

LIGHTNING ELEMENTAL

Medium • Elemental • Neutral

Armor Class 15

Initiative +5 (15)

Hit Points 71 (11d8 + 22)

Speed 10 ft., fly 60 ft. (hover)



| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 21 (+5) | 15 (+2) | 6 (-2) | 10 (+0) | 6 (-2) |

Saving Throws Dex +8

Damage Resistances thunder; bludgeoning, piercing, slashing

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Auran)

CR 5 (XP 1,800; PB +3)

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

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes three Lightning Slam attacks.

Lightning Slam. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 12 (2d6 + 5) lightning damage, and the target can't use reactions until the end of its next turn.

LIGHTNING ELEMENTAL — WEAKER

Armor Class 14

Initiative +4 (14)

Hit Points 38 (7d8 + 7)

Speed 10 ft., fly 60 ft. (hover)



| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 19 (+4) | 13 (+1) | 6 (-2) | 10 (+0) | 6 (-2) |

Saving Throws Dex +6

Damage Resistances thunder; bludgeoning, piercing, slashing

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Auran)

CR 2 (XP 450; PB +2)

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

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes two Lightning Slam attacks.

Lightning Slam. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) lightning damage, and the target can't use reactions until the end of its next turn.

BONUS ACTIONS

Shocking Attraction (1/Day). *Constitution Saving Throw:* DC 13, each creature that the elemental has hit with its Lightning Slam this turn, which is also within 30 feet of another creature hit by the elemental this turn. *Failure:* The target becomes stunned until the end of its next turn.

REACTIONS

Arc Over. *Trigger:* The elemental is hit by a ranged attack from a creature within 60 feet. *Response:* The elemental moves into the space of the attacker without provoking opportunity attacks.

BONUS ACTIONS

Shocking Attraction (1/Day). *Constitution Saving Throw:* DC 11, each creature that the elemental has hit with its Lightning Slam this turn, which is also within 30 feet of another creature hit by the elemental this turn. *Failure:* The target becomes stunned until the end of its next turn.

REACTIONS

Arc Over. *Trigger:* The elemental is hit by a ranged attack from a creature within 30 feet. *Response:* The elemental moves into the space of the attacker without provoking opportunity attacks.

LIGHTNING ELEMENTAL — STRONGER

Armor Class 16

Initiative +6 (16)

Hit Points 97 (13d8 + 39)

Speed 10 ft., fly 60 ft. (hover)



| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 23 (+6) | 17 (+3) | 6 (-2) | 10 (+0) | 6 (-2) |

Saving Throws Dex +9

Damage Resistances thunder; bludgeoning, piercing, slashing

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Auran)

CR 8 (XP 3,900; PB +3)

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

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes four Lightning Slam attacks.

Lightning Slam. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 13 (2d6 + 6) lightning damage, and the target can't use reactions until the end of its next turn.

BONUS ACTIONS

Shocking Attraction (2/Day). *Constitution Saving Throw:* DC 13, each creature that the elemental has hit with its Lightning Slam this turn, which is also within 30 feet of another creature hit by the elemental this turn. *Failure:* The target becomes stunned until the end of its next turn.

REACTIONS

Arc Over. *Trigger:* The elemental is hit by a ranged attack from a creature within 60 feet. *Response:* The elemental moves into the space of the attacker without provoking opportunity attacks.