

ELEMENTAL BEASTS TEMPLATE

The natural creatures of the Inner Planes are quite similar to the beasts found on the Material Plane, though their connection to an element has changed them. Any beast could be found on an elemental plane, though they may have only a passing resemblance to their non-elemental cousins.

Prerequisite. The creature must be a beast.

Hit Points. The creature increases their hit dice by 1.

New Traits. Choose one of the following elements and consult the chart below. This element determines what plane they are from and what new traits they gain.

Choose One. Air, Earth, Fire, Water

Further Refinements. You may need to adjust small things on a stat block for it to work in the new plane. One example is making it so a shark can breathe air and water if you bring it on to a new plane, or adjust the CR of a CR 0 beast if it looks like it is too powerful.

ELEMENTAL TRAIT

Element Trait

Airy Form. The creature gains resistance to Lightning and Thunder damage. Also, the beast gains a Fly speed (Hover) equal to it's highest Speed if it doesn't already have a Fly speed.

Rock Form. When the creature makes a successful attack, the target must succeed on a Strength saving throw or be knocked prone. The DC is equal to 8 + Proficiency Bonus + Strength modifier. In addition, the creature gains a Burrow speed equal to it's highest Speed if it doesn't already have a Burrow speed.

Fire Form. The creature gains immunity to Fire damage. In addition, the creature deals additional fire damage on each melee attack based on it's CR; a CR 0 creature deals 1 fire damage, CR 1/8 1d4, CR 1/4 1d6, CR 1/2 1d8, CR 1 1d10, and CR 2+ 1d12.

Water Form. The creature gains resistance to Acid damage. The creature gains the Amphibious trait and can breathe air and water. In addition, they gain a Swim speed equal to it's highest speed if it doesn't already have a Swim speed.

NO ADJUSTMENTS

Some beasts may require no adjustments in order to thrive on another plane. A dolphin could easily survive on the Plane of Water with no adjustments to their stat block. In that case, you may decide to not give them resistance to Acid damage as those creatures haven't had to evolve to the environment.

ALTERED APPEARANCE

Elemental beasts have similar forms to their Material Plane counterparts, though they incorporate the elements in strange ways. A fox on the Plane of Air may have a more wispy form with a tail fading into a cloud, while a frog on the Plane of Fire may croak and small sparks of fire shoot out.

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WATER APE

Medium beast, unaligned

Armor Class 12

Hit Points 26 (4d8 + 8)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3

Damage Resistances Acid

Senses passive Perception 13

Languages --

Challenge 1/2 (100 XP)

Amphibious. The ape can breathe air and water.

Actions

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Rock. Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

GIANT AIR SHARK

Huge beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 138 (12d12 + 60)

Speed 0 ft., fly 50 ft. (hover), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Damage Resistances Lightning, Thunder

Senses Blindsight 60 ft., passive Perception 13

Languages --

Challenge 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Amphibious. The shark can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

ROCK DOLPHIN

Medium beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 16 (3d8 + 3)
Speed 0 ft., swim 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3
Senses Blindsight 60 ft., passive Perception 13
Languages --
Challenge 1/8 (25 XP)

Charge. If the dolphin moves at least 30 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Hold Breath. The dolphin can hold its breath for 20 minutes.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

WATER WEASEL

Tiny beast, unaligned

Armor Class 13
Hit Points 3 (2d4 - 2)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5
Damage Resistances Acid
Senses passive Perception 13
Languages --
Challenge 0 (10 XP)

Amphibious. The weasel can breathe air and water.

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

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

FIRE TYRANNOSAURUS REX

Huge beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 147 (14d12 + 56)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4
Damage Immunities Fire
Senses passive Perception 14
Languages --
Challenge 8 (3,900 XP)

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage plus 6 (1d12) fire damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 6 (1d12) fire damage.

FIRE DEER

Medium beast, unaligned

Armor Class 13
Hit Points 8 (2d8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)

Damage Immunities Fire
Senses passive Perception 12
Languages --
Challenge 0 (10 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 1 fire damage.