

FOUL EARTH

Huge • Elemental • Neutral Evil

Armor Class 15

Initiative +0 (10)

Hit Points 149 (13d12 + 65)

Speed 30 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 20 (+5) | 6 (-2) | 10 (+0) | 7 (-2) |

Saving Throws Str +8

Skills Athletics +8

Damage Resistances necrotic

Damage Immunities poison

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

Senses darkvision 60 ft., tremorsense 150 ft., passive Perception 10

Languages Primordial (Terran)

CR 9 (XP 5,000, PB +4)



Amorphous. The elemental can move through a space as narrow as 1 foot wide without squeezing.

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

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 23 (3d12 + 4) bludgeoning damage plus 33 (6d10) necrotic damage.

Rot (Recharges after a Rest). *Constitution Saving Throw:* DC 17, each creature in contact with the ground in a 20-foot emanation originating from the elemental. *Failure:* 32 (5d12) necrotic damage. *Success:* Half damage.

Spellcasting. The elemental casts one of the following spells, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 17):

1/day: *blight (level 6)*, *move earth*

BONUS ACTIONS

Grave (Recharge 6). *Strength Saving Throw:* DC 16, one creature standing on the ground within 30 feet of the elemental that it can see. *First Failure:* The target is knocked prone, restrained, and gains half cover as its lower body sinks into the earth. The creature must repeat the saving throw at the end of its next turn. *Second Failure:* The target becomes blinded, gains full cover, and starts to suffocate as it is completely buried. The effects last until the target or creature within 5 feet uses an action to make a successful DC 16 Strength check, freeing the target and ending the effect. The check is made with disadvantage if the target is completely buried.

FOUL EARTH — WEAKER

Armor Class 15

Initiative +0 (10)

Hit Points 115 (11d12 + 44)

Speed 30 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 10 (+0) | 18 (+4) | 6 (-2) | 10 (+0) | 7 (-2) |

Saving Throws Str +8

Skills Athletics +8

Damage Resistances necrotic; bludgeoning, piercing, slashing from nonmagical

Damage Immunities poison

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

Senses darkvision 60 ft., tremorsense 150 ft., passive Perception 10

Languages Primordial (Terran)

CR 6 (XP 2,300, PB +3)



Amorphous. The elemental can move through a space as narrow as 1 foot wide without squeezing.

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

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +6, reach 10 ft. *Hit:* 14 (2d10 + 3) bludgeoning damage plus 27 (5d10) necrotic damage.

Rot (Recharges after a Rest). *Constitution Saving Throw:* DC 15, each creature in contact with the ground in a 15-foot emanation originating from the elemental. *Failure:* 26 (4d12) necrotic damage. *Success:* Half damage.

FOUL EARTH — STRONGER

Armor Class 15

Hit Points 212 (17d12 + 102)

Speed 30 ft., burrow 30 ft.

Initiative +0 (10)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 10 (+0) | 22 (+6) | 6 (-2) | 10 (+0) | 7 (-2) |

Saving Throws Str +8

Skills Athletics +8

Damage Resistances necrotic; bludgeoning, piercing, slashing from nonmagical

Damage Immunities poison

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

Senses darkvision 60 ft., tremorsense 150 ft., passive Perception 10

Languages Primordial (Terran)

CR 12 (XP 8,400, PB +4)

Amorphous. The elemental can move through a space as narrow as 1 foot wide without squeezing.

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

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 31 (4d12 + 5) bludgeoning damage plus 44 (8d10) necrotic damage.

Rot (Recharge 6). *Constitution Saving Throw:* DC 18, each creature in contact with the ground in a 30-foot emanation originating from the elemental. *Failure:* 45 (7d12) necrotic damage. *Success:* Half damage.

Spellcasting. The elemental casts one of the following spells, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 15):

1/day: *blight*, *move earth*

BONUS ACTIONS

Grave (1/Day). *Strength Saving Throw:* DC 14, one creature standing on the ground within 30 feet of the elemental that it can see. *First Failure:* The target is knocked prone, restrained, and gains half cover as its lower body sinks into the earth. The creature must repeat the saving throw at the end of its next turn. *Second Failure:* The target becomes blinded, gains full cover, and starts to suffocate as it is completely buried. The effects last until the target or creature within 5 feet uses an action to make a successful DC 14 Strength check, freeing the target and ending the effect. The check is made with disadvantage if the target is completely buried.



Spellcasting. The elemental casts one of the following spells, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 18):

2/day: *blight (level 8)*, *move earth*

BONUS ACTIONS

Grave (Recharge 5-6). *Strength Saving Throw:* DC 17, one creature standing on the ground within 30 feet of the elemental that it can see. *First Failure:* The target is knocked prone, restrained, and gains half cover as its lower body sinks into the earth. The creature must repeat the saving throw at the end of its next turn. *Second Failure:* The target becomes blinded, gains full cover, and starts to suffocate as it is completely buried. The effects last until the target or creature within 5 feet uses an action to make a successful DC 17 Strength check, freeing the target and ending the effect. The check is made with disadvantage if the target is completely buried.