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N		LARGE FIRE ELEMENTAL		1800
13	AC		STR	10
102	HP		DEX	17+3
100 <sup>+</sup>	SP		CON	16+3
SZ	4'4"		INT	6-2
RS	 		WIS	10
IM	 		CHA	7-2

**Fire Form:** The elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space that creature takes 1D10 fire damage and catches fire. Until someone uses an action to douse the fire, the creature takes 1D10 fire damage each turn. A creature that touches the elemental with a melee attack within 1" takes 1D10 fire damage. It can move through any size space.






**Multiattack:** The elemental makes two touch attacks.

**Touch:** Hit: 6; Range: 1"; 1 Target; 2D6+3 fire damage, if target is flammable it will catch fire until the fire is doused

**Illumination:** The elemental sheds light in a 6' radius, and dim light an additional 6'

**Water Weakness:** For every 1" movement in water or for every gallon of water splashed on it, it takes 1 cold damage

Reaper miniatures

N	LARGE WATER ELEMENTAL	1800
14 D	AC	STR 18 +4
114	HP	DEX 14 +2
18 <sup>3</sup>	SP	CON 18 +4
SZ		INT 5 -3
MS		WIS 10
IM	  	CHA 8 -1

**Water Form:** The elemental can enter a hostile creature's space and stop there. It can move through any size space.




**Freeze:** If the elemental takes cold damage it partially freezes; its speed is reduced by 4 until the end of its turn.

**Multitask:** The elemental makes two slam attacks.

**Slam:** Hit 7; Range 1"; 1 Target; 2D8+4 bludgeoning damage.

**When:** Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 2D8+4 bludgeoning damage. If it is large or smaller, it is also grappled. The elemental can grapple one large or up to two smaller creatures. At the start of each elemental's turn targets grappled take 2D8+4 bludgeoning damage. A creature can escape on a DC 14 save. Another creature within 1" can attempt to pull another creature out on a DC 14 Strength test.

Reaper militaries

N	LARGE AIR ELEMENTAL		1800
15	AC	STR	14 +2
90	HP	DEX	20 -5
18 <sup>sp</sup>	SP	CON	14 +2
SZ		INT	6 -2
RS		WIS	10
IM		CHA	6 -2

**Air Form:** The elemental can enter a hostile creature's space and stop there. It can move through any size space.

**Multitackle:** The elemental makes two slam attacks.

**Slam:** Hit+8; Range 1'; 1 Target; 2D8+5 Bludgeoning damage

**Whirlwind:** Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 2D8+2 bludgeoning damage, and is flung 4' away in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1D6 bludgeoning damage for every 2' thrown. If the target is thrown at another creature, that creature must succeed at a DC 13 Dexterity saving throw, or take the same damage and be knocked prone. If the saving throw succeeds, the target takes half the bludgeoning damage and isn't flung or knocked prone.

Reaper miniatures

N		MIMIC		450	
12 n	AC	STR	17 +3		
58	HP	DEX	12 +1		
3*	SP	CON	15 +2		
SZ	■	INT	5 -3		
RS		WIS	13 +1		
IM	☹	CHA	8 -1		

**Skills:** Stealth +5

**Shapechanger:** The mimic can use its action to polymorph into an object or its true form. Any equipment carried is not changed. It reverts to its true form if it dies.

**Adhesive (object form):** The mimic adheres to anything it touches. Huge or smaller creatures are grappled if adhered to. An escape DC 13 test is required to escape the grapple.

**False (object form):** Whilst the mimic is motionless it is indistinguishable from an ordinary object.

**Grapple:** The mimic has advantage on a target grappled.

**Pseudopod:** Hit+5; Range 1"; 1 Target; 1D8+3 bludgeoning damage. If mimic is in object form also see Adhesive.

**Bite:** Hit+5; Range 1"; 1 Target; 1D8+3 piercing damage plus 1D8 acid damage

Reaper miniatures