



## LIVING PRISON

*Large elemental (air), neutral*

**Armor Class** 16

**Hit Points** 119 (14d10 + 42)

**Speed** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	16 (+3)	10 (+0)	11 (+0)	6 (-2)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran

**Challenge** 6 (2,300 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. If the living prison has an engulfed creature the trait is shared with it.

### Actions

**Multiattack.** The living prison makes two slam attacks. It can replace a slam attack by cage the wicked.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Cage the Wicked.** The living prison makes a slam attack against a Large or smaller creature. On a hit that creature must succeed on a DC 14 Strength saving throw, or be engulfed by the living prison. An engulfed creature is blinded and restrained, has half cover against attacks and other effects outside the living prison. The living prison's body can only hold up one creature at a time. If the living prison takes 20 damage or more on a single turn from a creature inside it, the living prison must succeed on a DC 20 Constitution saving throw at the end of that turn or release the engulfed creature, which falls prone in a space within 10 feet of the living prison.

**Whirlwind (Recharge 4-6).** Each creature in the living prison's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage 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 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw 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.

### Reactions

**Sacrificial Shield.** If the living prison holds an engulfed creature, it can, as a reaction when it is hit by an attack, release the engulfed creature, which is hit by the attack instead. The living prison then immediately teleports up to 20 feet to an empty space that it can see.