



SCALABLE AIR ELEMENTALS

Felementals are some of my favorite creatures to use in D&D. They're like a cross between a fiend, construct, and monstrosity, with tons of powerful attacks, defenses, and sneaky features. For this special edition of Scalable Monsters, I'll be taking the air elemental and scaling it upward from 1 to 20. This gives the creature flexibility for you to play it at all tiers of play.

HOW TO CREATE A SCALABLE AIR ELEMENTAL

Instead of creating a brand new monster for each and every challenge rating you have, instead, you just adjust the monster based on your target CR. It's kind of like having "levels" but for monsters. So if you need a CR 9 air elemental, just reference the Air Elemental table below, see what adjustments you need to make and features you need to add and presto: a brand new air elemental.

AIR ELEMENTAL FEATURES

A scalable air elemental has the following features.

STARTING STATISTICS

The CR 1 air elemental starts with the statistics as shown in the Air Elemental Gust statistics block.

MULTIATTACK

At CR 2, the air elemental can use its action to make two slam attacks.

AIR ELEMENTAL GUST

Medium elemental, neutral

Armor Class 16
Hit Points 36 (8d8)
Speed 0 ft. fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; 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 Auran

Challenge 1 (200 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. it can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam. *Melee Weapon Attack:* +6, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

THE AIR ELEMENTAL

CR	Proficiency Bonus	AC	hp/HD	Speed	Attack Bonus	Save DC	Size	Features
1	+2	14	36 (8d8)	60 ft.	+6	10	Medium	Starting Statistics
2	+2	14	40 (9d8)	60 ft.	+6	10	Medium	Multiattack
3	+2	14	45 (10d8)	60 ft.	+6	10	Medium	—
4	+2	15	49 (11d8)	60 ft.	+7	10	Medium	Ability Score Improvement (Dex +2)
5	+3	15	90 (12d10 + 24)	90 ft.	+8	13	Large	Size Increase (Large), Whirlwind
6	+3	15	97 (13d10 + 26)	90 ft.	+8	13	Large	Stormbringer
7	+3	15	105 (14d10 + 28)	90 ft.	+8	13	Large	Magic Resistance
8	+3	16	112 (15d10 + 30)	90 ft.	+9	13	Large	Ability Score Improvement (Dex +2)
9	+4	16	157 (15d12 + 60)	100 ft.	+10	16	Huge	Size Increase (Huge)
10	+4	16	157 (15d12 + 60)	100 ft.	+10	16	Huge	Eye of the Storm
11	+4	16	168 (16d12 + 64)	100 ft.	+10	16	Huge	Legendary Resistance (3/Day)
12	+4	17	168 (16d12 + 64)	100 ft.	+11	16	Huge	Ability Score Improvement (Dex +2)
13	+5	17	264 (16d20 + 96)	120 ft.	+12	19	Gargantuan	Size Increase (Gargantuan)
14	+5	17	264 (16d20 + 96)	120 ft.	+12	19	Gargantuan	Siege Monster
15	+5	17	264 (16d20 + 96)	120 ft.	+12	19	Gargantuan	Innate Spellcasting (call lightning, control weather)
16	+5	18	264 (16d20 + 96)	120 ft.	+13	19	Gargantuan	Ability Score Improvement (Dex +2)
17	+6	18	264 (16d20 + 96)	120 ft.	+14	20	Gargantuan	Legendary Actions
18	+6	18	264 (16d20 + 96)	120 ft.	+14	20	Gargantuan	Storm Aura
19	+6	19	264 (16d20 + 96)	120 ft.	+15	20	Gargantuan	Ability Score Improvement (Dex +2)
20	+6	19	264 (16d20 + 96)	120 ft.	+15	20	Gargantuan	Improved Legendary Actions

ABILITY SCORE IMPROVEMENT

Starting at CR 4 and again at CR 8, 12, 16, and 19, the air elemental's Dexterity score increases by 2.

SIZE INCREASE (LARGE)

At CR 5, the air elemental's size increases from Medium to Large. Its flying speed increases to 90 ft., and its Strength, Constitution, Wisdom, and Charisma scores increase by 4. The air elemental deals one extra damage die when it hits with its slam attack (2d8).

WHIRLWIND

Also at CR 5, the air elemental can use its action to create a whirlwind. Each creature in the elemental's space must make a Strength saving throw against its save DC. On a failure, a target takes bludgeoning damage equal to 3d8 plus its Strength modifier and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw against the elemental's save DC or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Once the air elemental uses this action, it can't use it again until it recharges on a d6 roll of 4-6.

STORMBRINGER

At CR 6, the air elemental gains immunity to lightning and thunder damage. Also, its slam attack deals thunder damage equal to 2d10 plus its Dexterity modifier on a hit instead of the damage normal for its attack.

MAGIC RESISTANCE

Starting at CR 7, the elemental has advantage on saving throws against spells and magical effects.

FLYBY

Beginning at CR 8, the elemental doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

SIZE INCREASE (HUGE)

At CR 9, the elemental's size increases again, from Large to Huge. Its flying speed increases to 100 ft., and its Strength, Constitution, Wisdom, and Charisma scores increase by 4. The air elemental deals one extra damage die when it hits with its slam attack (3d10), and two extra damage dice when it hits with its whirlwind attack (5d8).

EYE OF THE STORM

Starting at CR 10, the air elemental gains proficiency in Wisdom and Charisma saving throws.

LEGENDARY RESISTANCE (3/DAY)

At CR 11, if the air elemental fails a saving throw it can choose to succeed instead. It can use this feature three times and regains all expended uses after 24 hours have passed.

SIZE INCREASE (GARGANTUAN)

At CR 13, the elemental's size increases one final time, from Huge to Gargantuan. Its flying speed increases to 120 ft., and its Strength, Constitution, and Charisma scores increase by 4. The air elemental deals one extra damage die when it hits with its slam attack (4d10) and two extra damage dice when it hits with its whirlwind attack (7d8).

SIEGE MONSTER

Beginning at CR 14, the air elemental does double damage to objects and structures.

INNATE SPELLCASTING

At CR 15, the air elemental can cast call lightning and control weather at will, requiring no components. Its spellcasting ability for these spells is Charisma.

LEGENDARY ACTIONS

Once the air elemental reaches CR 17, it 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. The elemental regains spent legendary actions at the start of its turn.

Move. The elemental moves up to its speed.

Slam (Costs 2 Actions). The elemental makes a slam attack.

STORM AURA

Starting at CR 18, the elemental is constantly surrounded by an aura of thunder and lightning that extends 20 feet outward from the elemental. If a creature ends its turn within the elemental's aura, it must make a Constitution saving throw against the elemental's save DC. A creature takes 2d8 lightning damage plus 2d8 thunder damage on a failed saving throw, or half as much damage on a successful one.

IMPROVED LEGENDARY ACTIONS

Starting at CR 20, the elemental gains an additional legendary action.

Air Gust (Costs 3 Actions). The elemental creates a blast of air in a 240-foot long line that is 20 feet wide. Each creature in the area must make a Strength saving throw against the elemental's save DC. A creature takes 10d8 bludgeoning damage and is pushed back 60 feet and knocked prone on a failed saving throw, or takes half as much damage and isn't pushed back or knocked prone on a successful one.