

ASH ELEMENTAL

Medium • Elemental • Neutral

Armor Class 13

Initiative +3 (13)

Hit Points 75 (10d8 + 30)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	5 (-3)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire, poison

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

Senses darkvision 60 ft. (unimpeded by smoke/ash), passive Perception 10

Languages Primordial (Auran, Ignan)

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 without expending extra movement to do so.

Death Burst. When the elemental is reduced to 0 hit points, it explodes and creates a 10-foot sphere of heavily obscured smoke for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

From the Ashes. Unless the smoke created by the elemental's Death Burst is dispersed, the elemental reforms at the end of the minute with 1 hit point.

Suffocating. A creature that starts its turn inside the elemental or the area created by its Death Burst trait can't breathe 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 Ashy Slam attacks.

Ashy Slam. *Melee Weapon Attack:* +6, reach 5 feet. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) fire damage, and the target becomes blinded until the end of its next turn.

ASH ELEMENTAL — WEAKER

Armor Class 12

Initiative +2 (12)

Hit Points 39 (6d8 + 12)

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	5 (-3)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire, poison

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

Senses darkvision 60 ft. (unimpeded by smoke/ash), passive Perception 10

Languages Primordial (Auran, Ignan)

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 without expending extra movement to do so.

Death Burst. When the elemental is reduced to 0 hit points, it explodes and creates a 5-foot sphere of heavily obscured smoke for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

From the Ashes. Unless the smoke created by the elemental's Death Burst is dispersed, the elemental reforms at the end of the minute with 1 hit point.

Suffocating. A creature that starts its turn inside the elemental or the area created by its Death Burst trait can't breathe 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 Ashy Slam attacks.

Ashy Slam. *Melee Weapon Attack:* +6, reach 5 feet. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage, and the target becomes blinded until the end of its next turn.

ASH ELEMENTAL — STRONGER

Armor Class 14

Initiative +4 (14)

Hit Points 127 (15d8 + 60)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire, poison

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

Senses darkvision 60 ft. (unimpeded by smoke/ash), passive Perception 10

Languages Primordial (Auran, Ignan)

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 without expending extra movement to do so.

Death Burst. When the elemental is reduced to 0 hit points, it explodes and creates a 15-foot sphere of heavily obscured smoke for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

From the Ashes. Unless the smoke created by the elemental's Death Burst is dispersed, the elemental reforms at the end of the minute with 1 hit point.

Suffocating. A creature that starts its turn inside the elemental or the area created by its Death Burst trait can't breathe 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 Ashy Slam attacks.

Ashy Slam. *Melee Weapon Attack:* +6, reach 5 feet. *Hit:* 17 (3d8 + 4) bludgeoning damage plus 13 (3d8) fire damage, and the target becomes blinded until the end of its next turn.