



UNREST OF THE FOUR TEMPLES

5TH EDITION ADVENTURE

DEFEAT HORDES OF ENEMIES THREATENING TO UNLEASH ANCIENT POWERS

MonkeyDM

Unrest of the Four Temples

UNREST OF THE FOUR TEMPLES IS AN ADVENTURE DESIGNED FOR 3-6 ADVENTURERS OF 10TH LEVEL, FOR USE WITH THE 5TH EDITION RULESET.



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Note

This adventure is designed to be a simple, combat-focused one-shot for characters of the 10th level. The main idea behind it was to allow for a quick and easy way for both DMs and players to get used to high level combat and playtest possible character builds. Though its story may be a little simple, the combats are all designed with separate mechanics and fun ways to play around/problem solve. If you wish to further develop on the puzzle-solving and narrative aspects of this adventure, we encourage you to! If you wish, you could even turn this one-shot into a campaign idea. The background should be a good bit of starting lore for your tastebuds. That being said, we hope you enjoy the adventure!

Background

The Elemental Bastion serves as the center of the universe. Situated in the exact middle of all humanity, this collection of karsts and temples, collectively known as The Elemental Bastion, is the only form of protection between the realms of man and the vile and primal elemental lords. Here, monks try to control the elements and keep them under control, aided by the most talented of sorcerers.

However, sometimes, due to interference with the leylines or other such issues, the Temples' inner gates break open. These openings, no matter how brief, are often cause for plenty of chaos, with elementals emerging and needing to be defeated.

Now, without anyone knowing exactly why, the elementals have begun feeling restless. The monks are slowly getting overwhelmed. Rarely have all four of the elemental temples begun shivering with such energy. Something must be done! And luckily, the party is close by.

Plot Hooks

From within an inn near The Elemental Bastion, the party checks out a questboard, only to find aid requested from the Elemental Bastion, the pay being exuberant. It's time to get rich!

Chapter 1. The Earth Temple

In which the party arrives at the sight of a disaster.

1.1. Here! Here!

Read this:

'After a good three hours of riding, your legs tire and your eyes are weary. You've not seen anything but quaint fields and forests, nothing even similar to the distress mentioned in the sheet of paper on the questboard. You were about to get 15000 gold for a days' work, but now that feels more and more unlikely. Instead, you are stuck riding your horses and looking at each other, odd as you are, banded for a job that seems unlikely, in between all the hills.'

If you are playing this adventure as a stand-alone one-shot, this is the perfect time for the characters to introduce themselves to one another. Allow them some time to describe each other, how they look, and even exchange a few words.

GM NOTE:

The starting paragraph of this adventure assumes the party has not been together in the past, but it works just fine if they already know each other. Just skip over the introductions if they already know each other.

After the party's introduced to each other, all party members with a **passive Perception above 16** see a distant stone structure, nestled in between the trees at the edge of the field. All party members may now make a **DC 18 Intelligence (Religion) check**. On a success, they notice this is The Earth Temple, one of the four elements stated on the quest bulletin. They may make a **DC 18 Wisdom (Perception) check** to look and see if anything is on the temple grounds. On a success, they notice 6 or so goat-like creatures, but whose horns glow like shiny gems, reflecting the sunlight. Upon seeing them, they may make a **DC 18 Intelligence (Arcana) check** to identify these as Gemhorn Goats, elementals of incredible rarity, but which are almost often peaceful.

Read this:

'You start making your way towards the temple, hoping that there you will find the distress you're looking for, when you hear a voice from the tall grass. It's trying to be silent, but gain your attention at the same time. "Hey, y'all! Come here! I said come here, and that's the bottom line!" The figure, a monk who seems to have dark-gray skin, with small, beady eyes and a goatee of sorts, is hiding amongst the grass, in what you now see is a small dig-out, filled with 8 other monks.'

As the party approaches, the monk will introduce themselves as Coldstone Steren Aurin.

COLDSTONE STEREN AURIN

Information: A shameless spoof on Stone Cold Steve Austin, this NPC is an earth-based monk with a Texan accent and pissed off demeanor, who'll try to get the party's attention and have them be silent. He'll serve as their main guidance during their first temple encounter.

Once the party enters the dig-out, Coldstone, whose body temperature feels very cold, will explain to the party that for some reason, there's been a large disturbance, though the reason is still unknown to him and the rest of the monks. What's for sure is that something has awoken all temples at once, and the monks are hiding, because the elementals that emerged are too strong for them to fight. All **Wisdom (Insight) checks** will reveal he is telling the truth.

He'll elaborate by telling the party that there are Gemeater Xorns, stronger than ever regular Xorns, around the Earth Temple. He'll ask the party to take care of them. As a last mention, he'll tell the party to try and protect the Gemhorn Goats, as they are amongst the few elemental species allowed on this plane, which the monks use to harvest their

horns. He'll tell the party to try and guide the Gemhorn Goats away from the Gemeater Xorns, to ensure their safety.

Lastly, Coldstone will grant the party 3 magical items to aid them in their quest: a *banishing gem*, a *elemental seal awakener* and a *disturbance-sensing gem*. He'll explain that the *banishing gem* is in case they need aid, but the other two are incredibly important. The *elemental seal awakener* should be used to close all the seals within each temple, thus regaining stability. The *disturbance-sensing gem* will be used to determine the nature of the disturbance.

GM NOTE:

If you wish to remove all narrative hints and hooks from the adventure, you may remove the disturbance-sensing gem as it only provides a little more easy puzzle-solving and checks from the party. Its removal will hardly change the course of the adventure.

ITEMS

BANISHING GEM

Wondrous Item, Very Rare

This gem has 3 charges. Once all 3 charges have been expended, the gem breaks and turns to dust. Using 1 charge, a creature holding the gem can use its action to direct the gem's power towards any target within 60 feet. The target must make a Charisma saving throw (DC 17) or be banished, as per the banishment spell. The gem requires the caster's concentration.

ELEMENTAL SEAL AWAKENER

Wondrous Item, Rare

While holding this item, a creature can, as an action, make a Intelligence (Arcana) or Wisdom (Nature) check while on top of an elemental seal. If the result is above a 17, the seal is then closed.

DISTURBANCE-SENSING GEM

Wondrous Item, Rare

While holding this gem, a creature can, as an action can activate it, sensing all plane disturbances in the surroundings. The disturbances begin to glow with a low color.

Before the party leaves with the items, he'll once again brief them on their mission. They have to do the following:

- Go to the Earth Temple
- Kill the Xorns

- Try and save the Gemhorn Goats
- Close all 3 seals in order to stabilize the temple

After they've been briefed on everything, you may proceed to the next chapter.

GM NOTE:

If you feel your party may be distracted by having this entire interaction with a funny NPC, exchange Coldstone for a monk by the name of Emerald, who is an earth genasi with green hair and green eyes. Either way, the idea is to give the party their items and directions.

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MAP 1



1.2. Hills to Climb, Goats to Save

Now that the party has everything they need, they can go to the Earth Temple and deal with the issues present there.

GM NOTE: Before getting any further, it should be stated that each temple map (there are four of them) have Lair Actions of their own and follow the same area numbering pattern:

- Area 1 is where the party enters through
- Areas 2, 3 and 4 are the seals.
- Area 5 is a special area, specific to each temple.

In order to close a seal, the party member holding the *elemental seal awakener* must stand within 10 feet of a seal's area and activate the item. Once all three seals have been closed, the Temple's Lair Actions will stop.

Give the players some time to devise a plan, ask them if they wish to go forth stealthily or not, then bring them to the Earth Temple (map 1). Place 5 **gemhorn goats** around the map, with at least 2 on area 2. As the party arrives, they will look at them, but not move for now.

AREAS OF THE EARTH TEMPLE

AREA 1 - ARRIVAL POINT

The party arrives here.

AREA 2 - FIRST SEAL

The area of the first seal.

AREA 3 - SECOND SEAL

The area of the second seal.

AREA 4 - THIRD SEAL

The area of the third seal.

AREA 5 - THE FALL

If any creature is shoved from this point, they must make a **DC 20 Dexterity (Acrobatics) check**. On a fail, they begin to fall from the top of the temple. They fall for 2 turns, before taking 12d6 bludgeoning damage.

If the party wants to approach stealthily, have them roll a **DC 18 Dexterity (Stealth) check**. If there are more successes than failures, the party is safe for now and may proceed. They can go forth and awaken seals in initiative order. If they ever frighten a **gemhorn goat** (as per the *Frightful* ability in their statblock), they will prompt the attack of **2 gemeater**

xorns. If there are more failures to begin with, the **2 gemeater xorns** will sense them and emerge from the ground and instantly attack the party.

If the party chooses to not arrive stealthily at all, they will instantly be attacked by **2 gemeater xorns**.

Once the party has rolled initiative for their encounter with the **2 gemeater xorns** and the **5 gemhorn goats**, the temple's Lair Actions will also activate. The gemeater xorns will focus on the party, but, if they end up within 5 feet of a **gemhorn goat** or get low on hit points, they will try to use their *Gem Gorge* ability.

LAIR ACTIONS

Every round, at initiative 20 (losing initiative ties), the Earth Temple will take a lair action to cause one of the following effects; the Earth Temple can't use the same effect two rounds in a row:

-The Earth Temple will begin to shake, forming a miniature earthquake. Until next round on initiative 20, the entire temple is difficult terrain. Additionally, creatures have disadvantage on Strength checks and saving throws.

-The Earth Temple's base cracks. Choose a 10-foot radius circle. If a creature in that area makes an attack or moves at least 10 feet in that area, it must make a **DC 18 Strength saving throw** or fall prone.

Once the party defeats all of the xorns and awakens all three seals, the Gemhorn Goats will calm down. You may proceed to the next chapter.

1.3. It's Not Here, But Where?

Read this:

'Immediately upon awakening the third seal, you hear a shout of pure joy and you watch as the monks begin to rush from afar, having examined your progress. They run towards their beloved temple, now steadied. You breathe in deep, wondering where to next.'

The party will once more be approached by Coldstone, who'll thank them for the aid. They may now use their *disturbance-sensing gem*. If they do, they'll notice there's a trail of faintly-burnt footsteps leading away from the temple. The disturbance didn't start here, but it's been through here. It's something fire-based, more likely. But where to?

The party may now choose to proceed to either of the temples. Each temple has a corresponding chapter: Air - Chapter 2, Water - Chapter 3, Fire - Chapter 4. These chapters can be followed in any order, but they must all be completed before arriving at chapter 5.

Allow the party to discuss and choose where they're headed, then proceed to the corresponding chapter.

Chapter 2. The Air Temple

In which the party moves along through to the air temple.

2.1. Arriving

Read this:

‘The path to the Air Temple is the most difficult of all. You make your way through the usual vallies, until finally, the trail leads you to an unexpected sight. A good 300 feet away, floating in the air on a cloud entirely of its own, the Air Temple floats without any issue. However, one thing you do notice is that, through the air, a few monks, all of them flying on small clouds, are running away from large wind-serpent-like creatures chasing them around. One of the monks, you see, notices you from afar and starts descending to your level.’

The party nows meets Ermetra, a half-elven monk of the Air Temple. She’ll explain to the party that if they wish to reach temple, they’ll need to make their way through the many **steelwind serpents** which have escaped their cages. She’ll tell the party that the serpents are ideally to not be harmed too much, as they are quite potent and obedient hunting companions. As such, the party should try to only dodge them until finally reaching the temple, where they can ideally awaken the seals while the monks catch the serpents.

In order to dodge the many serpents, the party can get aboard floating rocks and try to reach the temple. They must make 3 consecutive **DC 16 Dexterity (Acrobatics) checks** to fly through the serpents. On a failed check, the **2 steelwind serpents** will catch up and attack them. During this 3 round chase, party members can choose to do additional things while flying. They may calm the serpents with a **DC 20 Wisdom (Animal Handling) check**, catch them with a **DC 18 Strength (Athletics) check** or attract the serpents with a **DC 18 Charisma (Performance) check**. If a **steelwind serpent** is caught or calmed down, it will grant the creature who caught or calmed down its *Steelwind Favor*.

Once they’ve gone through three consecutive checks, the party will reach the Air Temple. Proceed to the next chapter.

2.2. Serpent-nado

Read this:

‘You step through the main gate of the Air Temple only to feel an incredibly strong wind come right back at you. You look in the middle of the temple and see a gigantic whirlwind with two small lightning-like eyes. This creature will not be easy to calm down, but you must! You look to the side of the entrance, where a severely hurt monk shouts at you. “It’s a whirlwinding elemental! Be careful!” Then, their eyes closed, exhausted from the pain.’

Bring the party to the Air Temple (Map 2). In the middle of the temple, there is **1 whirlwind elemental**, alongside **4 steelwind serpents**.

GM NOTE:

Within this map, seals are twinned. Activating a seal can be done from any of the two areas with the same number, accomplishing the same goal.

AREAS OF THE AIR TEMPLE

AREA 1 - ARRIVAL POINT

The party arrives here.

AREA 2 - FIRST SEAL

The area of the first seal.

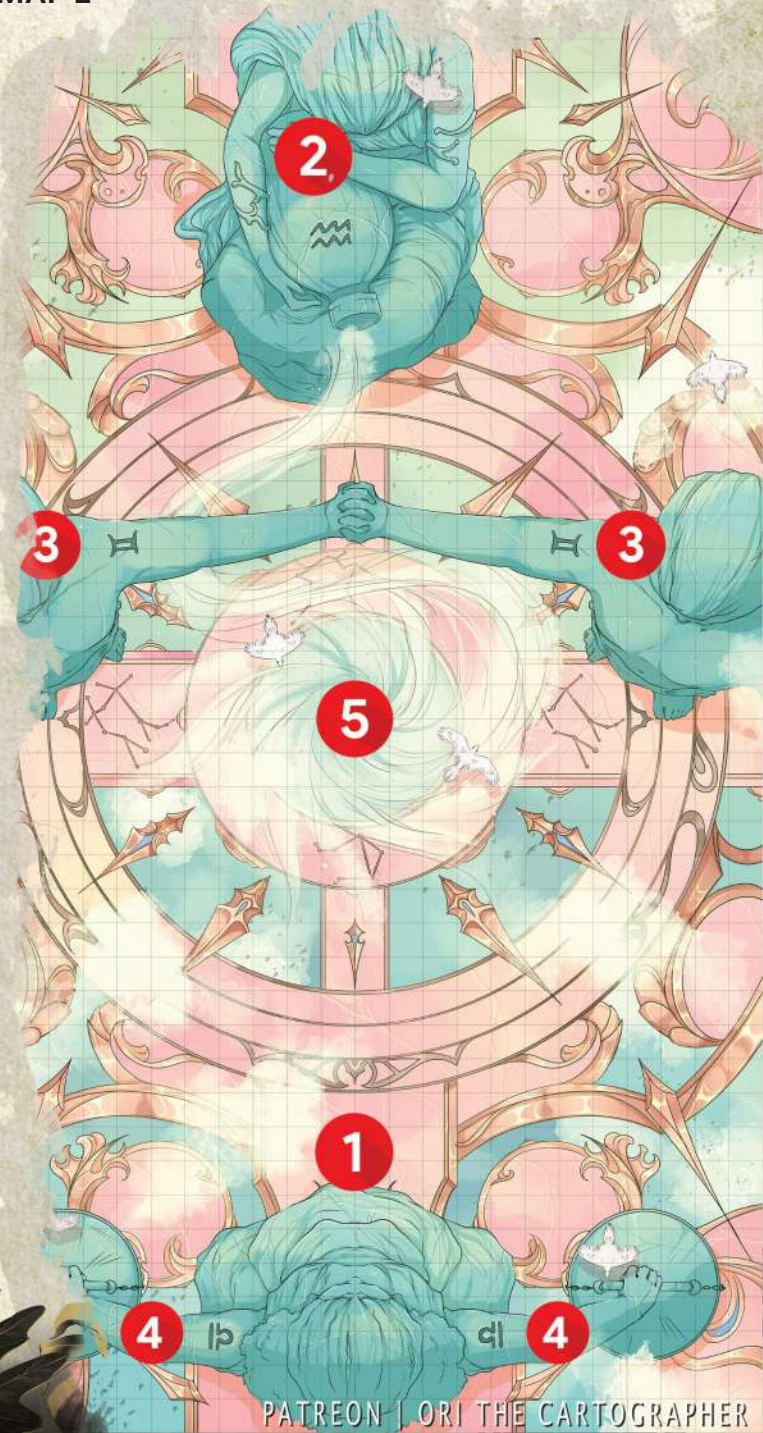
AREA 3 - SECOND SEAL

The area of the second seal.

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MAP 2



AREA 4 - THIRD SEAL

The area of the third seal.

AREA 5 - THE WHIRLWIND FLOOD

Any creature within the whirlwind who spends fifteen feet of movement or more begins to fly. They gain a flying speed of 60 feet until the end of their next turn. At the end of their next turn, if they are still flying, they begin falling.

LAIR ACTIONS

Every round, at initiative 20 (losing initiative ties), the Air Temple will take a lair action to cause one of the following effects; the Air Temple can't use the same effect two rounds in a row:

-The Air Temple will begin to form a tornado. All creatures who cannot fly must make a **DC 20 Strength saving throw** or be thrown into the air, then falling prone and taking 4d8 bludgeoning damage.

-The Air Temple uses its influence to bring wind down upon all flying beasts. All creatures who can fly must make a **DC 20 Dexterity saving throw** or be thrown to the ground, falling prone and taking 4d8 bludgeoning damage.

-The Air Temple's winds go beneath the feet of all creatures. All creatures who cannot fly must make a **DC 18 Dexterity saving throw**. On a failure, they take 2d8 bludgeoning damage. On a success, they gain a flying speed of 60 feet lasting for one minute. All creatures who can fly must make a **DC 18 Strength saving throw**. On a fail, they take 2d8 bludgeoning damage and lose their flying speed. On a success, their flying speed doubles.

After the party has awakened all seals and defeated the **whirlwind elemental**, the encounter is over and you may proceed to the next chapter. The **steelwind serpents** will ignore the party after the defeat of the elemental.

2.3. Storm's End

Read this:

'With the temple finally steadied, you instantly feel the winds die down and fade. The monks begin to fly in at a rapid pace, trying their best to gather the many frightened steelwind serpents. As for you, your journey is not yet over.'

The party can now use the *disturbance-sensing gem* to try and find the tracks of whoever was here. They'll see a minute shrine which seems to have been disturbed. A **DC 18 Intelligence (Religion) check** will reveal that this shrine was most likely the place for a genie's lamp, but there's no lamp anymore.

A **DC 18 Wisdom (Survival) check** will then reveal that the tracks lead from this temple from the Water Temple. Once the party has decided to move on to the next temple, proceed to the next chapter.

Chapter 3. The Water Temple

In which the party goes for a swim!

3.1. Arriving

Read this:

'To reach the Water Temple, you step back through the vallis and ride until you find a small riverbank, which you see is outfitted with a few canoes. You jump on board and find yourself taken by the river's course all the way to a large, shining lake. Bits of the lake, however, you now see, are frozen solid, though this should not be the case. Above, a few monks, pierced by ice, lay on the ground, with only one who is unwounded.'

The party now meets Kai, a monk of the Water Temple. Kai will tell the party that the disturbance led to the arrival of **permafrost elementals**, an evil kind of water elemental, who are trying to freeze the water temple's source solid. If they do this, who knows what may be the case? He'll ask the party to go to the source of the Water Temple, awaken the seals and protect the peaceful **truewater dolphin** which the monks use for healing their wounded.

To reach the temple, the party will have to make 3 consecutive **DC 15 Constitution saving throws** as they are going through ice-cold waters. On a failure, a party member takes 3d6 cold damage and has their movement speed reduced by 5 feet for 8 hours. This reduction stacks for each failed saving throw.

Once the party has made all their saving throws, proceed to the next chapter.

3.2. Impure Waters

Read this:

'Inside the Water Temple, the temperature is cold and unwelcoming. You see a pool of water, where a dolphin made of pure watery energy seems to slowly freeze over, surrounded by 4 permafrost elementals who are draining away its powers.'

During this encounter, the **4 permafrost elementals** will take turns in attacking the party and the **truewater dolphin**. Only half of the elementals will ever target the party at once. The party's goal is to defeat the elementals before they kill the dolphin. If the dolphin dies, it will explode with ice and all **Constitution saving throws** the party needs to do while within the temple will be made at disadvantage. When a **permafrost elemental** dies, it will drop its frozen core, which can be used at area 5.

AREAS OF THE WATER TEMPLE

AREA 1 - ARRIVAL POINT

The party arrives here.

AREA 2 - FIRST SEAL

The area of the first seal.

AREA 3 - SECOND SEAL

The area of the second seal.

AREA 4 - THIRD SEAL

The area of the third seal.

AREA 5 - THE DOLPHIN'S POOL

The **truewater dolphin** is stuck within this area and cannot move past the limits of its pool. If a party member steps within the pool, they will regain 3d8 hit points and remove all movement speed reductions. They cannot benefit from this effect more than once per day. The party can take a **permafrost elementals'** core to this pool, which will make the dolphin pulse. The **truewater dolphin** regains 30 hit points and each party member regains 15.

LAIR ACTIONS

Every round, at initiative 20 (losing initiative ties), the Water Temple will take a lair action to cause one of the following effects; the Water Temple can't use the same effect two rounds in a row:

-The Water Temple will pulse with a flood. All non-elemental creatures must make a **DC 18 Strength saving throw** or be pushed 15 feet back. Creatures with their movement speed reduced when this action takes place also take 4d6 cold damage.

-The Water Temple pulses with frost. All non-elemental creatures must make a **DC 18 Constitution saving throw**. On a failure, they have their movement speed reduced by 15 feet and take 4d6 cold damage. If their movement speed was below 15 feet already, they take 8d6 cold damage instead.

After the **permafrost elementals** are defeated and the seals awakened, regardless of if the dolphin is still alive or not, you may proceed to the next chapter.

3.3. Dried Up

Read this:

'The cold instantly gives way the moment you awaken the last of the seals. Here you are, inside another temple which you've closed down. But your work is not finished. You draw your breath for a few seconds, before you watch monks come in through the gate within the temple, thankful and yet somewhat shaken.'

The party can now use the *disturbance-sensing gem* to look for any disturbance. They will find one lily pad has some residual magical runes on it, as if there was some conjuration spell here. A **DC 18 Intelligence (Arcana) check** will reveal this was most likely a form of teleportation ploy. The disturbance originated here, but then walked away.

A **DC 18 Wisdom (Survival) check** will then reveal that the tracks lead from this temple to the Air Temple.

Once the party has decided to move on to the next temple, proceed to the next chapter.

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MAP 3



Chapter 4. The Fire Temple

In which the party tries not to burn.

4.1. Arriving

Read this:

‘Your walk through the valleys and towards the fire temple is the longest, as the temple is kept above. You have to move up and up before finally reaching a mountainous area, the valley slowly giving way to rock. And there, the higher you get, the stronger you feel the heat being. When you finally arrive, all monks you find are dead, with a single figure in the middle of it all. The figure looks at you, its feet on fire, its body swirled by elemental forces. You’re too far to stop them, but you see them, coalescing multiple elemental forces. They sigh. “No time!” With that, they raise their hand and teleport away. Left behind, you see a large and angry efreet, shaking the blood from his blade. The efreet angrily looks at where the figure once stood. “TRAITOR! Left me behind, eh? Fine! I’ll take care of these maggots!” You look at him, but something else catches your eye. Out of the many iron pots filled pools of lava, small toads emerge, made of burning embers and ready to explode. These are exploding firetoads, with which you know you must be extremely careful.’

Proceed to the next chapter.

4.2. It’s Burning

The party must now fight an **efreet** and **20 exploding firetoads**. While they may be inclined to only focus on the efreet, they need to also stop the toad flood in order to finish the encounter.

AREAS OF THE FIRE TEMPLE

AREA 1 - ARRIVAL POINT

The party arrives here.

AREA 2 - FIRST SEAL

The area of the first seal.

AREA 3 - SECOND SEAL

The area of the second seal.

AREA 4 - THIRD SEAL

The area of the third seal.

AREA 5 - THE TOAD POOLS

All areas marked with 5 create **1d6 exploding firetoads** every round at initiative 10. In order to stop this, the pools must be cooled down.

This can either be done by doing 20 cold damage to the pool (which has no AC, immunity to all damage but cold and fails all saving throws) or by destroying the pool’s iron pot, which has an AC of 18, 50 HP, immunity to poison and necrotic damage and fails all saving throws.

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MAP 4



LAIR ACTIONS

Every round, at initiative 20 (losing initiative ties), the Air Temple will take a lair action to cause one of the following effects; the Air Temple can't use the same effect two rounds in a row:

- The Fire Temple pulses with flames. All creatures must make a **DC 18 Constitution saving throw**. On a failure, they take 4d6 fire damage. On a success, they take half.
- The Fire Temple charges its flames, doing nothing. On the next round, the flame pulses will deal double damage.

After the party has awakened all seals and defeated the **efreet** and closed at least 2 areas marked with 5, you may proceed to the next chapter.

4.3. Burnout

Read this:

'Just as you feel you can't fight any longer, you see a few more firetoads begin to pour out, but your fear is answered by the resilient reinforcements who come in from the temple's entrance. Within a few minutes, the fires are controlled, the toads have all been dealt with and the temple is once again silent. You've taken care of this problem.'

The party can now use the *disturbance-sensing gem*. They sense the fires were stoked unnaturally hard, raising temperature. Someone meant for there to be toads. There's also traces of several portals. The dead efreet also could be the source of some elemental corruption. But who truly knows?

Once the party has decided to move on to the next temple, proceed to the next chapter.

Chapter 5. Unrest Ended

In which the party has final chats

5.1. The End

GM NOTE:

Proceed to this chapter only if the party's already dealt with all 4 temples and awakened the seals within all of them. If that is the case, you may proceed normally with this chapter.

Once the party's dealt with all 4 temples, they can choose to return to any of the NPCs they just met. All of them will lead them to the four Grandmasters: Watermaster Drip, Airmaster Zephyr, Firemaster Ember and Earthmaster Opal.

The four grandmasters will thank the party for their aid and say this was most likely the work of Orachi, a rogue elemental who seeks to bring about destruction and unlock the elemental lords. Orachi has been collecting the aid of genies, efreet, marids and daos and it is them that helped him pull this plan off, but they will deal with him later.

With that said, the Grandmasters will thank the party for their aid, give them 15000 gold and send them on their way, thanking them for bringing peace to the Elemental Bastion.

THE END.



Appendix: Monsters

EXPLODING FIRETOAD

Tiny elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 27 (6d4 + 12)

Speed 25 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	1 (-5)	8 (-1)	7 (-2)

Skills Perception +1, Stealth +5

Damage Immunities fire, poison

Condition Immunities blinded, exhaustion, petrified, prone, unconscious

Senses darkvision 30 ft., passive Perception 11

Languages understands Ignan

Challenge 2 (450 XP)

Standing Leap. The toad long jump is up to 10 ft. and its high jump is up to 5 ft., with or without a running start.

Lava-philious. The toad can breathe air and lava.

Chain Reaction. If an exploding firetoad explodes within 15 feet of the toad, the toad also explodes. If at least 2 toads explode in a chain reaction, the DC for all saving throws is cumulative and becomes 18.

ACTIONS

Fiery Explosion. The toad detonates itself, sending out a blast within a 15-foot radius sphere. All creatures within the area must make a DC 13 Dexterity saving throw. On a failure, they take 14 (4d4) fire damage and an additional 3 (1d4) fire damage at the start of each of their turns. On a success, they take no damage.

REACTIONS

Absorb Heat. If a target takes fire damage within 30 feet of the toad, it can use its reaction to absorb some of the residual heat. Its next Fiery Explosion will deal an additional 2d4 fire damage.

GEMHORN GOAT

Medium elemental, unaligned

Armor Class 11

Hit Points 27 (6d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	11 (+0)	3 (-4)	6 (-2)	5 (-3)

Skills Athletics +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

Charge. If the goat moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, it does so with advantage and the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone and back 20 feet.

Frightful. Gemhorn goats are extremely frightful. If a creature medium or larger walks within 10 feet of the goat, it must make a DC 13 Wisdom (Animal Handling) or Dexterity (Stealth) check. If it fails, the goat will become frightened and use its reaction to move up to its full movement in a direction directly opposite from the creature, attacking anyone it passes through with its ram attack.

On subsequent turns, the goat will use its movement to run away from the target before taking any actions.

The goat will not directly put itself in danger. If it has nowhere to move to, it will instead turn and attack the creature it is frightened of.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Survival Instincts. The goat can only be frightened of one creature. If it is frightened, it makes all its attacks at advantage.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

GEMEATER XORN

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 94 (9d8 + 54)

Speed 25 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantine

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

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

Gem Gorge. While within 5 feet of a pile of gems or a gemhorn goat, the xorn can replace its bite attack with a gem gorge on that pile or goat. The xorn eats the entirety of the pile or goat without needing to make an attack roll. It regains 35 hit points, its size increased by one, its Strength score increases by 1 and its movement speed reduces by 5 feet. This ability lasts until the Xorn is killed.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 ft. of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

PERMAFROST ELEMENTAL

Large elemental, neutral

Armor Class 18 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

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

Damage Immunities cold, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Aquan

Challenge 6 (2,300 XP)

Freezing Form. The elemental's cold atmosphere freezes those around and icicles shatter upon impact. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) cold damage.

Icebreaker. Whenever the elemental attacks a creature that has had its movement speed reduced, it deals double damage.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 4) bludgeoning damage. If the target is a creature, it must make a DC 15 Constitution saving throw or have its movement speed reduced by 5 feet.

Snap Freeze (Recharge 4-6). Each creature in within 10 feet of the elemental must make a DC 15 Constitution saving throw. On a failure, a target takes 13 (2d8 + 4) piercing damage, 6 (2d4) cold damage and they are grappled for 1 minute. They can repeat the saving throw at the end of each of their turns. On a success, they take half damage and are not grappled.

WHIRLWIND ELEMENTAL

Huge elemental, neutral

Armor Class 17 (natural armor)

Hit Points 178 (17d12 + 68)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 120 ft., passive Perception 10

Languages Auran

Challenge 10 (5,900 XP)

Whirlwind Form. The elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn or when a creature starts its turn within the elemental's space, that creature takes 9 (2d8) slashing damage and must make a DC 17 Strength saving throw or be knocked prone. Creatures who are flying have advantage on this saving throw.

Growing Force. The whirlwind gathers more air and rubble, gaining in power. At the start of each of its turns, its slam attack deal will deal 1d8 more damage than it did the turn prior. This benefit can stack infinitely. After taking 35 damage, one stack of this benefit is lost.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Stormswirl (Recharge 4-6). Each creature in the elemental's space must make a DC 17 Strength saving throw. If the saving throw is successful, the target takes half the bludgeoning damage and isn't knocked into the air. Then, any creature who is either in the air or flying must make a DC 17 Dexterity saving throw. On a failure, the creature takes 22 (4d10) lightning damage. On a success, the creature takes no damage.

TRUEWATER DOLPHIN

Medium elemental, neutral good

Armor Class 14 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	3 (-4)	10 (+0)	14 (+2)

Skills Perception +3, Stealth +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Senses darkvision 30 ft., passive Perception 13

Languages Aquan, telepathy 100 ft.

Challenge 5 (1,800 XP)

Essence of Truewater. While within 60 feet of the dolphin, any creatures it chooses regain the maximum amount of hit points from any magical means.

Underwater Camouflage. The dolphin has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The dolphin can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3).

Healing Call. The dolphin chants a healing tune to a creature of any good alignment, healing it for 14 (3d8) hit points.

THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

COVER ART BY **TITHI LUADTHONG**, USED WITH PERMISSION.

MAPS CREATED BY [ORI THE CARTOGRAPHER](#) ON PATREON.

AND NOW ONTO THE NEXT PROJECT...

CHEERS !

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A MASSIVE THANK YOU TO ALL MY PATRONS!

