Elemental – Earth

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Very Rare | *Large* | *Chaotic neutral* | *Magical Beast*

This humanoid mountain of stone and earth strides forward on legs like pillars, a vast grove covering its back.

Armor Class	Hit Points	Move
18	32 *(8 Hit Dice)*	fly 180 ft

Appearing	1
Habitat	Any
Negotiation	no
Morale DC	4
Challenge	4.2 (1,260 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
3	3	0	-1	0	0

Combat

Has 1 attack. Hit Bonus +2. Damage Slam. 4d8 crushing damage damage

Special Attacks

A earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground

Petrify: If the target succeeds at a Constitution DC 19 save, it is slowed (as the spell) for 1d6 rounds instead of petrified.

Stun: If a mythic earth elemental strikes an opponent with two slams in 1 round, that creature must succeed at a Strength DC 20 save or be stunned for 1d6 rounds.

Treasure

Individual: None

Lair: None