

Air Elemental Myrmidon

Medium, Elemental, Neutral

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ARMOR CLASS

17

HIT POINTS

127 (17d8 + 51)

CHALLENGE

7 | 2,900 XP

PROFICIENCY

+3

Speed Fly 60 ft. (hover), Walk 30 ft.

Initiative +5

Saving Throws Con +6, Dex +8, Wis +5

Skills Acrobatics +8, Perception +5

Damage Resistances Lightning, Thunder; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft.; Passive Perception 15

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Languages Auran

STR16
+3**DEX**20
+5**CON**16
+3**INT**10
+0**WIS**14
+2**CHA**12
+1

Traits

Windborne Discipline. The myrmidon can hover and does not fall Prone while conscious.

Gale Guard. Ranged weapon attacks against the myrmidon are made with Disadvantage unless the attacker is within 30 feet.

Actions

Multiattack. The myrmidon makes two Storm Blade attacks.

Storm Blade. Melee Attack Roll: +8, reach 5 ft. Hit: 14 (2d8 + 5) Slashing damage plus 9 (2d8) Lightning damage.

Thunderhead Sweep (Recharge 5-6). Constitution Saving Throw: creatures in a 20-foot-radius sphere within 60 feet. Failure: 36 (8d8) Thunder damage and the target is pushed 15 feet. Success: Half damage.

Bonus Actions

Gust Step. The myrmidon flies up to 20 feet without provoking Opportunity Attacks.

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