

ELEMENTAL CHAOS, MAELSTROM

Medium • Elemental (Titan) • Chaotic Neutral

Armor Class 24	Initiative -5 (5)
Hit Points 210 (20d8 + 120)	
Speed 0 ft., fly 10 ft. (hover)	

STR	DEX	CON	INT	WIS	CHA
25 (+7)	1 (-5)	23 (+6)	8 (-1)	16 (+3)	19 (+4)

Saving Throws Str +14, Int +6, Cha +11
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities cold, fire, lightning, poison
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses blindsight 120 ft., passive Perception 13
Languages Primordial (as if four elementals speak at the same time)
CR 23 (50,000 XP; PB +7)



Avoidance. If the elemental is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Elemental Maelstrom. While in a 30-foot emanation originating from the elemental, creatures that start their turn take 10 (3d6) bludgeoning damage plus 10 (3d6) cold damage plus 10 (3d6) fire damage plus 10 (3d6) lightning damage. Additionally, the area is lightly obscured and counts as difficult terrain for creatures other than Elementals.

Legendary Resistance (3/Day). If the elemental fails a saving throw, it can choose to succeed instead. When it does so, roll a d4 to determine to which damage type the elemental becomes vulnerable (temporarily overwriting the resistance or immunity) until the end of its next turn: 1 – bludgeoning, piercing, or slashing, 2 – cold, 3 – fire, or 4 – lightning.

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

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

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

ACTIONS

Elemental Rifts. The elemental conjures three randomly determined mephitis in unoccupied spaces it can see within 120 feet. Roll a d6 for each rift to determine the kind of mephitis: 1 – dust mephitis, 2 – ice mephitis, 3 – magma mephitis, 4 – mud mephitis, 5 – smoke mephitis, or 6 – steam mephitis.

BONUS ACTIONS

Gravitas (Recharge 4-6). *Strength Saving Throw:* DC 21, each creature in a 300-foot emanation originating from the elemental. *Failure:* The target is pulled 50 feet towards the elemental.

REACTIONS

Intercept. *Trigger:* The elemental is hit by a ranged attack roll. *Response:* The elemental adds 7 to its AC against that attack, possibly causing it to miss.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the elemental can expend a use to take one of the following actions. The elemental regains all expended uses at the start of each of its turns.

Explode. Up to three mephitis within 120 feet of the elemental can use their reaction to move up to their speed. Then they explode and die, activating their Death Burst trait. When activated this way, the range of Death Burst is doubled and it has a DC of 21.

Quake. *Strength Saving Throw:* DC 21, each creature in a 300-foot emanation originating from the elemental. *Failure:* The target is knocked prone. *Failure or Success:* The elemental can't take this action again until the start of its next turn.

Rift. The elemental uses its Elemental Rifts.

ELEMENTAL CHAOS, MAELSTROM — WEAKER

Medium • Elemental (Titan) • Chaotic Neutral

Armor Class 22	Initiative -5 (5)
Hit Points 180 (19d8 + 95)	
Speed 0 ft., fly 10 ft. (hover)	

STR	DEX	CON	INT	WIS	CHA
23 (+6)	1 (-5)	21 (+5)	8 (-1)	16 (+3)	17 (+3)

Saving Throws Str +12, Int +5, Cha +9
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities cold, fire, lightning, poison
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses blindsight 120 ft., passive Perception 13
Languages Primordial (as if four elementals speak at the same time)
CR 20 (XP 25,000; PB +6)



Avoidance. If the elemental is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Elemental Maelstrom. While in a 30-foot emanation originating from the elemental, creatures that start their turn take 7 (2d6) bludgeoning damage plus 7 (2d6) cold damage plus 7 (2d6) fire damage plus 7 (2d6) lightning damage. Additionally, the area is lightly obscured and counts as difficult terrain for creatures other than Elementals.

Legendary Resistance (3/Day). If the elemental fails a saving throw, it can choose to succeed instead. When it does so, roll a d4 to determine to which damage type the elemental becomes vulnerable (temporarily overwriting the resistance or immunity) until the end of its next turn: 1 – bludgeoning, piercing, or slashing, 2 – cold, 3 – fire, or 4 – lightning.

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

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

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

ACTIONS

Elemental Rifts. The elemental conjures two randomly determined mephitis in unoccupied spaces it can see within 120 feet. Roll a d6 for each rift to determine the kind of mephitis: 1 – dust mephitis, 2 – ice mephitis, 3 – magma mephitis, 4 – mud mephitis, 5 – smoke mephitis, or 6 – steam mephitis.

BONUS ACTIONS

Gravitas (Recharge 4-6). *Strength Saving Throw:* DC 19, each creature in a 300-foot emanation originating from the elemental. *Failure:* The target is pulled 50 feet towards the elemental.

REACTIONS

Intercept. *Trigger:* The elemental is hit by a ranged attack roll. *Response:* The elemental adds 6 to its AC against that attack, possibly causing it to miss.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the elemental can expend a use to take one of the following actions. The elemental regains all expended uses at the start of each of its turns.

Explode. Up to two mephitis within 120 feet of the elemental can use their reaction to move up to their speed. Then they explode and die, activating their Death Burst trait. When activated this way, the range of Death Burst is doubled and it has a DC of 19.

Quake. *Strength Saving Throw:* DC 19, each creature in a 300-foot emanation originating from the elemental. *Failure:* The target is knocked prone. *Failure or Success:* The elemental can't take this action again until the start of its next turn.

Rift. The elemental uses its Elemental Rifts.

ELEMENTAL CHAOS, MAELSTROM — STRONGER

Medium • Elemental (Titan) • Chaotic Neutral

Armor Class 26 **Initiative** -5 (5)
Hit Points 253 (22d8 + 154)
Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	1 (-5)	24 (+7)	8 (-1)	18 (+4)	20 (+5)

Saving Throws Str +16, Int +7, Cha +13
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities cold, fire, lightning, poison
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses blindsight 120 ft., passive Perception 14
Languages Primordial (as if four elementals speak at the same time)
CR 26 (XP 90,000; PB +8)



Avoidance. If the elemental is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Elemental Maelstrom. While in a 30-foot emanation originating from the elemental, creatures that start their turn take 14 (4d6) bludgeoning damage plus 14 (4d6) cold damage plus 14 (4d6) fire damage plus 14 (4d6) lightning damage. Additionally, the area is lightly obscured and counts as difficult terrain for creatures other than Elementals.

Legendary Resistance (4/Day). If the elemental fails a saving throw, it can choose to succeed instead. When it does so, roll a d4 to determine to which damage type the elemental becomes vulnerable (temporarily overwriting the resistance or immunity) until the end of its next turn: 1 – bludgeoning, piercing, or slashing, 2 – cold, 3 – fire, or 4 – lightning.

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

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

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

ACTIONS

Elemental Rifts. The elemental conjures four randomly determined mephitis in unoccupied spaces it can see within 120 feet. Roll a d6 for each rift to determine the kind of mephitis: 1 – dust mephitis, 2 – ice mephitis, 3 – magma mephitis, 4 – mud mephitis, 5 – smoke mephitis, or 6 – steam mephitis.

BONUS ACTIONS

Gravitas (Recharge 4-6). *Strength Saving Throw:* DC 23, each creature in a 300-foot emanation originating from the elemental. *Failure:* The target is pulled 50 feet towards the elemental.

REACTIONS

Intercept. *Trigger:* The elemental is hit by a ranged attack roll. *Response:* The elemental adds 8 to its AC against that attack, possibly causing it to miss.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the elemental can expend a use to take one of the following actions. The elemental regains all expended uses at the start of each of its turns.

Explode. Up to four mephitis within 120 feet of the elemental can use their reaction to move up to their speed. Then they explode and die, activating their Death Burst trait. When activated this way, the range of Death Burst is doubled and it has a DC of 23.

Quake. *Strength Saving Throw:* DC 23, each creature in a 300-foot emanation originating from the elemental. *Failure:* The target is knocked prone. *Failure or Success:* The elemental can't take this action again until the start of its next turn.

Rift. The elemental uses its Elemental Rifts.