RUST ELEMENTAL

Large • Elemental • Neutral Evil



Armor Class 14 **Initiative** +4 (14)
Hit Points 110 (13d10 + 39)
Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances acid; bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial (Auran)
CR 7 (XP 2,900; 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 without expending extra movement to do so.

Iron Scent. The elemental can pinpoint the location of ferrous metal within 30 feet of itself.

Poisonous Air. *Constitution Saving Throw:* DC 14, any creature that starts its turn inside the space of the elemental. *Failure:* The target becomes poisoned until the start of its next turn.

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

ACTIONS

Multiattack. The elemental makes two Corroding Slam attacks.

Corroding Slam. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 22 (4d8 + 4) acid damage. *Miss - Dexterity Saving Throw:* DC 14. *Failure:* A metallic nonmagical armor or shield takes a -1 penalty to the AC it offers (armor). Armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the Mending spell on the armor or weapon.

Oxidizing Whirlwind (Recharges after a Rest). *Constitution Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* 22 (4d10) bludgeoning damage. Nonmagical metallic objects that affected creatures are wearing or carrying take a -1 penalty to the AC they offer (armor) or to their attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches -5. The penalty can be removed by casting the Mending spell on the armor or weapon.

RUST ELEMENTAL — WEAKER



Armor Class 13 **Initiative** +3 (13)
Hit Points 67 (9d10 + 18)
Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances acid; bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages Primordial (Auran)
CR 4 (XP 1,100; 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 without expending extra movement to do so.

Iron Scent. The elemental can pinpoint the location of ferrous metal within 30 feet of itself.

Poisonous Air. *Constitution Saving Throw:* DC 12, any creature that starts its turn inside the space of the elemental. *Failure:* The target becomes poisoned until the start of its next turn.

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

ACTIONS

Multiattack. The elemental makes two Corroding Slam attacks.

Corroding Slam. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 13 (3d6 + 3) acid damage. *Miss - Dexterity Saving Throw:* DC 12. *Failure:* A metallic nonmagical armor or shield takes a -1 penalty to the AC it offers (armor). Armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the Mending spell on the armor or weapon.

Oxidizing Whirlwind (Recharges after a Rest). *Constitution Saving Throw:* DC 12, each creature in a 30-foot cone. *Failure:* 13 (3d8) bludgeoning damage. Nonmagical metallic objects that affected creatures are wearing or carrying take a -1 penalty to the AC they offer (armor) or to their attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches -5. The penalty can be removed by casting the Mending spell on the armor or weapon.

RUST ELEMENTAL — STRONGER



Armor Class 15 **Initiative** +5 (15)
Hit Points 152 (16d10 + 64)
Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Damage Resistances acid; bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Primordial (Auran)
CR 10 (XP 5,900; PB +4)

Air Form. The elemental can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Iron Scent. The elemental can pinpoint the location of ferrous metal within 60 feet of itself.

Poisonous Air. *Constitution Saving Throw:* DC 16, any creature that starts its turn inside the space of the elemental. *Failure:* The target becomes poisoned until the start of its next turn.

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

ACTIONS

Multiattack. The elemental makes two Corroding Slam attacks.

Corroding Slam. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 32 (5d10 + 5) acid damage. *Miss - Dexterity Saving Throw:* DC 16. *Failure:* A metallic nonmagical armor or shield takes a -1 penalty to the AC it offers (armor). Armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the Mending spell on the armor or weapon.

Oxidizing Whirlwind (Recharge 5-6). *Constitution Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* 32 (5d12) bludgeoning damage. Nonmagical metallic objects that affected creatures are wearing or carrying take a -1 penalty to the AC they offer (armor) or to their attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches -5. The penalty can be removed by casting the Mending spell on the armor or weapon.