

MIRAGE

Medium • Elemental • Chaotic Neutral

Armor Class 13

Initiative +3 (13)

Hit Points 44 (8d8 + 8)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Investigation +2, Perception +3

Damage Resistances lightning, thunder; bludgeoning, piercing, slashing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages Auran

CR 3 (XP 700; PB +2)

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.

Avoidance. If the elemental is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Refracted Light. *Constitution Saving Throw:* DC 11, each creature in a 10-foot emanation originating from the elemental when it takes radiant damage. *Failure:* The target becomes blinded until the end of their next turn. *Failure or Success:* The elemental's Fata Morgana ability stops functioning.

ACTIONS

Multiattack. The elemental makes two Slam attacks.

Slam. Melee Weapon Attack: +5, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Fata Morgana. The elemental creates the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube and hides within. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects, but the elemental can move the image as it desires (no action required). The image appears centered on the elemental and moves with it. It lasts until the elemental dismisses it as a bonus action or uses this ability again. A creature can use its action to examine the image with a DC 12 Intelligence (Investigation) check. If the check succeeds, the target realizes that the image is an illusion, and it can perceive the elemental. For creatures who haven't perceived the elemental, it counts as hidden.

MIRAGE — WEAKER

Armor Class 12

Initiative +2 (12)

Hit Points 18 (4d8)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills Investigation +2, Perception +2

Damage Resistances lightning, thunder; bludgeoning, piercing, slashing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Auran

CR 1/2 (XP 100; PB +2)



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.

Avoidance. If the elemental is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Refracted Light. *Constitution Saving Throw:* DC 10, each creature in a 10-foot emanation originating from the elemental when it takes radiant damage. *Failure:* The target becomes blinded until the end of their next turn. *Failure or Success:* The elemental's Fata Morgana ability stops functioning.

MIRAGE — STRONGER

Armor Class 14

Hit Points 97 (15d8 + 30)

Speed 0 ft., fly 60 ft. (hover)

Initiative +4 (14)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	10 (+0)	14 (+2)	16 (+3)

Skills Investigation +3, Perception +5

Damage Resistances lightning, thunder; bludgeoning, piercing, slashing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Auran

CR 6 (XP 2,300; PB +3)

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.

Avoidance. If the elemental is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Refracted Light. *Constitution Saving Throw:* DC 13, each creature in a 10-foot emanation originating from the elemental when it takes radiant damage. *Failure:* The target becomes blinded until the end of their next turn. *Failure or Success:* The elemental's Fata Morgana ability stops functioning.

ACTIONS

Multiattack. The elemental makes two Slam attacks.

ACTIONS

Slam. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Fata Morgana. The elemental creates the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube and hides within. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects, but the elemental can move the image as it desires (no action required). The image appears centered on the elemental and moves with it. It lasts until the elemental dismisses it as a bonus action or uses this ability again. A creature can use its action to examine the image with a DC 11 Intelligence (Investigation) check. If the check succeeds, the target realizes that the image is an illusion, and it can perceive the elemental. For creatures who haven't perceived the elemental, it counts as hidden.



Slam. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Fata Morgana. The elemental creates the image of an object, a creature, or some other visible phenomenon that is no larger than a 30-foot cube and hides within. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects, but the elemental can move the image as it desires (no action required). The image appears centered on the elemental and moves with it. It lasts until the elemental dismisses it as a bonus action or uses this ability again. A creature can use its action to examine the image with a DC 14 Intelligence (Investigation) check. If the check succeeds, the target realizes that the image is an illusion, and it can perceive the elemental. For creatures who haven't perceived the elemental, it counts as hidden.