

STORM BIRD

Gargantuan • Elemental • Neutral

Armor Class 18

Initiative +14 (24)

Hit Points 232 (15d20 + 75)

Speed 30 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	27 (+8)	21 (+5)	14 (+2)	22 (+6)	18 (+4)

Saving Throws Dex +14, Cha +10

Skills Perception +12

Damage Resistances cold

Damage Immunities lightning, thunder

Condition Immunities blinded, deafened, restrained

Senses blindsight 30 ft., darkvision 150 ft., passive Perception 22

Languages Primordial (Auran)

CR 17 (XP 18,000 or 20,000 in lair; PB +6)



Freedom of Movement. The storm bird is unhindered by difficult terrain and can't be restrained.

Legendary Resistance (1/Day, 2/Day in Lair). If the storm bird fails a saving throw, it can choose to succeed instead.

Bloodied - Storm Incarnate. When the storm bird becomes bloodied, *Strength Saving Throw*: DC 19, each creature in a 30-foot emanation. *Failure*: 16 (3d10) thunder damage. *Success*: Half damage. *Failure or Success*: The storm bird becomes invisible and resistant to all damage until the start of its turn.

Storm Bringer. The storm bird changes the weather within 1 mile of it to strong winds, within 1000 feet of it to gales, and within 300 feet of it to storm-like conditions. This effect works like the *control weather* spell, but is not magical itself.

ACTIONS

Multiattack. The storm bird makes one Talons attack and two Wind Blade attacks.

Talons. *Melee Weapon Attack*: +14, reach 10 ft. *Hit*: 19 (2d10 + 8) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) from both talons. While grappled this way, the target is restrained.

Wind Blade. *Ranged Spell Attack*: +12, range 150 ft. *Hit*: 11 (2d10) slashing damage. This attack deals an additional 11 (2d10) thunder damage while the storm bird is bloodied.

STORM BIRD — WEAKER

Armor Class 17

Initiative +12 (22)

Hit Points 174 (12d20 + 48)

Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	25 (+7)	19 (+4)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Dex +13, Cha +9

Skills Perception +10

Damage Resistances cold

Damage Immunities lightning, thunder

Condition Immunities blinded, deafened, restrained

Senses blindsight 20 ft., darkvision 120 ft., passive Perception 20

Languages Primordial (Auran)

CR 14 (XP 11,500 or 13,000 in lair; PB +5)



REACTIONS

Discorporation (Recharge 5-6). *Trigger*: The storm bird takes damage while bloodied. *Response*: The storm bird halves the damage and teleports up to 30 feet to a point it can see.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the storm bird can expend a use to take one of the following actions. The storm bird regains all expended uses at the start of each of its turns.

Gale. *Strength Saving Throw*: DC 19, each creature in a 30-foot-long, 10-foot-wide line. *Failure*: 7 (2d6) bludgeoning damage, and the target is pushed back 10 feet and is knocked prone. *Success*: Half damage.

Lightning Feathers. *Constitution Saving Throw*: DC 19, each creature in a 15-foot emanation originating from the storm bird. *Failure*: 10 (3d6) lightning damage, and the target is blinded until the end of its next turn. *Success*: Half damage. *Failure or Success*: The storm bird can't take this action again until the start of its next turn.

Wind Blade. The storm bird makes one Wind Blade attack.

Wind Prison (While Bloodied). *Strength Saving Throw*: DC 19, one creature within 30 feet of the storm bird that it can see. *Failure*: The target becomes restrained (escape DC 19). While restrained this way, the creature is deafened and levitates 30 feet upwards at the start of each of its turns. *Failure or Success*: The storm bird can't take this action again until the start of its next turn.

Freedom of Movement. The storm bird is unhindered by difficult terrain and can't be restrained.

Legendary Resistance (1/Day, 2/Day in Lair). If the storm bird fails a saving throw, it can choose to succeed instead.

Bloodied - Storm Incarnate. When the storm bird becomes bloodied, *Strength Saving Throw*: DC 17, each creature in a 30-foot emanation. *Failure*: 9 (2d8) thunder damage. *Success*: Half damage. *Failure or Success*: The storm bird becomes invisible and resistant to all damage until the start of its turn.

Storm Bringer. The storm bird changes the weather within 1 mile of it to strong winds, within 1000 feet of it to gales, and within 300 feet of it to storm-like conditions. This effect works like the *control weather* spell, but is not magical itself.

ACTIONS

Multiattack. The storm bird makes one Talons attack and two Wind Blade attacks.

Talons. *Melee Weapon Attack*: +12, reach 10 ft. *Hit*: 16 (2d8 + 7) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 18) from both talons. While grappled this way, the target is restrained.

Wind Blade. *Ranged Spell Attack*: +10, range 150 ft. *Hit*: 9 (2d8) slashing damage. This attack deals an additional 9 (2d8) thunder damage while the storm bird is bloodied.

STORM BIRD — STRONGER

Armor Class 19

Hit Points 280 (17d20 + 102)

Speed 30 ft., fly 300 ft.

Initiative +15 (25)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	29 (+9)	23 (+6)	16 (+3)	24 (+7)	20 (+5)

Saving Throws Dex +15, Cha +11

Skills Perception +13

Damage Resistances cold

Damage Immunities lightning, thunder

Condition Immunities blinded, deafened, restrained

Senses blindsight 60 ft., darkvision 300 ft., passive Perception 23

Languages Primordial (Auran)

CR 20 (XP 25,000 or 33,000 in lair, PB +6)

REACTIONS

Discorporation (Recharge 5-6). *Trigger*: The storm bird takes damage while bloodied. *Response*: The storm bird halves the damage and teleports up to 15 feet to a point it can see.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). *Immediately after another creature's turn, the storm bird can expend a use to take one of the following actions. The storm bird regains all expended uses at the start of each of its turns.*

Gale. *Strength Saving Throw*: DC 17, each creature in a 30-foot-long, 10-foot-wide line. *Failure*: 5 (2d4) bludgeoning damage, and the target is pushed back 10 feet and is knocked prone. *Success*: Half damage.

Lightning Feathers. *Constitution Saving Throw*: DC 17, each creature in a 10-foot emanation originating from the storm bird. *Failure*: 7 (2d6) lightning damage, and the target is blinded until the end of its next turn. *Success*: Half damage. *Failure or Success*: The storm bird can't take this action again until the start of its next turn.

Wind Blade. The storm bird makes one Wind Blade attack.

Wind Prison (While Bloodied). *Strength Saving Throw*: DC 17, one creature within 30 feet of the storm bird that it can see. *Failure*: The target becomes restrained (escape DC 17). While restrained this way, the creature is deafened and levitates 30 feet upwards at the start of each of its turns. *Failure or Success*: The storm bird can't take this action again until the start of its next turn.



Freedom of Movement. The storm bird is unhindered by difficult terrain and can't be restrained.

Legendary Resistance (2/Day, 3/Day in Lair). If the storm bird fails a saving throw, it can choose to succeed instead.

Bloodied - Storm Incarnate. When the storm bird becomes bloodied, *Strength Saving Throw*: DC 20, each creature in a 30-foot emanation. *Failure*: 26 (4d12) thunder damage. *Success*: Half damage. *Failure or Success*: The storm bird becomes invisible and resistant to all damage until the start of its turn.

Storm Bringer. The storm bird changes the weather within 1 mile of it to strong winds, within 1000 feet of it to gales, and within 300 feet of it to storm-like conditions. This effect works like the *control weather* spell, but is not magical itself.

ACTIONS

Multiattack. The storm bird makes one Talons attack and two Wind Blade attacks.

Talons. *Melee Weapon Attack*: +15, reach 10 ft. *Hit*: 23 (2d12 + 9) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 21) from both talons. While grappled this way, the target is restrained.

Wind Blade. *Ranged Spell Attack*: +13, range 150 ft. *Hit*: 13 (2d12) slashing damage. This attack deals an additional 13 (2d12) thunder damage while the storm bird is bloodied.

REACTIONS

Discorporation (Recharge 5-6). *Trigger*: The storm bird takes damage while bloodied. *Response*: The storm bird halves the damage and teleports up to 30 feet to a point it can see.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the storm bird can expend a use to take one of the following actions. The storm bird regains all expended uses at the start of each of its turns.

Gale. *Strength Saving Throw*: DC 20, each creature in a 30-foot-long, 10-foot-wide line. *Failure*: 9 (2d8) bludgeoning damage, and the target is pushed back 10 feet and is knocked prone. *Success*: Half damage.

Lightning Feathers. *Constitution Saving Throw*: DC 20, each creature in a 20-foot emanation originating from the storm bird. *Failure*: 14 (4d6) lightning damage, and the target is blinded until the end of its next turn. *Success*: Half damage. *Failure or Success*: The storm bird can't take this action again until the start of its next turn.

Wind Blade. The storm bird makes one Wind Blade attack.

Wind Prison (While Bloodied). *Strength Saving Throw*: DC 20, one creature within 30 feet of the storm bird that it can see. *Failure*: The target becomes restrained (escape DC 20). While restrained this way, the creature is deafened and levitates 30 feet upwards at the start of each of its turns. *Failure or Success*: The storm bird can't take this action again until the start of its next turn.