

GEM ELEMENTALS

Not all earth elementals are walking hills of mud and dirt plodding along through dungeons, mountains, or realms of stone. Some earth elementals are literally formed from precious gems. This relationship grants them special abilities, often transforming them into dangerous foes for those who'd happen to come across one.

DIAMOND ELEMENTAL

Exactly as tough as one might expect, diamond elementals are fierce earth elementals whose body consists of hard sparkling white or yellow gems. Their makeup imbues them

DIAMOND ELEMENTAL

Large elemental, neutral

Armor Class 21 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	5 (-3)	10 (+0)	7 (-2)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Terran, telepathy 60 ft.
Challenge 9 (5,000 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Reflective Surface. Any time the diamond elemental is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the elemental is unaffected. On a 6, the elemental is unaffected, and the effect is reflected back at the caster as though it originated from the elemental, turning the caster into a target.

Siege Monster. The elemental deals double damage to objects and structures and ignores damage thresholds.

Actions

Multiattack. The elemental makes two diamond blade attacks.

Diamond Blade. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

with magical defenses and limited psychic powers.

RUBY ELEMENTAL

Smaller and faster than their earthier brethren, ruby elementals are crafted from hard, red stones. Like the other gem elementals, these earth elementals possess limited psionic powers. Ruby elementals can channel their psychic energy into powerful blasts of force energy.

Whereas traditional earth elementals and diamond elementals prefer to fight on the front lines, ruby elemental stick to the rear as ranged fighters. Still, their natural toughness makes them dangerous melee combatants.

RUBY ELEMENTAL

Medium elemental, neutral

Armor Class 18 (natural armor)
Hit Points 95 (10d8 + 40)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities thunder
Damage Resistances 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)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Actions

Multiattack. The elemental can use its Ruby Blast. It then makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Ruby Blast (Recharge 5-6). The ruby elemental emits crimson energy in a 100-foot line that's 5 feet wide. Each creature in the area must make a DC 14 Dexterity saving throw, taking 13 (3d8) force damage on a failed saving throw or half as much damage on a successful one.