Terra, Earth Guardian
Version 1.00 (February 2023)

Large Elemental, Neutral Good

Armor Class 16 Studded Leather

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	15 (+2)	14 (+2)	16 (+3)

Skills Acrobatics +10, Perception +8, Stealth +10

Damage Vulnerabilities Thunder

Damage Immunities Lightning, Poison

Condition Immunities Poisoned

Senses Darkvision 120, Passive Perception 18

Languages Aquan, Auran, Common, Ignan, Terran

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Bond of the Elements. The four elemental guardians are linked together. When one of them dies, the others gain access to new abilities, as long as they are on the same plane and fall into the same battle. All Elemental Guardians who see their fellow Guardians fall gain their abilities. If Aura dies, this creature gains access to *Typhoon*. If Ignis dies, this creature gains access to *Fire Aura*. If Aqua dies, this creature gains access to *Ice Blink*.

Ubiquity. The creature can use her movement to teleport to an unoccupied space they can see up to twice their movement. Additionally, whenever they are hit with a sickle attack, each creature of their choice within 30 ft of them suffers 3 (1d6) Slashing Damage.

Magic Absorption. Any time the creature is targeted by a spell the creature rolls 1d6. On a 1 to 5, the spell affects the creature normally. On a 6, the creature is unaffected by the spell and regains hit points to 5 times the level of the spell that triggered the effect.

Actions

Multiattack. The creature makes three sickle attacks.

Sickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) [Slashing Damage](#).

Tremor. The creature causes a tremor in the ground in a 30ft radius. Each creature other than themselves must succeed on a DC 15 Dexterity Saving Throw or be knocked [Prone](#) and then take 13 (3d8) [Bludgeoning Damage](#) if the targets fails the creature takes half damage and is not knocked [Prone](#).

Description

Each of the Elemental Guardians wears a necklace with four circular slots with gems inside. The gems are as follows: Amethyst for Air, Jade for Earth, Garnet for Fire, and Pearl for Water. Each of these gems will glow if the creature has that element within them and combines with the **Bond of the Elements Trait**.