

Aura, Wind Guardian

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<https://www.dndbeyond.com/monsters/3260077-aura-wind-guardian>



Large Elemental, Neutral Good

Armor Class 16 Studded Leather

Hit Points 85 (10d10 + 30)

Speed 30 ft., Hover

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	13 (+1)	12 (+1)	13 (+1)

Skills [Perception](#) +7

Damage Immunities Poison

Condition Immunities [Poisoned](#)

Senses [Darkvision](#) 120, Passive Perception 17

Languages Aquan, Auran, Common, Ignan, Terran

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Bond of the Elements. The four elemental guardians are linked together. When one of them dies, the others gain access to new abilities, as long as they are on the same plane and fall into the same battle. All Elemental Guardians who see their fellow Guardians fall gain their abilities. If Aqua dies, this creature gains access to **Ice Blink**. If Ignis dies, this creature gains access to **Fire Aura**. If Terra dies, this creature gains access to **Tremor**.

Warding Winds. The creature is protected by powerful winds, increasing its AC against any ranged attack. Additionally, each creature that starts its turn within 10ft, must make a DC 15 Constitution Saving Throw or have disadvantage on attack rolls until the start of its next turn.

Flurry. The creature, as an additional action on each of its turns, can use its action to do the following: Attack (One weapon attack only), Dash, Disengage or Hide.

Actions

Multiattack. The creature makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) [Slashing Damage](#).

Typhoon. The creature starts spinning at a very high speed using its greatsword. Each creature within 30 ft of him must succeed on a DC 15 Constitution Saving Throw or be pulled 30 feet toward the creature and then take 14 (3d6 + 4) [Slashing Damage](#) if the targets fall within 5 ft of the creature.

Description

Each of the Elemental Guardians wears a necklace with four circular slots with gems inside. The gems are as follows: Amethyst for Air, Jade for Earth, Garnet for Fire, and Pearl for Water. Each of these gems will glow if the creature has that element within them and combines with the **Bond of the Elements Trait**.