

## ASH ELEMENTAL MYRMIDON

Medium • Elemental • Neutral

**Armor Class** 18

**Initiative** +2 (12)

**Hit Points** 90 (12d8 + 36)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	9 (-1)	10 (+0)	10 (+0)

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** fire, poison

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

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

**Languages** Primordial (Auran, Ignan)

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



**Fiery Regeneration.** The myrmidon regains 10 hit points and deals 5 (1d10) fire damage to each creature in a 5-foot emanation originating from the myrmidon at the start of each of its turns if it has at least 1 hit point. If the myrmidon takes cold damage or is subjected to a gallon of water or more, this trait doesn't function on the myrmidon's next turn.

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

### ACTIONS

**Multiattack.** The elemental makes two Ashen Spear attacks. It can replace one of those attacks with a use of Plume, if available.

**Ashen Spear.** *Melee Weapon Attack:* +7, reach 5 feet. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) fire damage.

**Plume (Recharge 5-6).** *Constitution Saving Throw:* DC 15, each breathing creature in a 15-foot cone. *Failure:* The target becomes poisoned for 1 minute. The target can repeat the save at end of each of its turns, ending the effect on a success. *Failure or Success:* The area becomes heavily obscured by smoke for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

## ASH ELEMENTAL MYRMIDON — WEAKER

**Armor Class** 17

**Initiative** +1 (11)

**Hit Points** 60 (8d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** fire, poison

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

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

**Languages** Primordial (Auran, Ignan)

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



**Fiery Regeneration.** The myrmidon regains 5 hit points and deals 3 (1d6) fire damage to each creature in a 5-foot emanation originating from the myrmidon at the start of each of its turns if it has at least 1 hit point. If the myrmidon takes cold damage or is subjected to a gallon of water or more, this trait doesn't function on the myrmidon's next turn.

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

### ACTIONS

**Multiattack.** The elemental makes two Ashen Spear attacks. It can replace one of those attacks with a use of Plume, if available.

**Ashen Spear.** *Melee Weapon Attack:* +5, reach 5 feet. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) fire damage.

**Plume (Recharge 6).** *Constitution Saving Throw:* DC 13, each breathing creature in a 15-foot cone. *Failure:* The target becomes poisoned for 1 minute. The target can repeat the save at end of each of its turns, ending the effect on a success. *Failure or Success:* The area becomes heavily obscured by smoke for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

## ASH ELEMENTAL MYRMIDON — STRONGER

**Armor Class** 18

**Initiative** +2 (12)

**Hit Points** 119 (14d8 + 56)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	9 (-1)	10 (+0)	12 (+1)

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** fire, poison

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

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

**Languages** Primordial (Auran, Ignan)

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



**Fiery Regeneration.** The myrmidon regains 15 hit points and deals 11 (2d10) fire damage to each creature in a 5-foot emanation originating from the myrmidon at the start of each of its turns if it has at least 1 hit point. If the myrmidon takes cold damage or is subjected to a gallon of water or more, this trait doesn't function on the myrmidon's next turn.

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

### ACTIONS

**Multiattack.** The elemental makes two Ashen Spear attacks. It can replace one of those attacks with a use of Plume, if available.

**Ashen Spear.** *Melee Weapon Attack:* +9, reach 5 feet. *Hit:* 18 (3d8 + 5) piercing damage plus 10 (3d6) fire damage.

**Plume (Recharge 5-6).** *Constitution Saving Throw:* DC 16, each breathing creature in a 30-foot cone. *Failure:* The target becomes poisoned for 1 minute. The target can repeat the save at end of each of its turns, ending the effect on a success.

*Failure or Success:* The area becomes heavily obscured by smoke for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.