

Elemental Locus

Large, Construct (Elemental Nexus), Neutral

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ARMOR CLASS

18

HIT POINTS

171 (18d10 + 72)

CHALLENGE

8 | 3,900 XP

PROFICIENCY

+3

Speed Fly 30 ft. (hover), Walk 25 ft.

Initiative +1

Saving Throws Con +7, Wis +6

Skills Arcana +4, Perception +6

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 90 ft.; Passive Perception 16

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Languages Primordial

STR20
+5**DEX**12
+1**CON**18
+4**INT**12
+1**WIS**16
+3**CHA**12
+1

Traits

Elemental Core. At the start of each of its turns, the locus chooses Acid, Cold, Fire, Lightning, or Thunder. Its next Locus Strike deals that damage type.

Nexus Stability. The locus has Advantage on saving throws against spells and magical effects.

Actions

Multiattack. The locus makes two Locus Strike attacks.

Locus Strike. Melee or Ranged Spell Attack: +7, reach 10 ft. or range 90 ft. Hit: 18 (4d8) damage of the chosen elemental type.

Elemental Rupture (Recharge 5-6). Dexterity Saving Throw: creatures within 20 feet. Failure: 45 (10d8) damage split between two elemental types chosen by the locus. Success: Half damage.

Reactions

Elemental Deflection. When the locus takes Acid, Cold, Fire, Lightning, or Thunder damage, it reduces that damage by 15.

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