

BLUB

Blubs are small, bubble-shaped water elementals that consume the air from living creatures' lungs. Like many water elementals, blubs originate from Qhek. In the last few centuries, however, more and more have emigrated to the lakes and ponds of Odonburg, Elsath, and Aspaeth. Blubs seem to prefer hot, humid environments.

Elemental Nature. The blub does not require air, food, drink, or sleep.

BLUB

Small elemental, neutral

Armor Class 13 (natural armor)

Hit Points 15 (2d6 + 8)

Speed 0 ft., fly 30 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	18 (+4)	3 (-4)	10 (+0)	4 (-3)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Aquan but cannot speak

Challenge 1/8 (50 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Engulf. The blub moves up to its speed. Whenever the blub enters a Medium or smaller creature's space, the creature must make a DC 11 Dexterity saving throw. Creatures that do not need to breathe air automatically pass their saving throws.

On a failed saving throw, the blub engulfs the creature's head and the creature takes 3 (1d6) necrotic damage. The engulfed creature can't breathe and takes 3 (1d6) necrotic damage at the start of each of the blub's turns. When the creature moves, the blub moves with it.

An engulfed creature can try to escape by taking an action to make a DC 11 Dexterity check. On a success, the creature escapes and enters a space of its choice within 5 feet of the blub.



THE ELEMENTAL EMPIRES

Unknown to most humanoid of Casar, and Omeria in particular, Casar is home to four great elemental empires.

Vindan the Empire of Air. The soothsayers of Vindan have long known that the fate of Omeria and Casar is owned by them, and that once the world inevitably collapses into the Bane Void, the ground and sea dwelling races will be theirs to command. Until that time comes, they sit patiently in their Sky Citadels, preparing.

Chuun the Empire of Earth. Unknown to only a few humanoids of Omeria, the true power of the land lies in the stony hands of the Chuuni, the earth elementals. While the earth elementals rarely work together, their presence alone is enough to keep Omeria safe from the other elemental powers.

Shra the Empire of Fire. Shra's glory days are long past. Still, the fire elementals maintain a strong presence within the Obsidian Plain where they thrive under the direction of Minteco and her charred hordes.

Qhek the Empire of Water. Perhaps the strongest of the elemental empires, Qhek rules the oceans of Casar. Were it up to the marids who dominate the waterways, Casar would be stripped of its dry land and its land-dwelling lifeforms drowned. Fortunately, the Chuuni prevent this from ever happening.