

# AIR ELEMENTAL



EDJUM ELEMENTAL, NEUTRAL

**Armor Class:** 15

**Hit Points:** 90 (12d8 + 36)

**Speed:** 90 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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

**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.