

# Animated Breath

Large, Elemental, Unaligned

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**ARMOR CLASS**

15

**HIT POINTS**

110 (13d10 + 39)

**CHALLENGE**

6 | 2,300 XP

**PROFICIENCY**

+3

**Speed** Fly 60 ft. (hover)

**Initiative** +4

**Saving Throws** Con +6, Dex +7

**Skills** Perception +4

**Damage Resistances** Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities** Poison

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

**Senses** Darkvision 60 ft.; Passive Perception 14

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**Languages** Understands Draconic but cannot speak

**STR**14  
+2**DEX**18  
+4**CON**16  
+3**INT**4  
-3**WIS**12  
+1**CHA**8  
-1

## Traits

**Living Exhalation.** The animated breath can hover and can move through hostile creatures' spaces as difficult terrain.

**Elemental Body.** Choose Acid, Cold, Fire, Lightning, Poison, or Thunder when the animated breath is created. It has resistance to that damage type, and its attacks deal that damage type.

## Actions

**Elemental Lash.** Melee Spell Attack: +7, reach 10 ft. Hit: 27 (6d8) damage of the animated breath's chosen type.

**Breath Surge (Recharge 5-6).** Dexterity Saving Throw: creatures in a 30-foot Line. Failure: 36 (8d8) damage of the animated breath's chosen type. Success: Half damage.

## Bonus Actions

**Gust Drift.** The animated breath flies up to 20 feet without provoking Opportunity Attacks.

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