# Guardian of the earth ruins

Large elemental, Neutral

* Armor Class 17 (Natural Armor)
* Hit Points 126 (FATBOY ALARM)
* Speed 40 ft

STR

20 (+5)

DEX

8 (-1)

CON

20 (+5)

INT

5 (-3)

WIS

10 (+0)

CHA

5 (-3)

* Damage Resistance 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 5 (1,800 XP)
* Siege Monster. The elemental deals double damage to objects and structures.

## Actions

* Multiattack. The elemental makes two attacks.
* Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* (2d8 + 5) bludgeoning damage.
* Get over here! - +4 to hit, range 40, one target Hit: (1d8+3) bludgeoning, grappled DC Athletics/Acrobatics check against golem

# Thing from the stars (crystalline man)

Large elemental, Neutral

* Armor Class 15 (Natural Armor)
* Hit Points 126 (FATBOY ALARM)
* Speed 20 ft

STR

20 (+5)

DEX

8 (-1)

CON

20 (+5)

INT

5 (-3)

WIS

10 (+0)

CHA

5 (-3)

* **Damage Resistance** Lightning, Bludgeoning from Nonmagical Attacks
* **Vulnerabilities:** Piercing
* Damage Immunities Poison
* Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious
* Senses Darkvision 60 Ft., Tremorsense 60 Ft., passive Perception 10
* Languages Undercommon
* Challenge 6-7

## Villain actions

50% hp – gain resistances, at the start of each round spawn crystalline shard (6 hp, AC 10) at the cost of 6 hp. Destroying the shard heals for 1d4, leaving the shard until the end of the round will make it explode in 60 ft range with horrific sound DC 15 dex save to dodge shards or take 3d10+4, DC 15 Const save to sustain sonar dmg or take 3d4 psychic. Saving against it will only deal half damage

## Actions

* Multiattack. The elemental makes two different attacks, one ranged and one melee.
* Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* (2d8 + 5) bludgeoning damage.
* Vorpal strike - +8 to hit, range 10 ft, one target. Hit(2d8+5) piercing + DC 15 const save bleed for 3 rounds 1d4
* Phase Gnaw – 1d6 poison dmg, DC 18 Const save blight for 3 rounds 1d10
* Paralysing Shard – range 60ft, DC 18 Constitution save, stun for 1 round
* Transfixing Shard – DC 18 DEX save, -50% move speed, -50% physical dmg, disadvantage for all saves, at the end of each turn target makes DC 18 Const save to end the effect