Elemental – Water

written by CresthavenRPG Guru | January 21, 2020

Very Rare | Large | Chaotic neutral | Magical Beast

This translucent creature’s shape shifts between a spinning column of water and a crashing wave.

Armor Class	Hit Points	Move
18	40 *(10 Hit Dice)*	walk 20 ft fly 90 ft
Appearing	1	
Habitat	Coastal,Fresh Water,Salt Water,Swamp,Underground	
Negotiation	no	
Morale DC	4	
Challenge	2.8 (840 XP per monster)	

Ability Scores

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

Combat

Has 2 attacks. Hit Bonus +8. Damage Slam. 2d8 damage damage

Special Attacks

Vortex. A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water. Trapped creatures can otherwise act normally, but must succeed on a concentration check (Intelligence DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls.

Treasure

Individual: None

Lair: None