

GRAVEN EARTH ELEMENTAL

Large elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 189 (18d10+90)

Speed 30 ft., burrow 30 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

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

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 10

Languages Terran

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.

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.

Hit: 14 (2d8+5) bludgeoning damage and 5 (2d4) necrotic damage. A humanoid slain by this attack rises 1 hour later as a zombie under the elemental's control, unless the humanoid is restored to life or its body is destroyed. The elemental can have no more than six zombies under its control at one time.

Bone Throw. Ranged Weapon Attack: +8 to hit, range 60 ft., one target. **Hit:** 12 (2d6+5) bludgeoning damage and 5 (2d5) necrotic damage.

LEGENDARY ACTIONS

The elemental can take 2 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 elemental regains spent legendary actions at the start of its turn.

Bone Throw. The elemental makes a bone throw attack.

Gravesoil. The elemental turns a 30 foot radius area of dirt or rock into difficult terrain. This effect lasts until the end of its next turn.

Hands of the Earth (Costs 2 Actions). A muddy hand erupts from the ground to grapple a creature. That creature must make a DC 13 Strength saving throw or become restrained until the end of the creature's next turn.

Slam (Costs 2 Actions). The elemental makes a slam attack.



TACTICS

Before Combat The graven earth elemental will usually lay in wait in an abandoned cemetery or catacomb, and prey on those who visit them.

During Combat The elemental attempts to ambush any wanderers, and commands its zombies to begin attacking. When being attacked by multiple combatants, the elemental will vary between attacking directly, and attacking with its bone throw at range.

Morale A graven earth elemental will not chase after those who move further than 200 feet from its point of origin, usually at the center of a graveyard. However, while attackers are in the range of its point of origin, it fights to the death.

A graven earth elemental is often born of the mixture of energies emanating from earth and death. It most often appears around death mounds, catacombs, and other earthen graves that somehow finds a connection to both the elemental plane of earth, and the negative energy plane. While a graven earth elemental often cannot or does not explain its motivations, it jealously guards its territory by killing those who enter it, and creates a small cadre of zombies to do its bidding and help it defend such places.

Much like a water weird, a graven earth elemental can sometimes be summoned or created by ambitious spellcasters to guard a grave or dungeon. Graven earth elementals summoned this way can be resentful of compelled service, and may even be convinced to betray its summoner. This is of course contingent on being able to communicate with and convince the elemental.

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