VOLTLING

Tiny • Elemental • Neutral



Armor Class 14
Initiative +4 (14)
Hit Points 10 (4d4)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	10 (+0)	2 (-4)	8 (-1)	3 (-4)

Damage Resistances thunder; bludgeoning, piercing, and slashing
Damage Immunities lightning
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 30 ft., passive Perception 9
Languages Understands Primordial but can't speak
CR 1/4 (XP 50; PB +2)

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

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

ACTIONS

Arcing. *Constitution Saving Throw:* DC 10 (with disadvantage if the target wears metal armor), one creature in the voltling's space that it can see that hasn't been affected by this ability this turn. *Failure:* 2 (1d4) lightning damage, and the target can't take reactions until the start of its next turn. The voltling can then move up to half its speed toward the closest creature it can see that hasn't been affected by this ability this turn and use this ability against that creature. *Success:* Half damage.

VOLTLING — WEAKER



Armor Class 13
Initiative +3 (13)
Hit Points 2 (1d4)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	2 (-4)	8 (-1)	3 (-4)

Damage Resistances thunder; bludgeoning, piercing, and slashing
Damage Immunities lightning
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 30 ft., passive Perception 9
Languages Understands Primordial but can't speak
CR 0 (XP 10; PB +2)

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

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

ACTIONS

Arcing. *Constitution Saving Throw:* DC 10 (with disadvantage if the target wears metal armor), one creature in the voltling's space that it can see that hasn't been affected by this ability this turn. *Failure:* 1 lightning damage, and the target can't take reactions until the start of its next turn. Once per turn, the voltling can then move up to half its speed toward the closest creature it can see that hasn't been affected by this ability this turn and use this ability against that creature.

VOLTLING — STRONGER



Armor Class 15 **Initiative** +5 (15)
Hit Points 40 (9d4 + 18)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	14 (+2)	2 (-4)	8 (-1)	3 (-4)

Damage Resistances thunder; bludgeoning, piercing, and slashing
Damage Immunities lightning
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 30 ft., passive Perception 9
Languages Understands Primordial but can't speak
CR 2 (XP 450; PB +2)

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

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

ACTIONS

Arcing. *Constitution Saving Throw:* DC 12 (with disadvantage if the target wears metal armor), one creature in the voltling's space that it can see that hasn't been affected by this ability this turn. *Failure:* 9 (2d8) lightning damage, and the target can't take reactions until the start of its next turn. The voltling can then move up to half its speed toward the closest creature it can see that hasn't been affected by this ability this turn and use this ability against that creature. *Success:* Half damage.