

# ELEMENTAL CHAOS, TITAN

Gargantuan • Elemental (Titan) • Chaotic Neutral

**Armor Class** 21

**Initiative** +0 (10)

**Hit Points** 280 (17d20 + 102)

**Speed** 30 ft., burrow 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	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 (XP 50,000; PB +7)



**Elemental Collision.** Once per round, when the elemental takes at least 50 damage in a single round, parts break off. Roll a d6 to determine the effect.

1. Dust Cloud. *Constitution Saving Throw:* DC 21, each creature in a 100-foot emanation originating from the elemental. *Failure:* The target becomes blinded until the end of its next turn.
2. Frost Shard. *Dexterity Saving Throw:* DC 21, each creature in a 15-foot-radius sphere centered on a point that the elemental can see within 90 feet. *Failure:* 15 (6d4) piercing damage.
3. *Dexterity Saving Throw:* DC 21, each creature in a 30-foot emanation originating from the elemental. *Failure:* 10 (3d6) fire damage. *Success:* Half damage.
4. Mud Drops. *Strength Saving Throw:* DC 21, each creature in a 30-foot emanation originating from the elemental. *Failure:* The target becomes restrained (escape DC 21). *Failure or Success:* The area becomes difficult terrain for 1 minute for creatures other than the elemental.
5. Smoke Vent. The area in a 90-foot cone, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.
6. Until the start of its next turn, creatures have disadvantage on attack rolls against the elemental. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

**Elemental Demise.** When the elemental drops to 0 hit points, its body breaks down and it immediately assumes its [elemental chaos, maelstrom](#) form. Its initiative count doesn't change.

**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

**Multiattack.** The elemental makes two Slam attacks.

**Slam.** *Melee Weapon Attack:* +14, reach 10 ft. Hit: 26 (3d12 + 7) damage. Roll 1d4 to determine the damage type of the attack: 1 - bludgeoning, 2 - cold, 3 - fire, or 4 - lightning.

## 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.*

**Heavy Step.** The elemental moves up to half its speed. Each creature within 5 feet of the elemental as it moves is targeted once by the following effect. *Strength Saving Throw:* DC 22. *Failure:* The target is knocked prone.

**Slam.** The elemental makes a Slam attack.

**Sunder.** *Dexterity Saving Throw:* DC 22, each creature in a 100-foot-long, 10-foot-wide line. *Failure:* 27 (6d8) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The elemental can't take this action again until the start of its next turn.

# ELEMENTAL CHAOS, TITAN — WEAKER

Gargantuan • Elemental (Titan) • Chaotic Neutral

**Armor Class** 20

**Initiative** +0 (10)

**Hit Points** 232 (15d20 + 75)

**Speed** 30 ft., burrow 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	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)



**Elemental Collision.** Once per round, when the elemental takes at least 50 damage in a single round, parts break off. Roll a d6 to determine the effect.

1. Dust Cloud. *Constitution Saving Throw:* DC 19, each creature in a 100-foot emanation originating from the elemental. *Failure:* The target becomes blinded until the end of its next turn.
2. Frost Shard. *Dexterity Saving Throw:* DC 19, each creature in a 15-foot-radius sphere centered on a point that the elemental can see within 90 feet. *Failure:* 10 (4d4) piercing damage.
3. *Dexterity Saving Throw:* DC 19, each creature in a 30-foot emanation originating from the elemental. *Failure:* 7 (2d6) fire damage. *Success:* Half damage.
4. Mud Drops. *Strength Saving Throw:* DC 19, each creature in a 30-foot emanation originating from the elemental. *Failure:* The target becomes restrained (escape DC 19). *Failure or Success:* The area becomes difficult terrain for 1 minute for creatures other than the elemental.
5. Smoke Vent. The area in a 90-foot cone, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.
6. Until the start of its next turn, creatures have disadvantage on attack rolls against the elemental. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

**Elemental Demise.** When the elemental drops to 0 hit points, its body breaks down and it immediately assumes its [elemental chaos, maelstrom](#) form. Its initiative count doesn't change.

**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

**Multiattack.** The elemental makes two Slam attacks.

**Slam. Melee Weapon Attack:** +12, reach 10 ft. Hit: 20 (2d12 + 7) damage. Roll 1d4 to determine the damage type of the attack: 1 - bludgeoning, 2 - cold, 3 - fire, or 4 - lightning.

## 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.*

**Heavy Step.** The elemental moves up to half its speed. Each creature within 5 feet of the elemental as it moves is targeted once by the following effect. *Strength Saving Throw:* DC 20. *Failure:* The target is knocked prone.

**Slam.** The elemental makes a Slam attack.

**Sunder.** *Dexterity Saving Throw:* DC 20, each creature in a 100-foot-long, 10-foot-wide line. *Failure:* 18 (4d8) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The elemental can't take this action again until the start of its next turn.

# ELEMENTAL CHAOS, TITAN — STRONGER

Gargantuan • Elemental (Titan) • Chaotic Neutral

**Armor Class** 22

**Initiative** +0 (10)

**Hit Points** 332 (19d20 + 133)

**Speed** 30 ft., burrow 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	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)



**Elemental Collision.** Once per round, when the elemental takes at least 50 damage in a single round, parts break off. Roll a d6 to determine the effect.

1. Dust Cloud. *Constitution Saving Throw:* DC 23, each creature in a 100-foot emanation originating from the elemental. *Failure:* The target becomes blinded until the end of its next turn.
2. Frost Shard. *Dexterity Saving Throw:* DC 23, each creature in a 15-foot-radius sphere centered on a point that the elemental can see within 90 feet. *Failure:* 20 (8d4) piercing damage.
3. *Dexterity Saving Throw:* DC 23, each creature in a 30-foot emanation originating from the elemental. *Failure:* 14 (4d6) fire damage. *Success:* Half damage.
4. Mud Drops. *Strength Saving Throw:* DC 23, each creature in a 30-foot emanation originating from the elemental. *Failure:* The target becomes restrained (escape DC 23). *Failure or Success:* The area becomes difficult terrain for 1 minute for creatures other than the elemental.
5. Smoke Vent. The area in a 90-foot cone, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.
6. Until the start of its next turn, creatures have disadvantage on attack rolls against the elemental. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

**Elemental Demise.** When the elemental drops to 0 hit points, its body breaks down and it immediately assumes its [elemental chaos, maelstrom](#) form. Its initiative count doesn't change.

**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

**Multiattack.** The elemental makes two Slam attacks.

**Slam. Melee Weapon Attack:** +16, reach 10 ft. Hit: 35 (5d10 + 8) damage. Roll 1d4 to determine the damage type of the attack: 1 - bludgeoning, 2 - cold, 3 - fire, or 4 - lightning.

## 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.*

**Heavy Step.** The elemental moves up to half its speed. Each creature within 5 feet of the elemental as it moves is targeted once by the following effect. *Strength Saving Throw:* DC 24. *Failure:* The target is knocked prone.

**Slam.** The elemental makes a Slam attack.

**Sunder.** *Dexterity Saving Throw:* DC 24, each creature in a 100-foot-long, 10-foot-wide line. *Failure:* 40 (9d8) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The elemental can't take this action again until the start of its next turn.