



ELEMENTS UNLEASHED

CRAFTING, CHARACTER OPTIONS, MAGIC ITEMS, AND MONSTERS



TABLE OF CONTENTS

INTRODUCTION	5	SUBCLASSES	50
THE ELEMENTS	6	Barbarian: Path of Corrosion	50
ELEMENTAL REACTIONS	7	Bard: College of the Elemental Symphony	52
ELEMENTAL REGIONS	10	Cleric Divine Domain: Frost	54
Acid Region	11	Druid: Circle of the Earthshaper	56
Air Region	12	Fighter: Elemental Knight	58
Cold Region	13	Monk: Way of the Elemental Fist	61
Earth Region	14	Paladin: Oath of Elemental Fortitude	63
Fire Region	15	Ranger: Tempest Strider	65
Lightning Region	16	Sorcerer: Flameheart	67
Thunder Region	17	Warlock Patron: The Primordial One	69
Water Region	18	Wizard: Cryomancer Arcane Tradition	71
ELEMENTAL WEAPON CRAFTING & ENHANCEMENT	19	FEATS	73
ELEMENTAL CHARACTER OPTIONS	23	SPELLS	76
RACE OPTIONS	23	Cantrips	76
Chaosurge Race	24	1st-level Spells	79
Corrodrak Race	26	2nd-level Spells	81
Rockcragger Race	28	3rd-level Spells	82
CHARACTER BACKGROUNDS	30	4th-level Spells	83
Champion	30	5th-level Spells	84
Variant: Champion of an Elemental God / Primordial	31	6th-level Spells	85
Climate Scientist	32	7th-level Spells	86
Dimensional Oracle	33	8th-level Spells	87
Elemental Artisan	35	9th-level Spells	88
Elemental Scholar	36	MAGIC ITEMS	90
Leyline Lorekeeper	37	Uncommon	90
THE SYNTHETIST CLASS	39	Rare	92
Class Features	40	Very Rare	96
Energy Manifestations	44	Legendary	99
Primal Attunements	44	Artifact	102
Elemental Synthesis Table	45	ELEMENTAL POTIONS	104
Synthetist Spell List	46	Uncommon	104
Synthetist Paths	47	Rare	105
Elemental Enchanter	47	Very Rare	107
Elemental Sage	48	Legendary	108
Elemental Spellblade	49	MONSTER LIST	109
		Bubbling Puddling	110
		Spark Sprite	111
		Ember Rat	112
		Swarm of Ember Rats	112
		Leafing	113
		Mudling	114
		Caustic Frog	115
		Caustic Giant Frog	115

TABLE OF CONTENTS

MONSTER LIST

Geodite	109
Zephyrling	116
Corrodrak Warrior	117
Corrodrak Elite	118
Corrodrak Champion	119
Corrodrak Shaman	119
Corrodrak Arcanist	120
Corrodrak King	120
Fog Hound	121
Frostwing Owl	122
Frost Wisp	123
Quakeback Bear Cub	124
Quakeback Bear	125
Ancient Quakeback Bear	126
Stone Earthling	126
Zephyr Fox	127
Cult of Elemental Chaos	128
Initiate Cultist of Elemental Chaos	129
Actions	130
Veteran Cultist of Elemental Chaos	130
Actions	130
High Cultist of Elemental Chaos	131
Actions	131
Hierarch Cultist of Elemental Chaos	132
The Cult In Your Campaign	132
Glacial Bat	134
Storm Tarsier	135
Baby Salamander	136
Salamander	137
Salamander Queen	138
Venomous Acidling	138
Volcanic Viper	139
Volt Squirrel	140
Gale Sylph	141
Mudspawn	142
Overgrown Mudspawn	143
Pyro Pixie	144
Stoneback Badger	145
Glacial Hell Hound	146
Hell Hound	147
Ancient Hell Hound	147
Ancient Glacial Hell Hound	148
Quicksand Elemental	148
Blazing Swordfish	149
Aquatic Lion	150
Coral Golem	151
Whispering Willow	152
Acidic Aberration	153

Elementals	155
Greater Air Elemental	156
Air Elemental Lord	157
Greater Earth Elemental	158
Earth Elemental Lord	159
Greater Fire Elemental	160
Fire Elemental Lord	161
Greater Water Elemental	162
Water Elemental Lord	163
Whirlpool Hippopotamus	164
Blizzard Elemental	165
Quartz Tortoise	166
Inferno Shark	167
Pure Flame Elemental	168
Greater Pure Flame Elemental	169
Sand Elemental	170
Greater Sand Elemental	171
Thunder Leopard	172
Electrocharged Air Elemental	173
Electrocharged Greater Air Elemental	174
Magma Golems	175
Giant Magma Golem	176
Sand Basilisk	177
Quicksilver Spider	178
Icy Stalker	179
Terraquake Rhino	180
Stormwing Griffin	181
Luminous Cloud Serpent	182
Verdant Sovereign	183
Sand Wyrms	184
Hurricane Drake	185
Acqua Drake	187
Terra Drake	189
Earthen Behemoth	192
Tempest Monarch	195
Primordial Corrosion	198
Chaos Incarnate	201

CREDITS

205

LEGAL INFORMATION

206

FIRE REGION

The Fire Region is a sweltering landscape, marked by volcanic craters, rivers of lava, and ash-choked air. Intense heat radiates from the ground, and fires burn unrestrained across the land. The region is inhospitable for those unprepared, and the creatures that thrive here are relentless, using the inferno to their advantage.

Surviving the Fire Region demands heat-resistant gear, endurance, and cunning to navigate this ever-burning terrain. Adventurers must guard against unexpected flames, molten flows, and creatures empowered by the elemental fury that suffuses the area.

FIRE REGIONAL EFFECTS TABLE

Effect Name	Effect Rules
Blistering Heat	Every hour, each creature must make a DC 15 Constitution saving throw or gain one level of exhaustion due to the extreme heat. Creature resistant to fire damage make the saving throw with advantage. Creatures immune to fire damage automatically succeed.
Molten Ground	Pockets of molten lava make the ground scalding hot. Once per round, any creature stepping on molten ground must make a DC 14 Dexterity saving throw or take 3d6 fire damage and be restrained, attached to the ground. While restrained, the creature takes 3d6 fire damage at the start of its turn. A restrained creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.
Volcanic Eruption	Volcanic activity causes periodic eruptions. Each creature within 30 feet of a volcano must make a DC 15 Dexterity saving throw or take 5d10 fire damage from lava and falling debris.
Ash Clouds	Thick ash clouds obscure vision, reducing visibility to 20 feet and imposing disadvantage on Wisdom (Perception) checks.
Elemental Empowerment	Creatures with an affinity for fire gain resistance to fire damage, or immunity if they're already resistant to it and deal an additional 1d6 fire damage with spell and weapon attacks.
Magma Pools	Pools of magma create extreme hazards. Once per turn, any creature within 10 feet of a magma pool must succeed on a DC 14 Constitution saving throw or take 2d8 fire damage from the intense heat.
Fire Elemental Patrols	Fire elementals and magma mephits aggressively guard their territory. Roll for encounters every 2 hours.
Flame Whirlwinds	Columns of swirling fire form periodically. Any creature within 20 feet of a flame whirlwind must make a DC 15 Dexterity saving throw or take 3d6 fire damage and be pushed 10 feet away.
Lava Geysers	Geysers erupt from the ground, spraying lava. Each creature within 30 feet of an erupting geyser must make a DC 15 Dexterity saving throw or take 4d6 fire damage.
Sulfur Fumes	Sulfuric gases occasionally rise from the ground, creating noxious fumes. Any creature within 15 feet of a sulfur vent must make a DC 14 Constitution saving throw or be poisoned for 1 hour.
Ember Field	Fields of glowing embers cover the ground. A creature moving across these embers or starting its turn on them must make a DC 15 Constitution saving throw or take 2d6 fire damage and have its speed reduced by 10 feet until the end of its next turn.

BARBARIAN: PATH OF CORROSION

The Path of Corrosion calls upon barbarians to embrace the relentless power of acid and decay. These warriors wield corrosive energy with savage mastery, using it to dissolve their enemies and obliterate obstacles in their path. The corrosion-infused barbarians are a terrifying sight, often marked by burns and scars, their flesh tinged with a foul odor that speaks of decay and devastation. They are relentless in their pursuit of destruction, leaving a wake of corrosion wherever they go.

SCIONS OF DECAY

These barbarians are born from environments where decay is omnipresent, often emerging from swamps, wastelands, and regions plagued by disease or environmental disaster. They learn to harness the powers of acid by observing the corrosive effects that naturally occur in their surroundings, blending this innate understanding into their battle prowess. They see corrosion as a symbol of the inevitable cycle of life and death, of breaking down barriers and turning all things to ruin.

UNYIELDING FOES

Warriors on the Path of Corrosion are merciless in combat. They believe that decay is inevitable and embrace this philosophy as a weapon. They wield acid not only to harm their enemies but also to strip them of defenses, breaking down even the strongest armor and fortifications over time. Their relentless fury dissolves both flesh and spirit, leaving no one unscathed. Their acidic power can make them intimidating even to their allies, who respect their ruthless devotion to their corrosive craft.

MASTERS OF CORROSION

Over time, those who follow this path become more adept at manipulating acid and corrosion to their advantage. They gain a deep understanding of how decay affects different materials and creatures, enabling them to dissolve barriers that others could not. Their intimate relationship with decay shields them from its worst effects, allowing them to push their limits and face opponents without fear.

BARBARIAN: PATH OF CORROSION

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Acid Resistance, Corrosive Fury	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Corrosive Impact	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Dissolving Rage	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Acidic Rampage	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

CORROSIVE FURY

At 3rd level, your rage is imbued with corrosive energy, allowing you to devastate your enemies with acid. While raging, your melee weapon attacks deal additional acid damage equal to your proficiency bonus.

ACID RESISTANCE

Also at 3rd level, your exposure to acid grants you resilience. You gain resistance to acid damage. Additionally, if a creature within 5 feet deals damage to you, you can use your reaction to exude a corrosive burst, dealing acid damage equal to $1d8 + \text{your proficiency bonus}$ to the attacker. You can use this ability a number of times equal to your proficiency bonus per long rest.

CORROSIVE IMPACT

At 6th level, your attacks erode your enemies' defenses. While raging, when you deal acid damage to a creature, you reduce their armor class by 1 until the end of your next turn. This effect can stack, but the reduction cannot exceed your proficiency bonus. In addition, when you deal acid damage to objects, you deal double damage.

DISSOLVING RAGE

At 10th level, your rage corrodes both body and spirit. Once per turn, when you hit a creature with a melee attack while raging, you can choose to weaken them with dissolving fury, forcing it to make a Constitution saving throw ($DC\ 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$) or become poisoned until the end of your next turn.

ACIDIC RAMPAGE

At 14th level, your attacks become even more corrosive. When you score a critical hit with a melee attack while raging, the target must make a Constitution saving throw ($DC\ 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$) or take acid damage equal to your Constitution modifier at the start of each of its turns for 1 minute. This effect cannot stack with itself but is refreshed if you land another critical hit on the target. A creature can use its action to make another Constitution saving throw, ending the effect on itself on a success.



STATIC FIELD

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of amber)

Duration: Concentration, up to 10 minutes

Spell Lists: Sorcerer, Synthetist, Wizard

You create a field of crackling static energy in a 50-foot-radius sphere at a point you choose within range. The area is difficult terrain for creatures other than you. Each creature that enters the area for the first time on a turn or starts its turn there must make a Constitution saving throw, taking 4d8 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns, you can use a bonus action to move the static field up to 10 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 lightning damage for each slot level above 5th.



6TH-LEVEL SPELLS

ACID RAINSTORM

6th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a vial of acid mixed with water)

Duration: Concentration, up to 10 minutes

Spell Lists: Druid, Sorcerer

You summon dark, churning clouds that release a torrential downpour of corrosive acid over a 60-foot-radius, 60-foot-high cylinder centered on a point you choose within range. Each creature in the area must make a Dexterity saving throw at the start of its turn. On a failed save, a creature takes 8d6 acid damage, or half as much damage on a successful one. The acid also damages nonmagical objects in the area, potentially causing them to corrode over time when exposed to it.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

EARTHEN CITADEL

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of stone and a miniature flag)

Duration: 8 hours

Spell Lists: Druid, Wizard

You cause the ground to rise up and form a sturdy citadel of stone and earth. The citadel includes walls, battlements, and a single gate, encompassing an area up to 80 feet square. It can shelter up to twenty Medium creatures comfortably. The walls are 10 feet thick, divided into sections, each with AC 15 and hit points as follows: the outer walls have 200 hit points, the outer gate has 150 hit points, the interior walls and the interior gate have 100 hit points each. If the hit points of a specific section of the walls or gate are reduced to 0, that portion of the citadel crumbles, creating a breach. The citadel provides excellent protection against attacks and elements but crumbles to dust harmlessly when the spell ends.

GAUNTLETS OF THE VOLCANO

Wondrous item, rare (requires attunement)

Gauntlets forged in volcanic fire, radiating intense heat.

The wearer gains resistance to fire damage. Melee attacks made with these gauntlets deal an additional 1d8 fire damage. Once per long rest as an action, the wearer can slam the ground to create a 15-foot radius of molten rock centered on themselves. Creatures within the area must make a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one.

HELM OF DEEP WATERS

Wondrous item, rare (requires attunement)

A helm crafted from coral and mother-of-pearl, imbued with the essence of the ocean's depths.

The wearer can breathe underwater and has darkvision up to 60 feet while underwater. Additionally, once per long rest, the wearer can cast *torrential sphere* (DC 15).



PYRE CREST RING

Ring, rare (requires attunement by a spellcaster)

A ring with a gem that burns with an internal flame, casting light and warmth.

The wearer can cast *flame gale slice* at 3rd level once per long rest without expending a spell slot. Additionally, the wearer gains a +1 bonus to all saving throws made against spells and effects that deal fire damage. The wearer also gains a +1 bonus to the spell attack roll and the spell save DC for spells that deal fire damage.

SANDSTORM AMULET

Wondrous item, rare (requires attunement)

An amulet containing sand that swirls continuously. It has 5 charges and it allows the wearer to cast *sandstorm* (DC 15) by spending one charge. You can cast *sandstorm* at a higher level by spending 2 additional charges per level higher. The amulet regains 1d4 + 1 expended charges daily at dawn.

STATIC FIELD GENERATOR

Wondrous item, rare (requires attunement by a Sorcerer, Synthetist, or Wizard)

A compact device encased in metal and inscribed with runes, it crackles with static energy and vibrates slightly to the touch. It allows the user to cast *static field* once per long rest without expending a spell slot.

Additionally, the Static Field Generator possesses the following abilities:

- **Magnetic Attraction/Repulsion:** As an action, the user can target one metallic object within 60 feet that can be lifted (up to 100 pounds). The user can either pull the object towards themselves or push it away up to 30 feet. This ability can be used a number of times equal to the user's proficiency modifier (minimum of once) and regains all expended uses after a long rest.
- **Lightning Absorption:** If the user is targeted by a spell or effect that deals lightning damage, they can use their reaction to absorb some of the energy, gaining temporary hit points equal to half the damage that would have been dealt (rounded up) and then taking the rest half of damage (rounded down). This ability can be used once, regaining its use after the user completes a long rest.

TOME OF ELEMENTAL POWER

Wondrous item, legendary (requires attunement by a Druid, Sorcerer, Synthetist, or Wizard)

This lavish tome is bound in supple leather of the deepest mahogany, inlaid with gold filigree that traces esoteric runes and intricate patterns across its surface. Each corner of the book is reinforced with etched brass corners, and the cover is adorned with precious gems: rubies, sapphires, topazes, and a central diamond that glows with an inner light. Within its pages are the secrets of elemental control, each chapter dedicated to one aspect of elemental force, penned with inks infused with the essence of each element.

Upon attuning to the tome, you gain an intuitive understanding of the elemental balance within all things, granting you a +3 bonus to your spell attack rolls and spell save DC for spells that deal acid, cold, fire, lightning, or thunder damage.

Elemental Insight: While attuned to the tome, you can use an action to touch the tome and gain insight into the elemental nature of your surroundings. For the next 10 minutes, you can sense the presence of elemental creatures within 300 feet of you, as well as any portals to elemental planes or significant concentrations of elemental energy.

Elemental Adaptation: Once per day, when you first open the tome, you can choose one type of elemental damage: acid, cold, fire, lightning, or thunder. You gain resistance to damage of the chosen type until the next dawn.

Power of the Elements: The tome contains the following spells, which you can cast once each per day directly from it without expending a spell slot or needing material components, using your own spellcasting ability and spell slots: *chain lightning*, *cone of cold*, *control water*, *control weather*, *earthquake*, *fire storm*, *prismatic spray*, *prismatic wall*, *shatter* (at 7th-level).

Elemental Fury: Once per long rest, as an action, you can unleash the elemental fury contained within the tome. Choose up to four creatures you can see within 60 feet. You send a surge of elemental energy at each target, which must make a Dexterity saving throw against your spellsave DC. A target takes 4d10 damage of each elemental damage type (acid, cold, fire, lightning, and thunder; 20d10 total) on a failed save, or half as much damage on a successful one.



GAME MASTER'S GUIDE TO THE TOME

The Tome of Elemental Power is an item of unparalleled might. Bestow it upon players with careful consideration as it holds the potential to shift the balance of power within your campaign.

Unmatched Elemental Knowledge: The tome offers a compendium of elemental spells, both existing and potentially new ones created by the Game Master. Consider including new spells or modifying existing ones to provide a fresh and personalized magic experience.

(Variant Rule) Additional Guidelines:

- **Special Components:** The GM may require players to seek out rare and exotic materials that resonate with the elemental planes to unlock and cast certain powerful spells from the tome.
- **Rituals and Preparations:** Unlocking the tome's most formidable spells might involve complex rituals that necessitate specific environmental conditions such as casting a fire spell within the heart of a volcano or channeling a water spell at the ocean's depths.
- **Study and Practice:** Characters might need to spend downtime studying the tome to discover its secrets, providing a narrative explanation for the acquisition of new elemental spells and abilities.

LEAFLING

Tiny fey, neutral good

Armor Class 11 (natural armor)

Hit Points 5 (2d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +5

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages understands Sylvan but can't speak

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Minor Earth Powers. The Leafling can cast *druidcraft* at will and *entangle* once per day. Its spellcasting ability is Wisdom (spell save DC 12).

Natural Camouflage. The Leafling has advantage on Dexterity (Stealth) checks made to hide in foliage or among leaves.

Symbiotic Growth. Whenever the Leafling uses its Minor Earth Powers, plants within 10 feet of it temporarily grow and gain increased vitality. These plants provide half cover to creatures hiding within them until the start of the Leafling's next turn.

ACTIONS

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

Burrow. The Leafling can burrow 5 feet into the ground or a tree, effectively becoming hidden. It can emerge from the ground or tree on its turn as a bonus action.

LEAFLING

The Leafling is a tiny, whimsical creature that resembles a living leaf. Found predominantly in lush forests and verdant groves, these creatures blend seamlessly with the foliage, making them nearly impossible to spot when they remain still. Leaflings have delicate, leaf-like bodies with intricate veining and vibrant green hues that change with the seasons. In the spring and summer, their colors are bright and fresh, while in the autumn, they turn golden and red, matching the changing leaves around them.

Leaflings are often considered a sign of well-being of a forest, as their presence is said to promote growth and vitality among the plant life. They possess minor earth powers, allowing them to manipulate the soil and encourage plant growth. Despite their small size, Leaflings play a crucial role in maintaining the health and balance of their ecosystems. They have a natural affinity with trees and plants, often forming symbiotic relationships with them. For instance, they might protect a specific tree from pests, while the tree provides them with shelter and sustenance.

These creatures are incredibly shy and elusive, preferring to stay hidden from the sight of larger beings. When threatened, they can use their earth magic to create small barriers or to burrow into the ground to escape danger. Their tiny size and leaf-like appearance also allow them to avoid detection by predators. Leaflings are known to communicate with each other through a series of gentle rustling sounds, akin to the sound of leaves in the wind. Though they are primarily solitary, Leaflings will sometimes gather in small groups during certain times of the year, particularly during the spring when they work together to rejuvenate the forest after the winter. They are also known to befriend forest dwellers, such as fairies and dryads, who appreciate their efforts in maintaining the forest's health. The folklore surrounding Leaflings is rich and varied. Some tales suggest that they are the spirits of fallen leaves given life by the forest's magic, while others believe they are ancient protectors sent by nature deities to safeguard the woodlands.



MUDLING

Tiny elemental, neutral

Armor Class 13 (natural armor)

Hit Points 7 (3d4)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	8 (-1)

Damage Vulnerabilities cold

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

Condition Immunities prone, grappled

Senses darkvision 60 ft., passive Perception 11

Languages Terran

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Amorphous. The Mudling can move through a space as narrow as 1 inch wide without squeezing.

Reform (1/Day). If the Mudling is reduced to 0 hit points, it collapses into a pile of mud before reforming at the start of its next turn with 1 hit point.

Waterborne. The Mudling can breathe underwater and has advantage on attack rolls and saving throws while submerged.

ACTIONS

Mud Sling. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. On a hit, the target's speed is reduced by 5 feet until the start of the Mudling's next turn.

BONUS ACTIONS

Mud Play. The Mudling alters the terrain within a 10-foot radius around it, making it difficult terrain for all creatures other than the Mudling until the end of its next turn.

MUDLING

Mudlings are pint-sized elementals sculpted from the wet earth, their forms reminiscent of childlike figures made from the muddy banks of joyful streams. These elemental creatures wear expressions as mellow as the earth they are part of, with wide, innocent eyes and a perpetually dribbling droop that hints at their harmless nature. Their bodies are amorphous, allowing them to squish and squash into new shapes, often leaving tiny handprints or footprints in their wake as they explore their soggy homes.

Mudlings are not just playful spirits of the mud; they are the soft whisper of the earth, gentle caretakers of soggy terrains like riverbanks, swamps, and marshlands. They are friends to frogs and caretakers of plants, often nurturing growth by carrying water and rich soil to dry places. These beings are most delighted when rain falls, as they can dance in the downpour and bask in the wetness that is their essence.



BLAZING SWORDFISH

Blazing Swordfish are rare and extraordinary creatures that dwell in the unusually hot waters near volcanic vents and other geothermal anomalies in the ocean. These fish are not only adapted to high temperatures but also embody the fiery essence of their habitat. The Blazing Swordfish is characterized by its vibrant, heat-imbued scales that shimmer with an almost metallic sheen in hues of red, orange, and deep blue.

These fish are highly aggressive, using their elongated, sword-like bills to impale prey and defend themselves. Their bodies constantly emit scalding heat, making them dangerous to approach without protection. Legends tell of sailors encountering these fiery fish, often mistaking them for underwater comets due to their swift, blazing paths through the water.

The Blazing Swordfish is also known for its ability to manipulate fire underwater, a unique adaptation that mystifies many scholars. They can release bursts of superheated water and steam, using this ability to hunt or to create billowing clouds of steam to escape predators.

BLAZING SWORDFISH

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances poison

Damage Immunities fire

Condition Immunities frightened (while in hot water)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Heat Aura. Any creature that starts its turn within 5 feet of the Blazing Swordfish takes 5 (1d10) fire damage from the scalding heat of its body.

Impaling Charge. If the Blazing Swordfish moves at least 30 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

Sword Thrust. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) fire damage.

Steam Cloud (Recharge 5–6). The Blazing Swordfish releases a cloud of superheated steam in a 20-foot radius around it. The area is heavily obscured for 1 minute. Any creature that enters the area for the first time on a turn or starts its turn there takes 7 (2d6) fire damage.

Fiery Leap (Recharge 6). The Blazing Swordfish makes a long jump out of the water, up to 30 feet, and then crashes down at a point it can see within range. Each creature within 10 feet of the landing point must make a DC 14 Dexterity saving throw, taking 14 (4d6) bludgeoning damage plus 9 (2d8) fire damage on a failed save, or half as much damage on a successful one. This movement doesn't provoke attacks of opportunity.



GREATER AIR ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	20 (+5)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Dex +11, Con +10, Wis +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison, thunder

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

Senses darkvision 90 ft., passive Perception 13

Languages Auran

Challenge 13 (10,000 XP)

Proficiency Bonus +5

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.

Innate Spellcasting. The elemental's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *gust of wind*

1/day each: *lightning bolt* (5th-level), *wind wall*

Legendary Resistance (2/Day). If the elemental fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The elemental makes two slam attacks and uses its whirlwind.

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

Wind Blast. *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. The target must also succeed on a DC 19 Strength saving throw or be pushed up to 20 feet away from the elemental.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 19 Dexterity saving throw. On a failure, a creature takes 32 (4d12 + 6) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target collides with an object, such as a wall or floor, the target takes 5 (1d10) bludgeoning damage for every 10 feet it was thrown. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

REACTIONS

Gust Shield. When a creature the elemental can see targets it with a melee attack, the elemental creates a gust of wind to impose disadvantage on the attack roll.

LEGENDARY ACTIONS

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

Whirlwind Movement. The elemental moves up to half its speed without provoking opportunity attacks.

Slam (Costs 2 Actions). The elemental makes one slam attack.

Wind Blast (Costs 2 Actions). The elemental uses its Wind Blast.

SAND BASILISK

The Sand Basilisk is a fearsome predator adapted to the harsh, arid conditions of deserts and earth elemental regions. This creature has evolved to blend seamlessly with the sandy environment, its scales mimicking the color and texture of the surrounding terrain. With a keen sense of its surroundings and a deadly gaze, the Sand Basilisk is a master of ambush, lying in wait beneath the sand for unsuspecting prey.

The Sand Basilisk's petrifying gaze is even more potent than that of its more common cousins. Its eyes can turn creatures to stone with a mere glance, a reflection of the deadly power it wields. Its ability to burrow and move through sand with ease makes it a formidable opponent, capable of surprising even the most wary travelers. The Sand Basilisk's natural camouflage, combined with its swift and silent movements, ensures that few escape its lethal gaze once it sets its sights on them.



SAND BASILISK

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	14 (+2)	7 (-2)

Saving Throws Con +6, Wis +5, Cha +1

Skills Perception +5, Stealth +7, Survival +8

Damage Resistances fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Burrow of Sands. The Sand Basilisk can burrow through sand and loose earth as if it were swimming. It can use this ability to ambush prey or evade attackers, and it has advantage on Dexterity (Stealth) checks made while burrowing.

Petrifying Gaze. If a creature starts its turn within 40 feet of the Sand Basilisk and the two of them can see each other, the Sand Basilisk can force the creature to make a DC 17 Constitution saving throw if the Sand Basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success,

the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the Sand Basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the Sand Basilisk in the meantime, it must immediately make the save. If the Sand Basilisk sees its reflection within 60 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Sand Camouflage. The Sand Basilisk has advantage on Dexterity (Stealth) checks made to hide in sandy or rocky terrain.

ACTIONS

Multiattack. The Sand Basilisk makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 10 (3d6) poison damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Sandstorm (Recharge 5–6). The Sand Basilisk exhales a swirling vortex of sand in a 30-foot radius around itself. Each other creature in that area must make a DC 17 Dexterity saving throw, taking 35 (10d6) slashing damage on a failed save, or half as much damage on a successful one. The area becomes heavily obscured until the start of the basilisk's next turn.

HURRICANE DRAKE

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 287 (25d12 + 125)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	21 (+5)

Saving Throws Dex +8, Con +11, Wis +10, Cha +11

Skills Acrobatics +8, Perception +16

Damage Immunities lightning, thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Primordial

Challenge 18 (20,000 XP)

Proficiency Bonus +6

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

At will: *gale force*, *gust of wind*, *lightning cage*, *shocking grasp*

3/day each: *lightning bolt*, *lightning chain*, *sleet storm*, *torrential sphere*, *zephyr shredder*

2/day each: *control weather*, *static field*, *wind wall*

1/day each: *chain lightning*, *tornado*

Legendary Resistance (1/Day). If the Hurricane Drake fails a saving throw, it can choose to succeed instead.

Storm Born. The Hurricane Drake has advantage on saving throws against spells and other magical effects. Additionally, it can exist comfortably within any storm, regardless of its natural or magical origins and takes no damage from it.

Wind Walking. Difficult terrain created by wind or storms doesn't cost the Hurricane Drake extra movement.

ACTIONS

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage plus 7 (2d6) lightning damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

Frightful Presence. Each creature of the drake's choice within 120 feet of it and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the drake's Frightful Presence for the next 24 hours.

Storm Breath (Recharge 5–6). The Hurricane Drake exhales a blast of tempestuous wind in a 90-foot cone. Each creature in that area must make a DC 21 Strength saving throw, taking 55 (10d10) bludgeoning damage and being pushed 60 feet away on a failed save, or half as much damage and not being pushed on a successful one. Unsecured objects are also pushed 60 feet away from the drake.

LEGENDARY ACTIONS

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

Detect. The Hurricane Drake makes a Wisdom (Perception) check.

Tail Attack. The Hurricane Drake makes a tail attack.

Cast Spell (Costs 2 Actions). The Hurricane Drake casts a spell with its Innate Spellcasting trait.

Wing Attack (Costs 2 Actions). The Hurricane Drake beats its wings. Each creature within 15 feet of the drake must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The drake can then fly up to half its flying speed.

CHAOS INCARNATE

Chaos Incarnate is a terrifying embodiment of pure elemental chaos, an ever-shifting amalgam of swirling acid, fire, frost, lightning, and earth. This gargantuan entity constantly changes form, attuning to different elements with every passing moment. Lava and ice flow seamlessly around stormclouds, crashing waves, and molten rock, while earthen debris grinds against each other in constant turmoil. The creature embodies the fundamental forces of nature, with winds howling and tides crashing against mountains and molten lava. Moving like a colossal storm, it leaves a trail of devastation wherever it goes, twisting the world to its chaotic will.

Legends suggest that Chaos Incarnate was born during the collapse of the ancient elemental realms, a cataclysm that shattered the boundaries between the elemental planes. As a result, the behemoth embodies instability and unpredictability. It has no loyalty or goal beyond embodying raw destruction, twisting the very fabric of the elemental planes to its whim.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Chaos Incarnate takes a lair action to cause one of the following chaotic effects. Roll 1d6 to determine the effect:

- **Lava Torrent:** A river of molten lava erupts from the ground within 120 feet of Chaos Incarnate in a 60-foot line, 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much on a successful one.
- **Static Cyclone:** A vortex of lightning and thunder swirls around a point within 120 feet of Chaos Incarnate. Each creature within a 30-foot radius of that point must succeed on a DC 22 Constitution saving throw or take 27 (6d8) lightning damage and 27 (6d8) thunder damage.
- **Frigid Deluge:** An icy downpour floods an area in a 40-foot radius within 120 feet of Chaos Incarnate. Each creature in that area must make a DC 22 Constitution saving throw, taking 28 (8d6) cold damage and gaining a level of exhaustion on a failed save, or half as much damage and not taking a level of exhaustion on a successful one.

- **Acid Rain:** Corrosive acid rain drenches a 60-foot radius around a point within 120 feet of Chaos Incarnate. Each creature in that area must succeed on a DC 22 Dexterity saving throw or take 35 (10d6) acid damage.
- **Stone Pummeling:** Earth and stone rise and rain down on a 30-foot square centered on a point within 90 feet of Chaos Incarnate. Each creature in that area must make a DC 22 Dexterity saving throw, taking 40 (9d8) bludgeoning damage on a failed save or half as much on a successful one.
- **Elemental Chaos:** The air around Chaos Incarnate crackles and shimmers as it draws raw elemental energy into itself, regaining 50 hit points and emitting a wave of disruptive energy. Each creature within 120 feet of Chaos Incarnate must succeed on a DC 22 Wisdom saving throw or be stunned until the end of its next turn.

REGIONAL EFFECTS

The area within 10 miles of Chaos Incarnate's lair is marked by elemental chaos:

- **Unstable Weather:** The region experiences wildly fluctuating weather, shifting rapidly from intense thunderstorms to burning heat, blizzards, and torrential rains.
- **Chaotic Tides:** Rivers and lakes rise and fall unpredictably, surging and flooding or retreating into drought-like conditions.
- **Shifting Ground:** Earthquakes, fissures, and landslides make travel treacherous, while geysers spout steam, lava, or poisonous gases.
- **Magical Distortion:** Spells related to specific elements may fail, amplify, or produce different effects. Additionally, magical items with elemental affinities become unstable.
- **Elemental Aberrations:** Creatures with conflicting elements, like fire and air elementals, roam the area, drawn by the chaotic energies. Their behavior becomes increasingly erratic and aggressive as they approach the epicenter.
- **Chaotic Nexus:** The barrier between the material and elemental planes becomes unstable, causing spontaneous portals to open and close throughout the region. These portals occasionally bring elemental creatures or unleash surges of elemental energy, causing random explosions, bursts of flames, freezing winds, or electrical discharges that make travel hazardous.



CHAOS INCARNATE

Gargantuan elemental, chaotic neutral

Armor Class 23 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 50 ft., fly 60 ft. (hover), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	18 (+4)	30 (+10)	20 (+5)	22 (+6)	26 (+8)

Saving Throws Str +19, Dex +13, Con +19, Wis +15

Skills Arcana +14, Insight +15, Perception +15

Damage Resistances acid, cold, fire, force, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities 1 between acid, cold, fire, force, lightning, or thunder (roll a d6 at the start of its turn to determine the immunity.)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses truesight 240 ft., passive Perception 25

Languages Primordial, telepathy 120 ft.

Challenge 30 (155,000 XP) **Proficiency Bonus** +9

Chaotic Form. When a creature touches or hits Chaos Incarnate with a melee attack for the first time in a turn, it must succeed on a DC 20 Wisdom saving throw or be affected by one of the following conditions for 1 minute (roll 1d4):

d4 Roll	Condition
1	Charmed
2	Frightened
3	Paralyzed
4	Blinded

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Elemental Vortex. The air around Chaos Incarnate swirls with elemental energy. Creatures that end their turn within 20 feet of Chaos Incarnate must make a DC 25 Dexterity saving throw or take 13 (3d8) elemental damage of the type Chaos Incarnate is currently immune to.

Legendary Resistance (5/Day). If Chaos Incarnate fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Chaos Incarnate uses Elemental Maelstrom if available. It then makes three attacks: one with its slam, one with its bite, and one with its energy blast.

Slam. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 46 (8d8 + 10) bludgeoning damage plus 21 (6d6) damage of the type Chaos Incarnate is currently immune to.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 38 (8d6 + 10) piercing damage plus 21 (6d6) damage of the type Chaos Incarnate is currently immune to.

Energy Blast. *Ranged Weapon Attack:* +19 to hit, range 120 ft., one target. *Hit:* 44 (8d10) damage of the type Chaos Incarnate is currently immune to.

Elemental Maelstrom (Recharge 5-6). Chaos Incarnate conjures a vortex of chaotic elemental energy that erupts in a 120-foot cone. Each creature in the cone must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 70 (20d6) damage from a random element and is affected by a random condition for 1 minute (roll 1d6 for element and 1d4 for condition):

d6 Roll	Element
1	Acid
2	Cold
3	Fire
4	Lightning
5	Thunder
6	Force

d4 Roll	Condition
1	Charmed
2	Frightened
3	Blinded
4	Paralyzed

On a successful save, a creature takes half damage and is not affected by the condition. A creature affected by a condition can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wrath of Chaos (Recharge 6). Chaos Incarnate summons a chaotic storm of swirling elemental energies. Each creature other than Chaos Incarnate within 60 feet must make a DC 25 Constitution saving throw. On a failed save, a creature is pushed back 40 feet, takes 88 (16d10) damage, and is stunned until the end of its next turn. Roll 1d6 to determine the elemental damage type (1: acid, 2: cold, 3: fire, 4: lightning, 5: thunder, 6: force).

BONUS ACTIONS

Elemental Shift. Chaos Incarnate shifts into pure elemental energy and reappears up to 60 feet away. Each creature within 10 feet of Chaos Incarnate's original location must succeed on a DC 25 Dexterity saving throw or take 45 (10d8) damage of the type Chaos Incarnate is currently immune to.

REACTIONS

Elemental Retaliation. When Chaos Incarnate takes damage from a spell or an attack, it releases a burst of chaotic energy. Each creature within 30 feet of it must succeed on a DC 25 Constitution saving throw or take 44 (8d10) damage of the type Chaos Incarnate is currently immune to and be knocked prone.

LEGENDARY ACTIONS

Chaos Incarnate can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Chaos Incarnate regains spent legendary actions at the start of its turn.

Detect. Chaos Incarnate makes a Wisdom (Perception) check.

Elemental Switch. Chaos Incarnate changes the element it is currently attuned to. Roll a d6 to change its damage immunity to the corresponding result until the start of its next turn.

Bite (Costs 2 Actions). Chaos Incarnate makes one bite attack.

Elemental Whirlwind (Costs 3 Actions). Chaos Incarnate summons an elemental whirlwind that rages around it in a 60-foot radius centered on itself. Each creature other than Chaos Incarnate within this area must succeed on a DC 25 Dexterity saving throw or take 55 (10d10) damage of the type Chaos Incarnate is currently immune to.

Chaos Eruption (Recharge 5-6)(Costs 4 Actions). Chaos Incarnate releases a powerful burst of elemental energy in a 120-foot radius around itself. Each creature within the area other than Chaos Incarnate must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 88 (16d10) damage of the type Chaos Incarnate is currently immune to and is stunned until the end of its next turn. On a successful save, the creature takes half as much damage and isn't stunned.

SHIFTING DAMAGE IMMUNITY

At the start of its turn, Chaos Incarnate's damage immunity shifts to a new element. Roll a d6 to determine which of the following damage types Chaos Incarnate becomes immune to until the start of its next turn: acid, cold, fire, force, lightning, or thunder.

Depending on its current damage immunity, some of Chaos Incarnate's attacks and abilities that deal elemental damage will also shift to that type. For example, if Chaos Incarnate is immune to fire damage at the start of its turn, its slam attack will deal fire damage in addition to its base bludgeoning damage.