns.
Ember. Ranged Weapon Attack: +3 to hit, range 15/35 ft., one target. Hit: 5 (1d8 + 1) fire damage.

The Heart of Fire is a mystical flame, a manifestation of pure, elemental energy. It can be summoned and controlled by those skilled in fire magic. When controlled by a powerful mage, it can be shaped into a devastating weapon. While it grants immense power, it also demands a great toll. Those who misuse its power risk being consumed by its flames.



THE PYROMANCER'S CACHE

Medium Construct, unaligned

Armor Class 17
Hit Points 100
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	20 (+5)	1 (-5)	1 (-5)	1 (-5)

Saving Throws DEX +12, CON +10
Languages None
Damage Immunities Lightning, Fire
Condition Immunities Petrified, Charmed, Unconscious
Challenge 4 (1,100 XP)

Blazing Exterior. The chest is constantly engulfed in flames, making it difficult to approach. Any creature that attempts to interact with the chest must succeed on a DC 14 Wisdom (Perception) check or be surprised by the chest's actions.
Flame Surge. When the chest is damaged to 0 hit points, it unleashes a powerful burst of fire. A 30-foot radius sphere centered on the chest erupts in flames. Each creature in the area must make a DC 16 Dexterity saving throw, taking 18 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Flame Trap. The chest is protected by a series of intricate traps. When a creature attempts to open the chest, they must succeed on a DC 15 Dexterity (Thieves' Tools) check. On a failed check, the creature triggers one of the following traps:
Flame Jet: A jet of flame erupts from the chest, dealing 10 (3d6) fire damage to the creature.
Burning Hands: A wave of searing heat engulfs the creature, dealing 8 (2d6) fire damage.
Fireball: A fireball explodes near the creature, dealing 12 (4d6) fire damage.
Immolation: The creature is engulfed in flames. They must make a DC 15 Constitution saving throw at the start of each of their turns to extinguish the flames. If they fail three saving throws, they are reduced to ashes.

Actions

Fire Bolt. The chest fires a bolt of searing flame at a creature within 30 feet. The target must make a DC 17 Dexterity saving throw, taking 20 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Inferno Shield. When a creature damages the chest with a melee attack, a shield of flame erupts around the chest. The attacker must make a DC 17 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

The Pyromancer's Cache is a treasure chest encased in a perpetual inferno, a testament to the power of its creator. Rumored to contain artifacts of immense power, it has lured countless adventurers, yet few have dared to face the trials that guard its secrets. A series of intricate puzzles and deadly traps, guarded by formidable fire elementals, stand between the treasure and those who seek it.



BOREALIS, FROST DRAGON

Large Elemental Dragon, neutral evil

Armor Class 14 (Natural Armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	20 (+5)	19 (+4)	12 (+1)

Saving Throws DEX +7, CON +7, WIS +6, CHA +4
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16
Languages Common, Draconic
Damage Immunities Cold
Damage Resistances All Non-Magical Melee Attacks
Condition Immunities Grappled, Restrained
Challenge 12 (8,400 XP)

Winter's Wrath (1/day). If Borealis is reduced to 0 hit points, she doesn't die. Instead, the cold magic within her explodes from her wounds, coating her body in thick plates of icy armor. Her fly speed becomes 0, and she loses the Cold Breath action. She regains 60 hit points, her AC becomes 19. She gains the Glacial Plates and Freezing Aura traits. And, Borealis can now use Mythic Actions.

Freezing Aura (mythic form only). Any creature that starts its turn within 15 feet of Borealis takes 8 (4d4) cold damage and has its speed reduced by 10 feet.

Glacial Plates (mythic form only). Plates of ice cover Borealis' body in four sections: head, torso, arms, and legs. Each of the four sections have connective points in the plates that can be targeted by attacks; each of these targetable areas have 17 AC, 15 HP, and vulnerability to Fire. When a section of plates is destroyed, it deals 10 damage to Borealis and reduces her overall AC by 1.

Actions

Multi-Attack. Borealis makes three melee attacks: one with her bite and two with her claws, or she makes two ice spike attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Ice Spike. Ranged Weapon Attack: +5 to hit, reach 100/200 ft., one target. Hit: 12 (3d6 + 6) piercing damage. Hit or miss, the spike then explodes. The target and each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or take 8 (4d4) cold damage.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 CON saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Borealis can take 2 legendary actions below. Only one can be used at a time and only at the end of another creature's turn. Borealis regains spent legendary actions at the start of her turn.

Attack. Borealis makes a single claw attack.

Tail Flick. Borealis makes a single ice spike attack.

Mythic Actions

Cold Snap. Borealis slams her body into the ground, sending a wave of ice towards a creature within 120 feet. Ice erupts around the creature, and it must succeed on a DC 15 Dexterity saving throw or become restrained to the floor by ice. A creature can use its action to make a DC 15 Strength check to free itself. The ice can be destroyed (AC 15; HP 10; vulnerability to fire).

Flash Freeze (Costs 2 Actions). Borealis emits a burst of cold energy, freezing and damaging every creature in a 15-foot radius. Each creature must succeed on a DC 15 CON saving throw, taking 9 (3d6) cold damage on a failed save, or half as on a save.

Borealis is an ancient Dragon who guards the peaks of the Icespire Mountains. She is a solitary creature, preferring the quiet solitude of the frozen wastes. However, she's known to protect those who respect the icy wilderness.



Ymir, Adult Yeti

Medium Monstrosity, chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 137 (11d12 + 66)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	16 (+3)	12 (+1)	12 (+1)	8 (-1)

Saving Throws STR +9, DEX +4, CON +4

Senses Darkvision 60 ft, Passive Perception 15

Languages Yeti, Draconic

Damage Immunities Cold

Condition Immunities Grappled, Poisoned

Challenge 7 (2,900 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multi-Attack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 15 Constitution saving throw against this magic or take 14 (4d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Cold Breath (Recharge 6). The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 15 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Ymir is a 7 foot tall towering yeti. His massive frame and thick fur make him a formidable opponent, capable of withstanding even the harshest winter storms. While he may appear slow and lumbering, Ymir is surprisingly agile, able to scale icy cliffs and leap across treacherous crevasses. He views outsiders as intruders on his domain and reacts with aggression to protect his territory. But, he is not a mindless beast. Ymir possesses a certain cunning.



BJÖRN, ICEBORN BARBARIAN

Medium Humanoid, neutral evil

Armor Class 16 (Natural Armor)
Hit Points 120 (8d12 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

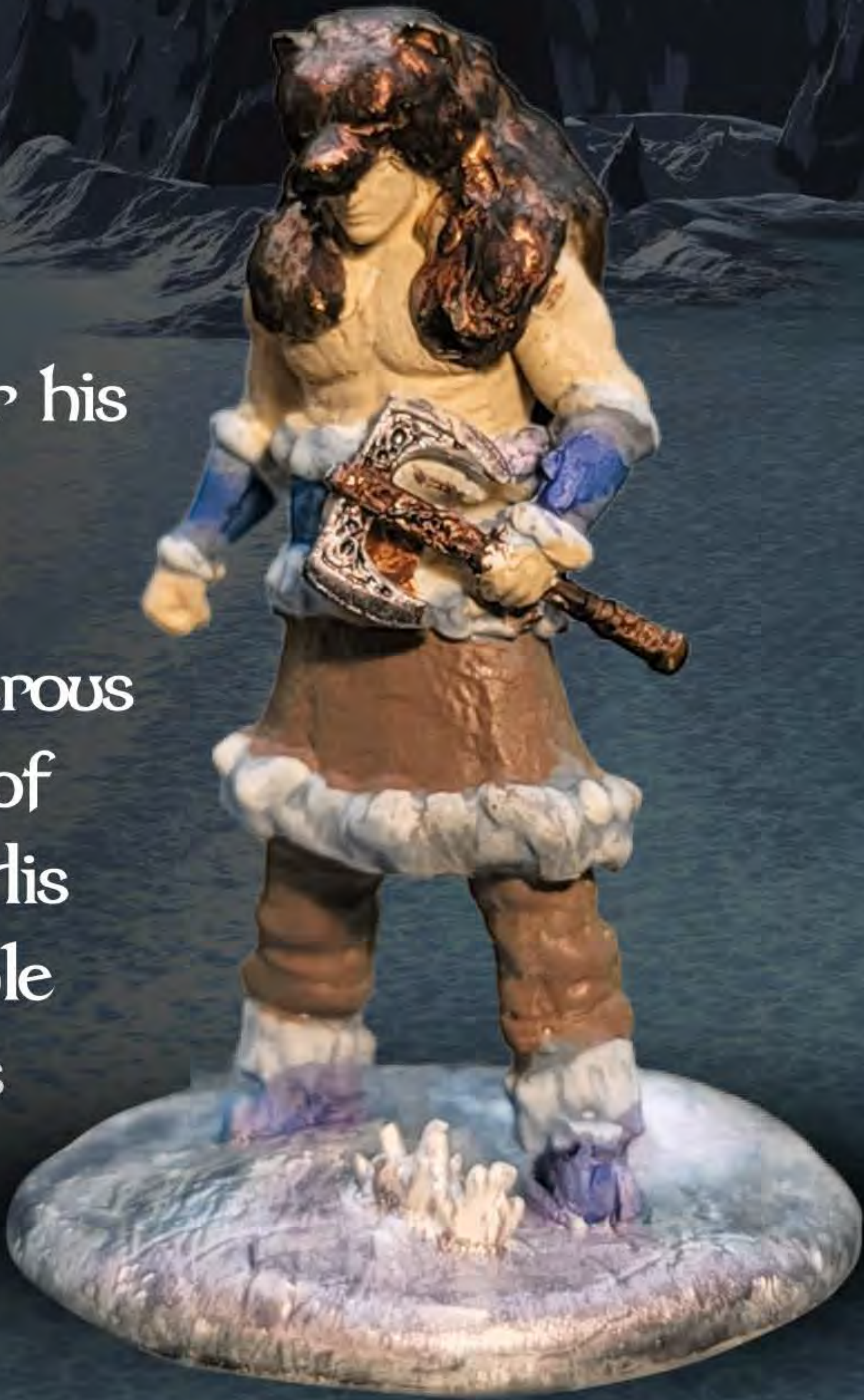
Saving Throws STR +7, CON +6
Senses Darkvision 30ft, Passive Perception 14
Languages Reghedjic, Common
Damage Resistances Cold
Damage Vulnerabilities Fire
Challenge 7 (2,900 XP)

Pack Tactics. He has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of him.
Regeneration. He regenerates 10 hit points at the start of his turn. If the warrior takes fire damage, this trait doesn't work that round.
Martial Advantage. Once per turn, he can deal an extra 7 (2d6) damage to a creature it hits with an attack if within 5 ft. of an ally.

Actions

Multi-Attack. The barbarian makes two attacks. If both attacks are successful and hit the same target, the target is frozen to the ground (restrained) until the start of the barbarian's next turn.
True Ice Axe. Melee Attack 2d10+6 slashing, (roll a d6 to penetrate armor, on a 4, 5, or 6 inflict an extra 2d8 cold damage on success).
Bear Yodel. Ranged Weapon Attack: +7 to hit, reach 30 ft., one creature. Hit: 17 (2d12+4) cold damage.
Rage. While raging, you gain the following benefits if you aren't wearing heavy armor:
-You have advantage on Strength checks and Strength saving throws.
-When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian (level 8), as shown in the Rage Damage column of the Barbarian table.
-You have resistance to bludgeoning, piercing, and slashing damage.

Bjorn is a powerful Iceborn Barbarian, known for his strength and courage. He is the co-leader of his tribe in the Icespire Mountains. Bjorn is a skilled hunter and tracker, able to navigate the treacherous mountain terrain with ease. He is also a master of combat, wielding an axe with deadly precision. His leadership skills are unmatched, guiding his people through harsh winters and dangerous encounters with wild creatures and enemies.



THORA, ICEBORN SHAMAN

Medium Humanoid, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 115 (14d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	18 (+4)	20 (+5)	12 (+1)

Saving Throws INT +5, WIS +10, CHA +4

Senses Darkvision 30ft, Passive Perception 18

Languages Reghedjic, Common

Damage Resistances Cold

Damage Vulnerabilities Fire

Challenge 10 (5,900 XP)

Innate Spellcasting. Attack +7 or DC 16. Her innate spellcasting ability is Wisdom.

Spell slots.

Cantrips: Druidcraft, guidance, resistance, shape water

1st: Animal friendship, fog cloud, speak with animals

2nd: Animal messenger, moonbeam, pass without a trace

3rd: Conjure animals, sleet storm, wind wall

4th: Hallucinatory terrain, ice storm, elemental bane (ice)

5th: awaken, commune with nature, cone of cold, tree stride

Actions

Ice Knife. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage plus 7 (2d6) cold damage.

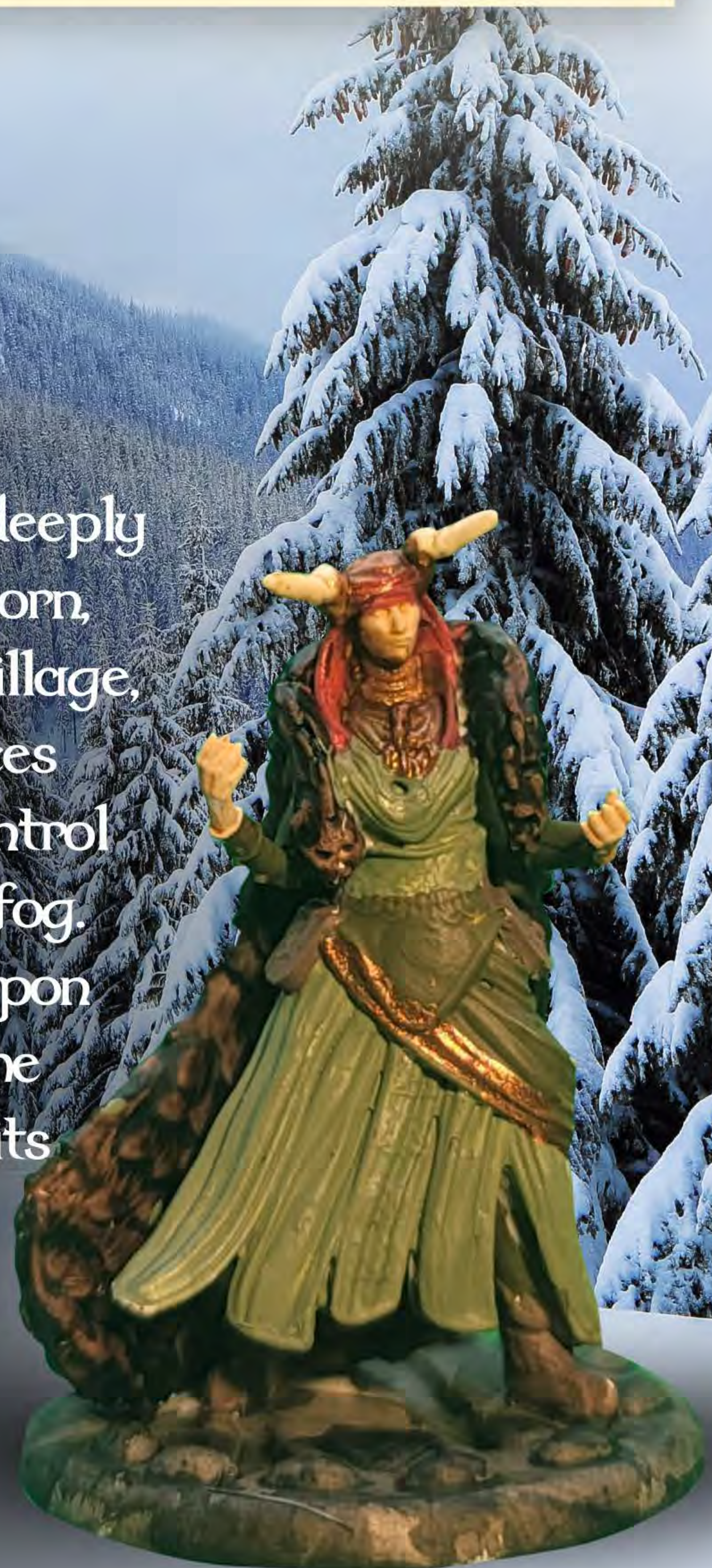
Change Shape (2/Day). The shaman magically polymorphs into a beast with a challenge rating of 6 or less from the list below, and can remain in this form for up to 9 hours. The shaman can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The shaman reverts to its true form if it dies or falls unconscious. The shaman can revert to its true form using a bonus action on its turn.

While in a new form, the shaman retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can't cast spells in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Options: Black Bear, Brown Bear, Deer, Dire Wolf, Giant Elk, Giant Wolf Spider, Mammoth, Polar Bear, Saber-Tooth Tiger

Thora is a wise and powerful Iceborn Shaman, deeply connected to the spirits of ice and snow. With Bjorn, she is the co-leader of their secluded mountain village, where she guards ancient knowledge and practices ancient rituals. Thora possesses the ability to control the weather, summoning blizzards and freezing fog. She can also heal the sick and injured, drawing upon the restorative power of ice. Her connection to the spirit world allows her to commune with the spirits the mountains, gaining insight and wisdom.



ASTRID, YOUNG YETI CUB

Medium Monstrosity, neutral evil

Armor Class 12 (Natural Armor)

Hit Points 76 (7d10 + 21)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	6 (-2)

Saving Throws STR +4

Senses Darkvision 60 ft, Passive Perception 12

Languages Yeti, Draconic

Damage Resistances Cold

Damage Vulnerabilities Fire

Challenge 2 (450 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multi-Attack. The young yeti can make two attacks with it's claw and bite or either one chilling gaze attack or one mini cold breath attack.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (3d4 + 2) slashing damage and 4 (2d4) cold damage.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (3d4 + 2) piercing damage and 4 (2d4) cold damage.

Mini Cold Breath (Recharge 3). The young yeti exhales a 15-foot cone of frigid air. Each creature in that area must make a DC 14 Constitution saving throw, taking 22 (10d4) cold damage on a failed save, or half as much damage on a successful one.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 12 (4d6) cold damage and then have their speed reduced by half by next turn. Does not apply to creatures resistant or immune to cold damage.

Astrid is a young yeti cub, full of curiosity and boundless energy. She loves to play in the snow, build snow forts, and ride on her father's back. While she may seem innocent and playful, she possesses a fierce protective instinct, ready to defend her family and friends. Don't let her cute appearance fool you, she can be quite deadly when provoked.



GLACIUS, LESSER ICE ELEMENTAL

Medium Elemental, chaotic evil

Armor Class 14 (Natural Armor)
Hit Points 81 (9d10 + 36)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	4 (-3)	12 (+1)	6 (-2)

Saving Throws DEX +4, CON +6
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 11
Languages Auran
Damage Immunities Cold, Poison
Damage Vulnerabilities Fire, Thunder
Challenge 4 (1,100 XP)

Ice Aura. Any creature that starts its turn within 5 feet of the elemental takes 5 (2d4) cold damage.
Ice Sense. While in contact with ice, the elemental knows the exact location of any other creature in contact with the same ice.
Ice Walk. The elemental ignores movement restrictions caused by ice and snow and can move on difficult surfaces, including upside down on ceilings, without having to make an ability check, as long as those surfaces are covered by ice.

Icy Death. When the elemental is reduced to 0 hit points, it shatters in an explosion of jagged ice. Each creature within 10 feet of it must make a DC 10 saving throw, taking 5 (2d4) piercing damage and 5 (2d4) cold damage on a failed save, or half as much on a successful one.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) bludgeoning damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a successful one. If the cold damage reduces the target to 0 hit points, the target is stable but paralyzed for 1 hour, even after regaining hit points.
Ice Coffin (Recharge 5–6). Ranged Spell Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by ice and takes 2 (1d4) cold damage at the start of each of its turns. As an action, the restrained target can make a DC 12 Strength check, bursting the ice on a success. The ice can also be attacked and destroyed (AC 10, hp 5, vulnerability to fire damage, immunity to poison and psychic damage).

Glacius is a creature of malice and destruction. Born from the darkest depths of a frozen cavern, he revels in the cold, harsh beauty of the icy realm. He delights in freezing his victims solid, trapping them in a perpetual state of icy slumber. Although young, Glacius' powers are growing, and he dreams of a world encased in eternal ice. He sees the warmth and life of the mortal world as a blight upon the purity of the frozen wastelands.



THE FROSTHEART'S BOUNTY

Medium Construct, unaligned

Armor Class 19

Hit Points 100

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	20 (+5)	1 (-5)	1 (-5)	1 (-5)

Saving Throws DEX +12, CON +10

Languages None

Damage Immunities Cold, Acid

Condition Immunities Petrified, Charmed, Unconscious

Challenge 4 (1,100 XP)

Frigid Exterior. The chest is constantly covered in a layer of frost, making it difficult to interact with. Any creature that attempts to interact with the chest must succeed on a DC 14 Wisdom (Perception) check or be surprised by the chest's actions.

Frost Surge. When the chest is damaged to 0 hit points, it unleashes a powerful burst of ice. A 30-foot radius sphere centered on the chest erupts in shards. Each creature in the area must make a DC 16 Dexterity saving throw, taking 18 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

Flame Trap. The chest is protected by a series of intricate traps. When a creature attempts to open the chest, they must succeed on a DC 16 Dexterity (Thieves' Tools) check. On a failed check, the creature triggers one of the following traps:

Ice Prison. The creature is encased in a block of ice, restrained and unable to move or cast spells. They must make a DC 16 CON saving throw at the start of each of their turns to break free.

Icy Blast. A blast of freezing air erupts from the chest, dealing 20 (5d8) cold damage to the creature.

Icicle Storm. A flurry of icicles shoots from the chest, dealing 18 (6d6) piercing damage to the creature

Frostbite. The creature's extremities are severely frostbitten. They must make a DC 16 Constitution saving throw at the start of each of their turns to resist the frostbite. If they fail three saving throws, they lose a limb.

Actions

Ice Spike. The chest erupts with a spike of ice, dealing 22 (4d10+4) piercing damage to a creature within 30 feet of it.

Reactions

Icy Grip. When a creature damages the chest with a melee attack, the chest freezes the attacker's weapon to the chest. The attacker must make a DC 18 Strength (Athletics) check to free their weapon.

The Frostheart's Bounty is a legendary artifact, said to contain treasures of unimaginable power. It is guarded by a series of intricate ice puzzles and deadly traps with razor sharp icicles, designed to deter any would-be thief. The chest itself is a marvel of icy craftsmanship, its surface shimmering with intricate frost patterns. It is said that whoever unlocks the chest will be granted the power to control ice and snow, shaping the very fabric of winter.



MAELSTROM, WATER BRUTE

Medium Water Elemental, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 176 (12d10 + 48)

Speed 30 ft., swim 30 ft.

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

Saving Throws STR +4, WIS +3

Senses Darkvision 60 ft., Passive Perception 10

Languages Aquan

Damage Immunities Poison

Damage Resistances Acid, Fire, All Non-Magical Melee Attacks

Condition Immunities Grappled, Petrified, Prone, Restrained

Challenge 10 (5,900 XP)

Water Form. The brute can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide.

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

Conductivity. When the water brute takes lightning damage, the creature becomes charged. Until the end of its next turn, any melee attacks it makes will deal an additional 1d8 lightning damage.

Actions

Multi-Attack. The elemental makes three claw attacks or three shell attacks. The brute can throw its shells.

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

Sea Shell. Ranged Weapon Attack: +7 to hit, range 60 ft. Hit: 10 (1d10 + 4) cold damage.

Moisture Heal. The elemental can suck moisture out of the air and heals for 3d10 + 5 hit points.

Bonus Actions

Drench. The water brute can extinguish any one nonmagical flame or one magical flame created by a 5th level or lower spell it can see within 15 feet of it.

Reactions

Algae Bloom. On a successful melee hit against the brute, if the attack did not deal Fire damage, the attacker must make a DC 15 Strength Saving throw or the Weapon becomes entangled in the Algae Blooms that cover it. While the attacker is holding an entangled weapon, they have advantage against them on being hit and disadvantage on saving throws against being whelmed.

Legendary Actions

Water Wave (2/day). Each creature in a 15-foot cube originating from the brute must make a DC 16 Constitution saving throw. On a failed save, a creature takes 6d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

Maelstrom, a huge aquatic behemoth, is a force of nature on both land and sea. Its massive, hulking form is cloaked in barnacles and seashells, a testament to its ancient lineage and the depths it inhabits. With eyes that glow an eerie red, it can peer through the darkest waters. Though primarily a creature of the sea, Maelstrom possesses the ability to breathe air, allowing it to venture onto land. Its powerful limbs can crush stone and damage small boats.



NEPTUS, ABYSSAL WATER ELEMENTAL

Medium Elemental Fiend, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 120 (16d10 + 40)

Speed 30 ft. (in human form) swim 90 ft. (in draconic form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	18 (+4)	10 (+0)	6 (-2)

Saving Throws STR +6, CON +4, INT +4

Senses Darkvision 60 ft., Passive Perception 10

Languages Aquan

Damage Immunities Poison, Acid

Damage Resistances All Non-Magical Slashing/Piercing Attacks

Condition Immunities Grappled, Restrained, Poisoned

Challenge 7 (2,900 XP)

Water Form. Neptus can enter a hostile creature's space and stop there. She can move through a space as narrow as 1 inch wide.

Freeze. If Neptus takes cold damage, she partially freezes; her speed is reduced by 20 feet until the end of her next turn.

Conductivity. When Neptus takes lightning damage, the creature becomes charged. Until the end of her next turn, any melee attacks she makes will deal an additional 1d8 lightning damage.

Actions

Multi-Attack. The elemental makes two giant wave attacks.

Giant Wave. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 6) bludgeoning damage. Target must succeed a DC 15 saving throw or be pushed 15 feet back.

Vortex (1/ Day). The elemental can conjure the elemental plane of water in its self provided it is underwater. For 1 minute the elemental's speed is doubled, it provokes no attacks of opportunity and can use the Giant Wave attack one additional time as part of the Multi-Attack action.

Whelm (Recharge 4–6). Each creature within 20 ft. of Neptus must make a DC 16 Strength saving throw. On a failure, a target takes 17 (2d10 + 6) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 16). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

Bonus Actions

Healing Water (1x a day). If in water the elemental can absorb the water and heal for 3d10 + 5 hit points.

Reactions

Liquify. (2x a day) Neptus can reduce damage to half from either one incoming melee or ranged attack.

Neptus is a creature of the deep, a primordial being born from the darkest, most ancient waters of the Abyss. Her form is ever-shifting, a beautiful amalgam of water and shadow. At times, she manifests as a draconic, serpentine creature. Other times, she takes the shape of a human, her skin a sickly, translucent bluish green, her eyes glowing with an otherworldly light.



VEREUS, SHARKFOLK SWASHBUCKLER

Medium Humanoid, neutral evil

Armor Class 17 (Natural Armor)

Hit Points 82
30 ft.

Speed

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	12 (+1)	11 (+0)	18 (+4)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses Darkvision 30ft, Passive Perception 10

Languages Common, Aquan

Damage Resistances Poison, Acid

Damage Vulnerabilities Fire

Challenge 7 (2,900 XP)

Lightfooted. Vereus can take the Dash or Disengage action as a bonus action on each of its turns.

Shark Brute. A melee weapon deals one extra die of its damage when Vereus hits with it (included in the attack).

Surprise Attack. If Vereus surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 18 (6d6) damage from the attack.

Amphibious. Vereus can breathe air and water.

Oceanic Camouflage. Vereus has advantage on Dexterity (Stealth) checks made to hide in water.

Floating Leap. While in water Vereus can jump up to 60 feet.

Shark Dive. (1/day) While in water Vereus can blend in, in order to gain advantage on his next attack roll made within one minute, he can use his bonus action afterwards to dive away without provoking opportunity attacks.

Actions

Multi-Attack. Vereus can make three attacks from the list below. But can only use Headbutt and Tail Whip once per round.

Headbutt. Melee Attack: +6 to hit, reach 5 ft., one target.

Hit: 17 (5d6 + 4) piercing damage. Must charge the target to be effective.

Blade Arms. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 4) slashing damage.

Tail Whip. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 12 (4d6 + 4) bludgeoning damage. On a hit, the target must succeed a DC 15 STR saving throw or be pushed back 15 feet.

Vereus was once a renowned scilor. When a devastating storm wrecked his ship, he washed ashore, losing everything he once knew. Struggling to survive in the harsh, human world, he discovered there was no place for him there. He eventually found his way back to the ocean, where he encountered Calypso, the Jellyfish Queen. Impressed by his courage and resilience, she took him under her wing. Together, they formed a powerful alliance, vowing to protect the underwater realm and seek vengeance on those who had wronged them.



CALYPSO, VAMPIRE JELLYFISH QUEEN
Medium Humanoid, chaotic evil

Armor Class 14 (Natural Armor)
Hit Points 78
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+4)	18 (+4)	14 (+2)	20 (+1)	16 (+0)	18 (+4)

Skills Deception +12, Insight +7, Perception +7, Persuasion +12
Senses Darkvision 60ft, Passive Perception 18
Languages Common, Aquan, Abyssal, Telepathy 60 ft.
Damage Resistances Poison, Necrotic, Non-Silvered Slashing
Damage Vulnerabilities Fire, Radiant
Challenge 7 (2,900 XP)

Regeneration. Calypso regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the Calypso takes radiant damage or damage from holy water, this trait doesn't function at the start of Calypso's next turn.
Paralyzing Body. A creature that touches Calypso or hits her with a melee attack while within 5 feet takes 7 (2d6) poison damage and must make a DC 17 CON Saving Throw. On a success, nothing happens, on fail the creature's paralyzed until the start of next turn.

Tentacle Grapple. Calypso has advantage on attack rolls against any creature grappled by her.
Medusa Drain. Every time Calypso uses its Tentacle Drain action or successfully charms a humanoid, it drains 3d6 life from the creature and gains said hps.
Bioluminescent. Guided by bioluminescence light Calypso has advantage on melee attacks against creatures that are less than 10 feet from her.

Actions

Multi-Attack. Calypso makes 2 attacks per turn.
Paralysis Stinger. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 6 (2d12) poison damage. When a creature takes poison damage from this attack, it must make a DC 17 CON Saving Throw. On a success, nothing happens. On a fail, the targeted creature is Paralyzed until the end of its next turn.
Medusa's Charm. One humanoid Calypso can see within 30 feet of her must succeed on a DC 15 WIS saving throw or be charmed for 1 minute.
Tentacle Drain. Calypso kisses a creature charmed by her. The target must make a DC 15 CON saving throw, taking 33 (5d10+6) psychic damage on a failed save, or half as much damage on a successful one.

Calypso is a beautiful and deadly creature, her body composed of translucent, bioluminescent jelly. She is a master of poison and paralysis, her touch capable of immobilizing even the strongest of foes. As the queen of the deep, she rules over a vast underwater kingdom, where she enforces her tyrannical will with an iron fist, ensuring that all who dare to defy her meet a watery grave.



NEREID, LESSER WATER ELEMENTAL

Medium Elemental, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., swim 60 ft.

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

Senses Darkvision 60 ft, Passive Perception 10

Damage Immunities Poison, Acid

Damage Vulnerabilities Cold

Languages Aquan

Challenge 3 (700 XP)

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

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

Actions

Multi-Attack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 10 (3d6 + 3) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 10 (3d6 + 3) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

Grapple. The elemental can grapple one Small creature or two Tiny or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 10 (3d6 + 3) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 13 Strength and succeeding.

Nereid is a mischievous water nymph, a creature of the rivers and streams. She may seem innocent and playful, but she is a cunning trickster, capable of leading travelers astray. She can control the flow of water, summoning floods and droughts at will. Though small, she is a powerful force of nature.



REEFGUARD, ANIMATED CORAL

Medium Elemental, chaotic evil

Armor Class 14 (Natural Armor)
Hit Points 42 (7d10 + 14)
Speed 15 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	4 (-3)	13 (+1)	10 (+0)	10 (+0)	8 (-1)

Senses Passive Perception 10
Damage Resistances Poison, Acid
Damage Vulnerabilities Force
Languages None
Challenge 3 (700 XP)

False Appearance. While the coral remains motionless, it is indistinguishable from a normal outcropping of coral.

Immutable Form. The coral is immune to any spell or effect that would alter its form.
Magic Resistance. The coral has advantage on saving throws against spells and other magical effects.
Regeneration. The coral regains 5 hit points every round.
Sea Summon. The creature can be summoned and controlled by powerful magicians. While under control the coral offers its abilities to the summoner. The summoner doesn't have to use an action to control the coral but can use a bonus action.

Actions

Tube Slap. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage.

Bubble Blast. The awakened coral shoots a beam of bubbles dealing 3d6 bludgeoning damage.

This long-tubed coral is covered in bioluminescent growths, pulsing with a sinister energy. Though not a sentient creature, it is a tool of great power, capable of being manipulated by strong water magic. Any creature that dares to touch its slimy surface is cursed. Their skin would begin to discolor, their eyes begin to glaze over, and their minds to unravel. They would become consumed by a ravenous hunger, a thirst for water.



THE SIREN'S SONG

Medium Construct, unaligned

Armor Class 18

Hit Points 100

Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	20 (+5)	1 (-5)	1 (-5)	1 (-5)

Saving Throws DEX +12, CON +10

Languages None

Damage Immunities Poison, Acid

Condition Immunities Petrified, Charmed, Unconscious

Challenge 4 (1,100 XP)

Aquatic Nature. The chest is covered in a layer of seaweed, making it difficult to interact with. Any creature that attempts to interact with the chest must succeed on a DC 18 Wisdom (Perception) check or be surprised by the chest's actions.

Tidal Wave. When the chest is damaged to 0 hit points, it unleashes a powerful tidal wave. A 30-foot radius sphere centered on the chest is inundated with water. Each creature in the area must make a DC 18 Constitution saving throw, taking 18 (6d6) bludgeoning damage on a failed save, or half as much damage on a success.

Flame Trap. The chest is protected by a series of intricate traps. When a creature attempts to open the chest, they must succeed on a DC 16 Dexterity (Thieves' Tools) check. On a failed check, the creature triggers one of the following traps:

Water Prison. The creature is trapped in a sphere of water, restrained and unable to move or cast spells. They must make a DC 16 Constitution saving throw at the start of each of their turns to break free.

Shark Swarm. A swarm of sharks attacks the creature, dealing 18 (6d6) piercing damage.

Crushing Depth. The water pressure around the creature increases dramatically, dealing 20 (5d8) bludgeoning damage.

Drowning. The creature is pulled underwater and begins to drown. They must make a DC 15 Constitution saving throw at the start of each of their turns to hold their breath. If they fail three saving throws, they drown.

Actions

Water Jet. The chest shoots a powerful jet of water at a creature within 30 feet, dealing 22 (4d10+4) bludgeoning damage.

Reactions

Tidal Grip. When a creature damages the chest with a melee attack, a small tidal wave erupts around the chest. The attacker must make a DC 17 Dexterity saving throw, taking 20 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

The Siren's Song is a legendary artifact, said to contain the secrets of the sea. It is guarded by a series of intricate traps and deadly guardians. The chest itself is a marvel of marine engineering, encrusted with pearls and coral. It is said that whoever unlocks the chest will gain control over the tides and the tempest, becoming a ruler of the oceans.

