

Battlefield Elemental

Huge elemental, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 30 ft., burrow 30 ft.

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

Damage Vulnerabilities: thunder

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

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

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

Languages Terran

Challenge 11 (7,200 XP)

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.

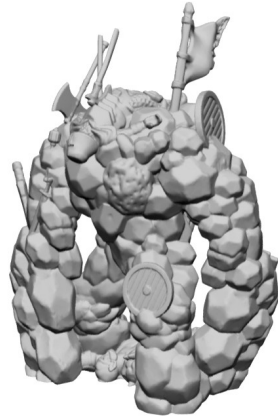
Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks. Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) bludgeoning damage. Roll a d4 each time a target is hit. On a 2, the attack also deals 1d6 piercing damage. On a 3, the attack also deals 1d6 slashing damage. On a 4, the attack also deals 1d6 piercing and 1d6 slashing damage.

Weapon Hurl. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. Hit: roll on the following charts to determine damage:

d8	Damage	d6	Type
1	8 (d4 + 6)	1-2	bludgeoning
2	9 (d6 + 6)	2-3	piercing
3-4	10 (d8 + 6)	4-6	slashing
5	11 (2d4 + 6)		
6	11 (d10 + 6)		
7	12 (d12 + 6)		
8	13 (2d6 + 6)		



It was in the year of the Silver Elm that I first encountered this abomination, and it is a day that I'll remember as long as I live.

We stood that hazy morning on the bloodied field with the victorious faithful of Valtan, the Exalt, picking through the refuse to find survivors and, in the case of the knights, putting the spear to any fallen orcs that still clung to life. Malik Stonebrow, a dwarven cleric from the Dymvalt allied to the knights, had the idea to pray to his hoary god and summon an earth elemental to aid in moving the corpses. As the spirit arose from the blood-soaked soil, I could feel that something was wrong even before it turned on us, smashing the bewildered cleric into the ground with one mighty fist riddled with blades, arrows, and other iron.

Though beyond the scope of my studies, I suspect that the psychic turmoil, fresh as it was from the battle, tainted the magics invoked, driving the elemental spirit into a crazed frenzy for the duration of its summoning. The behemoth, larger than most elementals I have witnessed, dissipated quickly after the gruesome death of its summoner; though not before taking the lives of several soldiers and a bishop that was giving last rites to the dying.

-Baymara, Grand Chronicler of High Hivald

Optional Rule: When casting *conjure elemental* to summon an earth elemental from the site of a recent battle, there is a cumulative 5% chance per freshly slain corpse laying within 20 ft. of the point of casting that the spell will summon a battlefield elemental in its place. Elementals summoned in this way are automatically free of the caster's control, and function the same as a regular out-of-control elemental except that they will crumble and disappear 1d6 rounds after killing the caster.

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