

DEATH ELEMENTAL

What is Death? A question whispered through the cosmos, answered by the emergence of the Death Elemental, an otherworldly force that embodies the natural and terrifying balance of mortality. This immense creature manifests when entire civilizations yearn for an end to life, or when the echoes of countless lost souls call out for justice in the face of great atrocities.

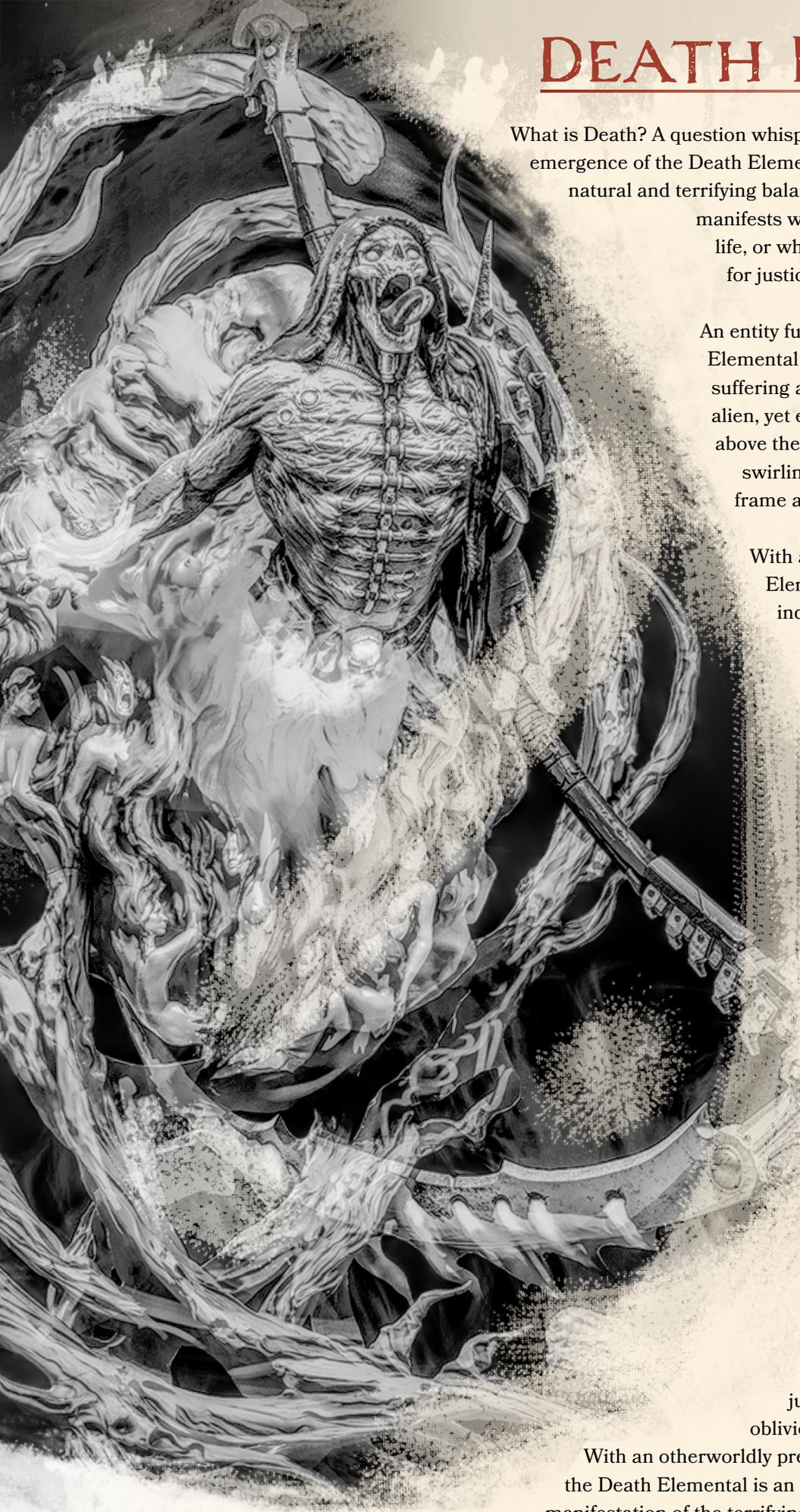
An entity fueled by the collective will for death, the Death Elemental is a relentless hunter of those who bring suffering and torment. Its appearance is marked by an alien, yet eerily natural presence, as it hovers ominously above the charnel houses of ravaged worlds. The swirling shadows that form its massive, skeletal frame are an embodiment of inevitable demise.

With an innate mastery of deathly magic, the Death Elemental wields spells that amplify its dread-inducing nature. Its Deathly Aura inflicts necrotic harm upon those who draw near, and its Soul Siphon ability allows it to absorb the life force of the fallen, growing stronger with each demise.

In battle, the Death Elemental's massive attacks crush both body and spirit, while its Deathly Grasp ensnares its prey in a vice-like hold, draining away vitality with each passing moment. Its ultimate expression of power, the Death Burst, releases a devastating wave of necrotic energy, claiming the essence of those caught in its baleful radius.

Those who encounter a Death Elemental find themselves face-to-face with an embodiment of death's relentless pursuit. It is a force fueled by the wills of the departed, seeking justice for the tormented and delivering oblivion to those who defy the cosmic balance.

With an otherworldly presence and a thirst for the souls of the guilty, the Death Elemental is an unyielding arbiter of the inevitable, a manifestation of the terrifying truth that death is a force of nature.



DEATH ELEMENTAL

HUGE ELEMENTAL, NEUTRAL EVIL

Armour Class 16 (Natural Armour)

Hit Points 126 (12d12+48)

Speed 50 ft. fly

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	8 (-1)

Saving Throws DEX +6, CON +8, WIS +6

Damage Resistances necrotic, non-magical bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., Passive Perception 12

Languages Common, Abyssal

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Deathly Aura. The Death Elemental exudes an aura of death in a 30-foot radius. Creatures of the Death Elemental's choice that start their turn in the aura must succeed on a DC 16 Constitution saving throw or take 14 (4d6) necrotic damage. On a successful save, the creature takes half damage.

Immutable Form. The Death Elemental is immune to any spell or effect that would alter its form.

Soul Siphon. Whenever the Death Elemental reduces a creature to 0 hit points, it gains temporary hit points equal to half the creature's hit point maximum.

ACTIONS

Multiattack. A Death Elemental makes two Blades of Mal attacks.

Blade of Mal. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 16 (2d10+5) slashing damage plus 14 (4d6) necrotic damage.

Deathly Grasp. The Death Elemental targets one creature it can see within 30 feet. The target must succeed on a DC 17 Strength saving throw or be restrained. At the start of each of the target's turns, it takes 14 (4d6) necrotic damage, and the Death Elemental regains hit points equal to the damage dealt. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Death Burst (Recharge 5-6). The Death Elemental releases a burst of necrotic energy in a 30-foot radius centered on itself. Each creature in that area must make a DC 16 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. A Death Elemental's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells, requiring no material components:

At Will: *Detect Evil and Good, Detect Magic, Detect Thoughts*

3/Day: *Dispel Magic, Fear, Plane Shift*

LEGENDARY ACTIONS

A Death Elemental can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Death Elemental regains spent legendary actions at the start of its turn.

Deathly Pulse. The Death Elemental releases a pulse of necrotic energy in a 20-foot radius. Each creature in that area must make a DC 16 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Soul Harvest. The Death Elemental targets one creature it can see within 60 feet. The target must succeed on a DC 16 Charisma saving throw or have disadvantage on its next saving throw. On a successful save, the target is immune to the effects of the Soul Harvest legendary action for 24 hours.

Ethereal Shift. The Death Elemental shifts between planes as a reaction, becoming incorporeal until the start of its next turn. While incorporeal, it gains resistance to all damage except force, and it can move through other creatures and objects as if they were difficult terrain. The Death Elemental may choose to end this effect at the start of its turn.

THE REAPER DOES NOT
LISTEN TO THE HARVEST.
- TERRY PRATCHETT