

ETHER ELEMENTAL

Ether Elementals are awe-inspiring manifestations of the Etherstorm, a roiling storm of chaotic arcane energies surrounding the realm of Etheria. Like their more natural counterparts, these elementals are animated beings of pure power without a society or culture.

Ether elementals are naturally drawn to areas abundant in Etherium, such as ancient magitech ruins, and spend their time absorbing the ambient energies. Their presence profoundly impacts the surrounding wildlife, as other arcane-infused creatures feel drawn to their power. Some perceive the elementals as custodians of ancient arcane knowledge, while others view them as dangerous remnants of the Etherstorm's ongoing devastation. Astromagi and other spellcasters are rumored to forge alliances with ether elementals, seeking to enhance their own mastery over the etheric forces.

Etheric Empowerment. Ether elementals are made of pure energy and can infuse themselves by absorbing and releasing excess arcane power.

Etheric Beacon. Tireless hunters, ether elementals can mark their prey and track them across any plane of existence.

Elemental Nature. An ether elemental doesn't require air, food, drink, or sleep.

ETHER ELEMENTAL

Large Elemental, neutral

Armor Class 15
Hit Points 90 (12d10 + 24)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

Damage Resistances force, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Etheric Absorption. When the elemental is subjected to lightning or force damage, it absorbs the energy, healing itself for half the damage dealt instead of taking damage. Once it has absorbed damage in this way, it gains an etheric charge.

Etheric Empowerment. The elemental can store up to 3 etheric charges, and the charges last until the next dawn. When the elemental begins its turn with at least one etheric charge, it can choose to empower its Slam attacks. Expending a charge causes its Slam attacks to deal an additional 1d6 force damage on a hit until the beginning of its next turn. The elemental can choose to expend additional charges, with each charge increasing the force damage by an additional 1d6.

ACTIONS

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) force damage. The Etherbound Revenant gains an etheric charge when it deals force damage with this attack.

Etheric Eruption (Recharge 5-6). The elemental can expend one or more of its stored etheric charges to create a burst of arcane energy in a 15-foot radius centered on itself. Each creature in the area must succeed on a DC 13 Dexterity saving throw, taking 3 (1d6) force damage for each charge expended on a failed save, or half as much damage on a successful one.

Etheric Beacon (1/Day). The elemental emits a pulse of etheric energy, causing up to three creatures it can see within 60 feet to become marked with a visible, glowing rune for 1 hour. The elemental has advantage on attack rolls against marked creatures, and it can sense the direction and distance to marked creatures, even if they are on another plane of existence. A marked creature can use an action to make a DC 12 Intelligence (Arcana) check, destroying the mark on itself on a success.

BONUS ACTIONS

Etheric Shift. The elemental can use a bonus action to spend an etheric charge to become ethereal until the end of its next turn. While ethereal, it can pass through solid objects and creatures, and it takes no damage from nonmagical attacks or from spells that do not target the Ethereal Plane. The elemental cannot attack or cast spells while ethereal.