

ELDER LIGHTNING ELEMENTAL

CREATURE 14

UNCOMMON

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HUGE

ELEMENTAL

ELECTRICITY

Converted by VaranSL

Perception +24; darkvision

Languages Auran

Skills Acrobatics +28, Stealth +26

Str +6, **Dex** +8, **Con** +5, **Int** -1, **Wis** +4, **Cha** +1

AC 36; **Fort** +23, **Ref** +28, **Will** +22

HP 200; **Immunities** bleed, electricity, paralyzed, poison, sleep

Speed fly 100 feet

Melee ♦ slam +28 [+24/+20] (agile, electricity, finesse, reach 15 feet), **Damage** 1d8+14 bludgeoning plus 2d8 electricity and Electrified Metal

Ranged ♦ lightning bolt +28 [+23/+18] (electricity, range increment 50 feet), **Damage** 4d12 electricity plus Electrified Metal

Arc Lightning ♦♦ (move, electricity, primal, transmutation) The elemental transforms into lightning that arcs to a large piece of metal within 150 feet, such as a suit of metal armor or a metal weapon. The elemental then returns to its normal form in a space adjacent to the metal. This movement doesn't trigger reactions. If the piece of metal is being worn or held, then the wielder takes 3d12 electricity damage (DC 34 basic Reflex save).

Electrified Metal If the target of the elemental's Strike is wearing metal armor or wielding a metal weapon, the target takes 2d6 persistent electricity damage. The creature can remove the armor or drop the weapon, ending the persistent damage early.