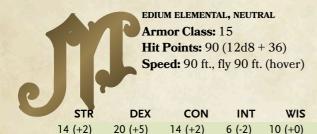
AIR ELEMENTAL



Damage Resistances: lightning; thunder; bludgeoning, piercing, and slashing from nonmagical attacks

CHA

6 (-2)

Damage Immunities: poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious **Senses:** darkvision 60 ft., passive Perception 10

Languages: Auran **Challenge:** 5 (1,800 XP)

TRAITS

Air Form: The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Flyby: The elemental doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Whirlwind (Recharge 4-6): Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Speed: The elemental can use the Dash action as a bonus action.

Electric Burst (Recharge 5-6): The elemental releases a burst of static electricity. Each creature within 15 feet of the elemental must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Wind Wall (1/Day): The elemental can create a wall of strong wind at a point it can see within 60 feet. The wall is 50 feet long, 15 feet high, and 1 foot thick. When the wall appears, each creature within its area must make a DC 14 Strength saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The wall remains for 1 minute, and its space is difficult terrain.

ACTIONS

Multiattack: The elemental makes two slam attacks. **Slam:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

LEGENDARY ACTIONS

The Air Elemental can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Air Elemental regains spent legendary actions at the start of its turn.

Gust: The elemental can create a gust of wind in a 30-foot line that is 5 feet wide. Each creature in the line must succeed on a DC 13 Strength saving throw or be pushed 10 feet away from the elemental and knocked prone.

ABILITIES AND FEATURES

Lightning Speed: The Air Elemental can use the Dash action as a bonus action, allowing it to move with incredible swiftness, making it a formidable opponent in battle.

Electric Burst: The Air Elemental can release a burst of static electricity (Recharge 5-6). Each creature within 15 feet must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Wind Wall: Once per day, the Air Elemental can create a wall of strong wind at a point it can see within 60 feet. The wall is 50 feet long, 15 feet high, and 1 foot thick. When the wall appears, each creature within its area must make a DC 14 Strength saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The wall remains for 1 minute, and its space is difficult terrain.