Blackstorm elemental

Large elemental, chaotic neutral

- **Armor Class** 15
- **Hit Points** 90 (12d10+24)
- **Speed** 0 ft., fly 30 ft (hover)

STR 18 (-+4) **DEX** 13 (+1) **CON** 14 (+2) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 7 (-2)

- **Damage Vulnerabilities** necrotic
- **Damage Resistances** bludgeoning, piercing and slashing from nonmagical attacks
- **Damage immunities** force, radiant
- **Condition immunity** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Senses** darkvision 60 ft, passive perception 10
- **Languages** Celestial, Deep Speech
- **Challenge** 5 (1,800 XP)

- **Nebulous Form** The elemental is made up of the pure chaotic energies of the Blackstorm far beyond the safety of the realms. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) force damage and must make a Constitution Saving Throw (DC 13) or be stunned until the end of its next turn.
- **Creation incarnate** The blackstorm elemental is made of the energy of pure creation. Due to its very nature, the elemental is susceptible to necrotic energy and is vulnerable to attacks

that cause necrotic damage.

Actions

Multiattack *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* **(1d4 + 2)** piercing damage.

- **Touch** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8+4) force damage.
- **Cosmic Pulse (Recharge 4-6)** The Blackstorm elemental lashes out with a pulse of the pure energy of creation. Each creature within 20 feet of the elemental must make a DC 15 Dexterity saving throw or take 4d6 radiant damage. A creature that succeeds on their saving throw takes half damage.

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