

ELEMENTAL BOUND CREATURES

These are powerful beasts that have been magically bound to the elements. These creatures are imbued with the power of the elements, making them fierce guardians or deadly predators. Elemental Bound Creatures are typically summoned by powerful spellcasters or elemental cults to protect sacred sites or as instruments of destruction.

Bound to the Elements. Elemental Bound Creatures are creatures of flesh and blood that have been bound to the elements through a powerful ritual. The ritual imbues the creature with the elemental power, granting them resistance or immunity to their respective element, as well as the ability to unleash devastating attacks. This binding also grants the creature a fierce loyalty to their summoner and a single-minded focus on their assigned task. Elemental Bound Creatures are chosen for their natural affinity to the element they are bound to. For example, a Fire-Bound Ox may be chosen for its natural resilience to fire and its strength, while a Lightning-Bound Panther may be chosen for its agility and ferocity. The ritual that binds the creature to the element also alters their physical form to reflect the element they are bound to, such as fiery manes or electrically charged fur.

Elemental Guardians. Elemental Bound Creatures are often bound to specific locations, serving as powerful guardians of sacred sites or elemental nexuses. These creatures will fiercely defend their assigned location against any who would defile it or disturb the balance of the elements. Elemental cults and powerful spellcasters will often place powerful wards or traps around these creatures to prevent them from being freed or used against them.

Elemental Nature. Elemental Bound Creatures are still beasts at their core and require food, water, and rest like any other creature. However, they are also imbued with the power of the elements, making them formidable opponents in battle. Their bond with the elements also grants them a deep understanding of their respective element, allowing them to manipulate it in ways that defy the laws of nature.

FIRE-BOUND OX

The Fire-Bound Ox is a legendary creature, only a few of them is known to exist in the world. Created by a powerful wizard who sought to harness the elemental forces of fire, these beasts were imbued with the very essence of flame, making them an unstoppable force of nature. Their fiery nature makes them highly sought after, both as a symbol of power

and as a powerful weapon on the battlefield. Many have tried to capture or slay these legendary creatures, but their ferocity and durability have made them nearly impossible to defeat.

LIGHTNING-BOUND PANTHER

The Lightning-Bound Panther is a legendary creature, only a few of them is known to exist in the world. The purpose of this creature was to channel the power of lightning into a ferocious feline form, creating a creature with unmatched speed and agility. Its sleek and deadly form makes it both a symbol of great power and a formidable weapon on the battlefield. Those who have witnessed the creature's lightning-fast attacks and crackling energy have been left in awe of its sheer power and prowess.





FIRE-BOUND OX

Large elemental (beast), unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 82 (11d10 + 22)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	4 (-3)

- **Damage Immunities** fire
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 4 (1,100 XP)

Beast of Burden. The Fire-Bound Ox is considered to be one size larger for the purpose of determining its carrying capacity.

Heated Charge. If the Fire-Bound Ox moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target takes an additional 7 (2d6) fire damage.

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

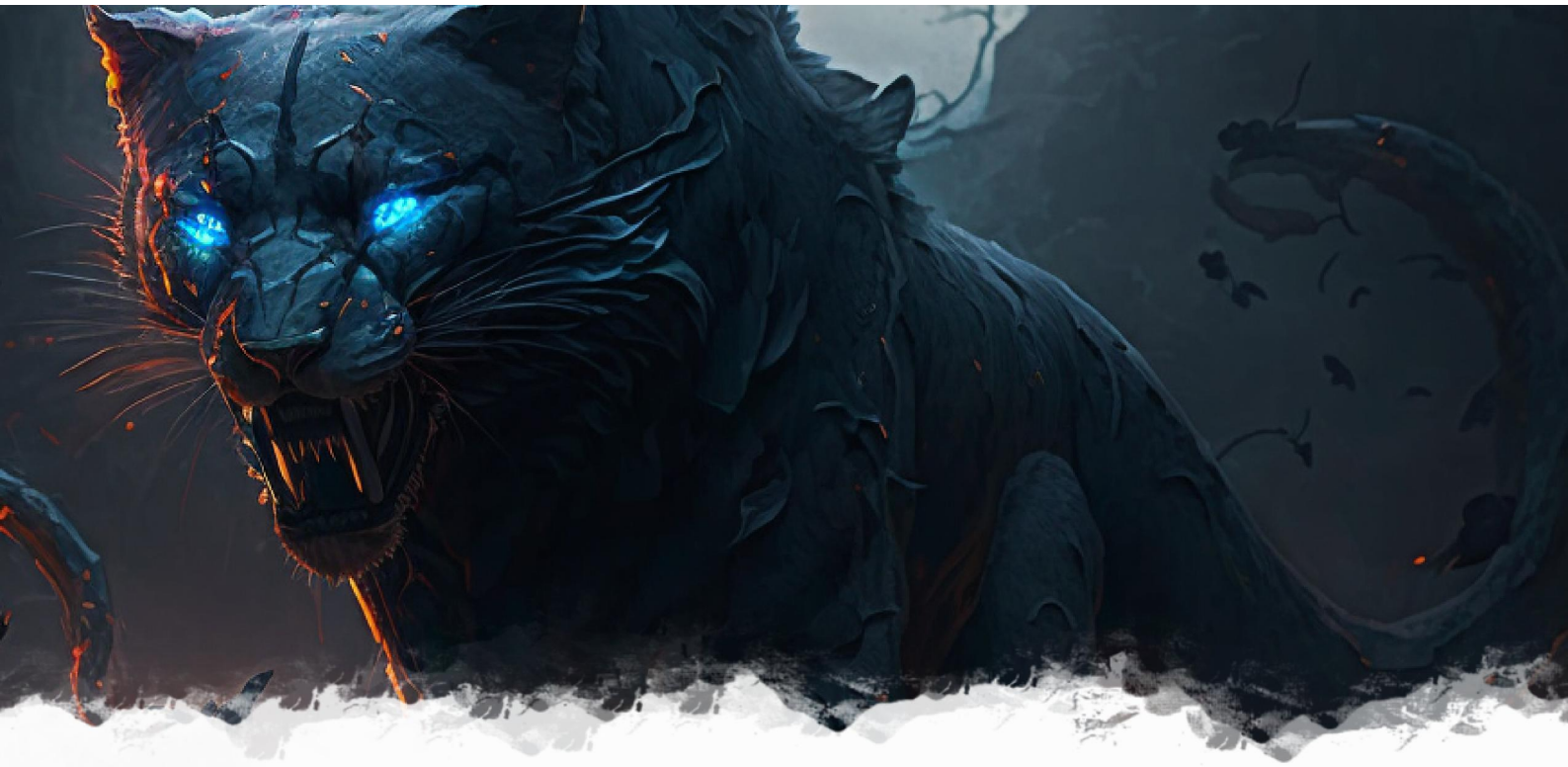
Fire Breath (Recharge 5-6). The Fire-Bound Ox exhales a 15-foot cone of fire. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Fire-Bound Ox can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Fire-Bound Ox regains spent legendary actions at the start of its turn.

Blazing Horns. The Fire-Bound Ox makes a gore attack. If it hits, it deals an additional 7 (2d6) fire damage.

Fire Stomp (Costs 2 Actions). The Fire-Bound Ox stomps the ground, causing a tremor that sends flames shooting up from the ground in a 15-foot radius around it. Each creature within that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.



LIGHTNING-BOUND PANTHER

Large elemental (beast), unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 82 (11d10 + 22)
- **Speed** 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	6 (-2)	10 (+2)	4 (-3)

- **Skills** Stealth +6
- **Damage Resistances** lightning
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 4 (1,100 XP)

Hybrid Nature. It has two creature types. It can be affected by a game effect if it works on either of the creature types

Keen Smell. The Lightning-Bound Panther has advantage on Wisdom (Perception) checks that rely on smell.

Lightning Pounce. If the Lightning-Bound Panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target takes an extra 11 (2d10) lightning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

LEGENDARY ACTIONS

The Lightning-Bound Panther can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lightning-Bound Panther regains spent legendary actions at the start of its turn.

- **Pounce.** The Lightning-Bound Panther moves up to half its speed and then makes a claw attack.
- **Thunderous Roar (Costs 2 actions).** The Lightning-Bound Panther emits a thunderous roar. Each creature within 30 feet of the panther must make a DC 12 Constitution saving throw, taking 16 (3d10) thunder damage on a failed save, or half as much damage on a successful one.
- **Lightning Leap (Costs 2 actions).** The Lightning-Bound Panther leaps up to 40 feet to an unoccupied space. Each creature within 10 feet of that space must make a DC 13 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.