



STORM ELEMENTAL

Huge elemental (air/fire/water), neutral

Armor Class 16 (natural armor)

Hit Points 152 (16d12 + 48)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	17 (+3)	9 (-1)	10 (+0)	13 (+1)

Saving Throws Dex +10, Con +7

Damage Resistances fire, acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, poison, thunder

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

Senses blindsight 120 ft., passive Perception 10

Languages Primordial

Challenge 12 (8,400 XP)

Tempest Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack using a metal weapon takes 9 (2d8) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 9 (2d8) lightning damage. A creature that ends its turn inside the elemental's space also takes 9 (2d8) lightning damage.

Magic Weapons. The elemental's weapon attacks are magical.

Grounding. Lightning damage the elemental deals to

earth elementals or to creatures that are buried or burrowing in earth is halved.

Actions

Multiattack. The elemental makes two melee attacks.

Shock. Melee Weapon Attack: +9 to hit, reach 0 ft., one target. *Hit:* 22 (5d8) lightning damage. This attack has advantage against a target wearing metal armor.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) lightning damage and 4 (1d8) thunder damage.

Arc Lightning. The elemental chooses one creature or object within 120 feet and up to three other creatures or objects within 30 feet of the first target. Each target must make a DC 16 Dexterity saving throw. A target takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Thunder Pulse. The elemental chooses a direction, then pushes unsecured objects inside its space that aren't being worn or carried 30 feet away in that direction. Each creature in the elemental's space must make a DC 16 Constitution saving throw. On a failed save, a creature takes 14 (2d8 + 5) bludgeoning damage plus 13 (3d8) thunder damage, is knocked prone, and is pushed 30 feet in the same direction.

Vortex (Recharge 5–6). The elemental pulls all unsecured objects within 60 feet of it that aren't being worn or carried 60 feet closer to the center of its space. Each creature within 60 feet of the elemental must make a DC 16 Strength saving throw. On a failed save, a creature takes 27 (5d8 + 5) bludgeoning damage, is knocked prone, and is pulled up to 60 feet toward the center of the elemental's space.