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Divine Beast Dancing Lion

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Elden Ring SOTE Edition

Divine Beast Dancing Lion

Huge celestial, Chaotic Neutral

Armor Class: 18 (natural armour)
Hit Points: 250 (18d12 + 126)
Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	10 (+0)	14 (+2)	18 (+4)

Saving Throws: Dex +9, Con +12, Wis +8, Cha +10
Skills: Acrobatics +9, Perception +8
Damage Resistances: Radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: Charmed, frightened
Senses: Passive Perception 18, darkvision 60 ft.
Languages: Celestial, understands Common but can't speak
Challenge: 15 (13,000 XP)

Magic Resistance. The Divine Beast Dancing Lion has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The lion's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *guidance, thaumaturgy*
- **3/day each:** *cure wounds, misty step, shield*
- **1/day each:** *divine word, heal*

Actions

Multiattack. The Divine Beast Dancing Lion makes three attacks: two with its Bite and one with its Head Slam. Alternatively, the Lion may perform a Tornado Dance and a Bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 9) piercing damage.

Head Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target Hit: 20 (3d6 + 10) bludgeoning damage. The target must succeed on a DC 18 Strength saving throw or be knocked prone.

Tornado Dance (Recharge 4–6). The lion spins rapidly, creating a whirlwind of celestial energy. Each creature within 20 feet must make a DC 18 Dexterity saving throw, taking 35 (10d6) force damage on a failed save, or half as much on a successful one.

Legendary Actions

The Divine Beast Dancing Lion can take 2 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 lion regains spent legendary actions at the start of its turn.

Divine Grace. The lion adds +5 to its AC against one attack that would hit it. It's AC returns to normal immediately after the attack. It must be able to see the attacker.

Transformation Mechanic

When the Divine Beast Dancing Lion's hit points are reduced to 70% (158 HP) or lower for the first time, it rolls a d4 to determine its elemental transformation.

On initiative count 20 of each round thereafter, the lion rolls a d4 again and transforms accordingly. The transformation replaces any previous elemental form.

1. No change

The lion remains in its base form, retaining all its standard abilities without any elemental enhancements.Alternatively it returns to it's elemental form if it is in another one.

2. Wind Form

The Divine Beast Dancing Lion's mane becomes wispy and cloud-like, and gentle breezes swirl around its body. Its movements become erratic and swift, as though it's part of the wind itself.

Instantaneous effect. Upon entering this phase, as a free action, the Divine Beast Dancing Lion conjures up to three mini tornadoes that target random creatures within 60 feet. Each tornado targets one creature. *Ranged Spell Attack:* +10 to hit for each tornado.

Hit: 21 (6d6) slashing damage. The target must succeed on a DC 18 Strength saving throw or be lifted 10 feet into the air and knocked prone upon landing.

Unique Condition: Tempestbound. The creature experiences intense buffeting winds, disorienting them. While ***Tempestbound***, the creature has disadvantage on attack rolls. Their movement is halved, and they must succeed on a DC 18 Dexterity saving throw at the start of each of their turns or be knocked prone. The Divine Beast Dancing Lion can inflict a transformation-based condition only once per round. If the lion lands a critical hit with an attack it can bypass this limitation.

Lion's Thunder. In this state, the Divine Beast Dancing Lion is immune to thunder damage.

Thunder-Infused Strikes. While in Wind Form, the lion's melee attacks (Bite and Head Slam) are infused with thunder energy. These attacks deal an additional 9 (2d8) thunder damage on a hit. Creatures struck by these attacks must make a DC 18 Dexterity saving throw or become ***Tempestbound***.

Flying Speed. In this form, the Divine Beast Dancing Lion gains a flying speed of 30 ft.

New Actions

Windstorm (Recharge 4–6). The lion summons a violent windstorm in a 30-foot radius centered on itself. Each creature in the area must make a DC 18 Strength saving throw or be pushed 20 feet away from the lion, take 22 (4d8) thunder damage and be knocked prone. The area becomes difficult terrain until the start of the lion's next turn. On a successful save, they take half damage and are not pushed or knocked prone. This attack may be part of the Multiattack feature, replacing Tornado Dance.

New Legendary Actions

Cyclone Shift (Costs 2 Actions). The Divine Beast Dancing Lion creates a swirling cyclone in a 10-foot radius centered on a point it can see within 60 feet. The cyclone lasts until the end of the lion's next turn. Each creature within the cyclone must succeed on a DC 18 Strength saving throw or be pulled 15 feet toward the center and knocked prone. Creatures affected by this ability become ***Tempestbound***. The area within the cyclone becomes heavily obscured until the end of the lion's next turn.

3. Lightning Form

The Divine Beast Dancing Lion's fur crackles with electric energy, and arcs of lightning dance across its body. It moves with terrifying speed, leaving trails of electricity in its wake.

Instantaneous effect. Upon entering this phase, as a free action, the lion calls down a sudden clap of thunder at a point within 60 feet, creating a 20-foot radius sphere. Each creature within the area must make a DC 18 Constitution saving throw, taking 35 (10d6) thunder damage and becoming deafened for 1 minute on a failed save. On a successful save, they take half damage and are not deafened. The deafened condition can be ended early by a DC 15 Medicine check or Lesser Restoration.

Unique Condition: Overcharged. When creatures are struck by the lion's lightning-based attacks or abilities, they risk becoming ***Overcharged*** with unstable energy. While ***Overcharged***, the creature's body becomes a conductor for electricity. At the start of each of their turns, ***Overcharged*** creatures emit an electric burst in a 5-foot radius, dealing 2d6 lightning damage to themselves and any creatures within range. ***Overcharged*** creatures have disadvantage on Dexterity saving throws, and the condition lasts for 1d4 rounds or until the creature successfully makes a DC 18 Constitution saving throw at the end of their turn. The Divine Beast Dancing Lion can inflict a transformation-based condition only once per round. If the lion lands a critical hit with an attack it can bypass this limitation.

Lion's Lighting. In this state, the Divine Beast Dancing Lion is immune to lighting damag***e.***

Lighting-Infused strikes. While in Wind Form, the lion's melee attacks (Bite and Head Slam) are infused with thunder energy. These attacks deal an additional 9 (2d8) lighting damage on a hit. Creatures struck by these attacks must make a DC 18 Constitution saving throw or become ***Overcharged***.

New Actions

Lightning Bolt (Recharge 4–6). The lion releases a crackling bolt of lightning in a 100-foot line that is 5 feet wide. Each creature in the line must make a DC 18 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much on a successful one. Any creature that takes damage from this ability becomes ***Overcharged***. This attack may be part of the Multiattack feature, replacing Tornado Dance.

New Bonus Actions

Lightning Reflexes. While in Lightning Form, the Divine Beast Dancing Lion moves with incredible speed, able to take the Dash action as a bonus action on each of its turns. When it dashes, it leaves a trail of lightning behind in a 10-foot-wide line that persists until the start of its next turn. Any creature crossing the line must make a DC 18 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much on a successful one. Creatures damaged by this effect become ***Overcharged***.

New Legendary Actions

Lightning Dash (Costs 1 Action). The Divine Beast Dancing Lion moves up to its speed without provoking opportunity attacks. Any creature within 10 feet of the lion during this movement must make a DC 18 Dexterity saving throw or take 11 (2d10) lightning damage as arcs of lightning discharge from its body. Creatures damaged by this effect become ***Overcharged***.

4. Ice Form

The Divine Beast Dancing Lion's fur turns crystalline blue, and a chilling aura emanates from its body, frosting the ground beneath it. Icy winds swirl around the lion as it moves, leaving a trail of frozen terrain in its wake.

Instantaneous effect. Upon entering this phase, as a free action, the lion exhales a chilling wind in a 30-foot cone. Each creature in the area must make a DC 18 Constitution saving throw, taking 36 (8d8) cold damage and having their speed reduced by 20 feet until the end of their next turn on a failed save, or half as much damage without the speed reduction on a successful save.

Unique Condition: Frostbite. When creatures are struck by the lion's cold-based attacks or abilities, they may suffer from ***Frostbite***, which slows their body's functions. While affected by ***Frostbite***, a creature can either take an action or a bonus action on its turn, but not both. Additionally, their movement speed is reduced by 10 feet.

Frostbite lasts for 1d4 rounds or until the creature successfully makes a DC 18 Constitution saving throw at the end of their turn. The Divine Beast Dancing Lion can inflict a transformation-based condition only once per round. If the lion lands a critical hit with an attack it can bypass this limitation.

Freezing Strikes. While in Ice Form, the lion's melee attacks (Bite and Head Slam) are infused with frigid energy. These attacks deal an additional 9 (2d8) cold damage on a hit. Creatures struck by these attacks must make a DC 18 Constitution saving throw or become ***Frostbitten***.

Frozen Terrain. The ground within 10 feet of the lion becomes icy, turning it into difficult terrain. Creatures that start their turn on the icy ground must succeed on a DC 15 Dexterity saving throw or fall prone.

Lion's Chill. In this state, the Divine Beast Dancing Lion is immune to cold damage.

New Actions

Ice Spikes (Recharge 4–6). The lion causes sharp ice spikes to erupt from the ground in a 20-foot square within 60 feet. Each creature in the area must make a DC 18 Dexterity saving throw, taking 31 (7d8) piercing damage and becoming restrained on a failed save, or half as much damage without being restrained on a successful one. The restrained condition lasts until the end of the creature's next turn. This attack may be part of the Multiattack feature, replacing Tornado Dance.

New Legendary Actions

Glacial Wall (Costs 2 Actions). The Divine Beast Dancing Lion summons a wall of ice in a 15-foot-long, 10-foot-high, and 1-foot-thick line within 60 feet. The wall lasts for 1 minute or until the lion dismisses it as a bonus action. The wall provides full cover and blocks line of sight. Any creature that touches the wall takes 14 (4d6) cold damage. Creatures adjacent to the wall at the start of their turn must make a DC 18 Constitution saving throw or become ***Frostbitten***.

Condition Combos

Frozen Gale

If a creature is affected by both ***Tempestbound*** and ***Frostbite***, they are engulfed by a freezing gale. The creature is encased in ice, becoming paralyzed until the end of their next turn. At the end of that turn, both conditions are removed, and the creature becomes immune to both for 1 round.

Thunderous Burst

If a creature is affected by both ***Tempestbound*** and ***Overcharged***, the volatile mix of wind and electricity causes a sudden burst of energy. The creature releases an explosive discharge, dealing 4d8 thunder damage to themselves and all creatures within 10 feet. The creature is then knocked prone and both conditions are removed. The creature becomes immune to both conditions for 1 round.

Static Freeze

If a creature is affected by both ***Frostbite*** and ***Overcharged***, the cold and electricity form an unstable reaction. The creature becomes stunned as they are covered in a layer of frost and static electricity. The stunned condition lasts until the end of their next turn, after which both conditions are removed, and the creature becomes immune to both for 1 round.



Special Weaknesses

Shattered Celestial Armor

Discovery Mechanism. A character proficient in Investigation or Perception can study the Divine Beast Dancing Lion's intricate armor to identify cracks and weaknesses in its structure. This requires a DC 18 Intelligence (Investigation) or Wisdom (Perception) check after the lion has been hit with a critical strike or a powerful blow (20 or more points of damage in a single attack).

Consequence. Once discovered, targeting these cracks in the lion's celestial armor with a successful attack reduces its AC by 2 for the rest of the encounter. The armor's weakened state also causes the lion to lose its Magic Resistance trait for the next 1d4 - 1 rounds.

Frozen Heart

Discovery Mechanism. A character proficient in Nature or Medicine can sense a vulnerability in the Divine Beast Dancing Lion's Ice Form. After the lion uses Ice Spikes or Frost Breath, a successful DC 18 Wisdom (Nature) or Intelligence (Medicine) check reveals that its core becomes sluggish in this form.

Consequence. By attacking the lion's chest while it is in Ice Form, a character can slow its movement further. A successful strike after this discovery reduces the lion's speed to 0 for 1 round, leaving it open to attacks. Additionally, it loses its Freezing Strikes ability for the remainder of this transformation.

Once any of those weaknesses have been discovered they cannot be exploited a second time.

Overcharged Core

Discovery Mechanism. A character proficient in Arcana or Perception can identify the danger of the lion's core becoming unstable during its Lightning Form. After witnessing the lion use Lightning Bolt or another high-power electrical attack, a successful DC 18 Intelligence (Arcana) or Wisdom (Perception) check allows a character to exploit this.

Consequence. Exploiting the Overcharged Core involves hitting the lion while it is channeling or using lightning abilities. A successful hit during this period causes an explosion of lightning energy, dealing 5d8 lightning damage to the lion and paralyzing until the start of its next turn. The lion reverts to its base form and cannot use Lightning Form again for the remainder of the encounter.