

LIGHTNING ELEMENTAL MYRMIDON

Medium • Elemental • Neutral

Armor Class 17

Initiative +8 (18)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Saving Throws Dex +8

Damage Resistances thunder

Damage Immunities lightning, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Auran) plus one other language

CR 7 (XP 2,900; PB +3)



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

ACTIONS

Multiattack. The myrmidon makes three attacks, using Charging Slash or Electrical Arc in any combination.

Charging Slash. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 12 (2d6 + 5) lightning damage. This attack deals an additional 1d6 damage for each time the myrmidon has dealt lightning damage to the target this turn.

Electrical Arc. *Ranged Weapon Attack:* +6, range 30 ft. *Hit:* 10 (3d6) lightning damage, and each creature in a 5-foot emanation originating from the target takes half as much damage.

LIGHTNING ELEMENTAL MYRMIDON — WEAKER

Armor Class 16

Initiative +6 (16)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Saving Throws Dex +8

Damage Resistances thunder

Damage Immunities lightning, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Auran) plus one other language

CR 4 (XP 1,100; PB +2)



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

ACTIONS

Multiattack. The myrmidon makes three attacks, using Charging Slash or Electrical Arc in any combination.

Charging Slash. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) lightning damage. This attack deals an additional 1d6 damage for each time the myrmidon has dealt lightning damage to the target this turn.

Electrical Arc. *Ranged Weapon Attack:* +4, range 30 ft. *Hit:* 7 (2d6) lightning damage, and each creature in a 5-foot emanation originating from the target takes half as much damage.

BONUS ACTIONS

Magnetic Pull. *Strength Saving Throw:* DC 14, one creature that the myrmidon can see within 30 feet of it. *Failure:* The target must spend one additional foot per foot of movement when it moves either closer or away from the myrmidon (the myrmidon's choice) until the end of the target's next turn.

REACTIONS

Electrifying Parry. *Trigger:* A creature misses the myrmidon with a melee attack. *Response:* The myrmidon gains advantage on its attack rolls against the attacker on its next turn.

BONUS ACTIONS

Magnetic Pull. *Strength Saving Throw:* DC 12, one creature that the myrmidon can see within 30 feet of it. *Failure:* The target must spend one additional foot per foot of movement when it moves either closer or away from the myrmidon (the myrmidon's choice) until the end of the target's next turn.

REACTIONS

Electrifying Parry. *Trigger:* A creature misses the myrmidon with a melee attack. *Response:* The myrmidon gains advantage on its attack rolls against the attacker on its next turn.

LIGHTNING ELEMENTAL MYRMIDON — STRONGER

Armor Class 18

Initiative +10 (20)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	23 (+6)	18 (+4)	9 (-1)	10 (+0)	10 (+0)

Saving Throws Dex +8

Damage Resistances thunder

Damage Immunities lightning, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Auran) plus one other language

CR 10 (XP 5,900; PB +4)



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

ACTIONS

Multiattack. The myrmidon makes three attacks, using Charging Slash or Electrical Arc in any combination.

Charging Slash. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 16 (3d6 + 6) lightning damage. This attack deals an additional 2d6 damage for each time the myrmidon has dealt lightning damage to the target this turn.

Electrical Arc. *Ranged Weapon Attack:* +8, range 30 ft. *Hit:* 18 (4d8) lightning damage, and each creature in a 5-foot emanation originating from the target takes half as much damage.

BONUS ACTIONS

Magnetic Pull. *Strength Saving Throw:* DC 16, one creature that the myrmidon can see within 60 feet of it. *Failure:* The target must spend one additional foot per foot of movement when it moves either closer or away from the myrmidon (the myrmidon's choice) until the end of the target's next turn.

REACTIONS

Electrifying Parry. *Trigger:* A creature misses the myrmidon with a melee attack. *Response:* The myrmidon gains advantage on its attack rolls against the attacker on its next turn.