

# STORMLUNG

Gargantuan • Dragon • Neutral

**Armor Class** 18

**Initiative** +10 (20)

**Hit Points** 280 (17d20 + 102)

**Speed** 30 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	23 (+6)	15 (+2)	18 (+4)	20 (+5)

**Skills** Nature +9, Perception +16

**Damage Resistances** thunder

**Damage Immunities** lightning

**Senses** blindsight 60 ft., darkvision 300 ft. (unimpeded by heavily area made out of cloud, rain or similar weather-like phenomena), passive Perception 26

**Languages** Common, Draconic, Primordial (Auran)

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



**Stormy Resistance (3/Day, or 4/Day in Lair).** If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it can't take reactions until the start of its next turn, and its flying speed is reduced by 20 feet until it finishes a long rest.

**Wind Controller.** Ranged attack rolls that target the dragon or cross through a 30-foot emanation originating from the dragon are made with disadvantage if the dragon chooses so. This trait doesn't work while the dragon is incapacitated.

## ACTIONS

**Multiattack.** The dragon makes one Bite and one Tail attack.

**Bite.** *Melee Weapon Attack:* +13, reach 15 ft. *Hit:* 15 (2d8 + 6) slashing damage plus 13 (3d8) lightning or thunder damage (the dragon's choice).

**Tail.** *Melee Weapon Attack:* +13, reach 30 ft. *Hit:* 17 (2d10 + 6) bludgeoning damage, and the target is knocked prone and pushed back 10 feet.

**Chain Tempest Breath (Recharge 5-6).** *Dexterity Saving Throw:* DC 20, each creature 100-foot-long, 5-foot-wide line. *Failure:* 36 (8d8) lightning damage, and the line can change its direction originating from the target. *Success:* Half damage.

**Whirlwind Breath.** *Strength Saving Throw:* DC 20, each creature 90-foot cone. *Failure:* The target is pulled as close to the center line of the cone as possible. When the effect ends, the target falls if it is still aloft unless it can stop the fall. *Success:* The target is knocked prone.

## STORMLUNG — WEAKER

**Armor Class** 17

**Initiative** +8 (18)

**Hit Points** 201 (13d20 + 65)

**Speed** 30 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	13 (+1)	16 (+3)	18 (+4)

**Skills** Nature +7, Perception +13

**Damage Resistances** thunder

**Damage Immunities** lightning

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 300 ft. (unimpeded by heavily area made out of cloud, rain or similar weather-like phenomena), passive Perception 23

**Languages** Common, Draconic, Primordial (Auran)

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



**Stormy Resistance (2/Day, or 3/Day in Lair).** If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it can't take reactions until the start of its next turn, and its flying speed is reduced by 20 feet until it finishes a long rest.

**Wind Controller.** Ranged attack rolls that target the dragon or cross through a 20-foot emanation originating from the dragon are made with disadvantage if the dragon chooses so. This trait doesn't work while the dragon is incapacitated.

## ACTIONS

**Multiattack.** The dragon makes one Bite and one Tail attack.

**Bite.** *Melee Weapon Attack:* +11, reach 15 ft. *Hit:* 14 (2d8 + 5) slashing damage plus 9 (2d8) lightning or thunder damage (the dragon's choice).

**Tail.** *Melee Weapon Attack:* +11, reach 30 ft. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is knocked prone and pushed back 10 feet.

**Chain Tempest Breath (Recharge 5-6).** *Dexterity Saving Throw:* DC 18, each creature 80-foot-long, 5-foot-wide line. *Failure:* 31 (7d8) lightning damage, and the line can change its direction originating from the target. *Success:* Half damage.

**Whirlwind Breath.** *Strength Saving Throw:* DC 18, each creature 90-foot cone. *Failure:* The target is pulled as close to the center line of the cone as possible. When the effect ends, the target falls if it is still aloft unless it can stop the fall. *Success:* The target is knocked prone.

## STORMLUNG — STRONGER

**Armor Class** 19

**Hit Points** 332 (19d20 + 133)

**Speed** 30 ft., fly 120 ft. (hover)

**Initiative** +11 (21)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	25 (+7)	17 (+3)	20 (+5)	22 (+6)

**Skills** Nature +9, Perception +17

**Damage Resistances** thunder

**Damage Immunities** lightning

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 300 ft. (unimpeded by heavily area made out of cloud, rain or similar weather-like phenomena), passive Perception 27

**Languages** Common, Draconic, Primordial (Auran)

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

**Spellcasting.** The dragon casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 18):

At will: *control weather, sleet storm, wind wall*

## REACTIONS

**Dodge And Counter.** *Trigger:* The dragon takes damage from a creature it can see. *Response:* The dragon halves the damage, and if the attacker is within 30 feet of the dragon, it makes a Tail attack against it.

## LEGENDARY ACTIONS

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

**Gust.** *Strength Saving Throw:* DC 18, each creature 50-foot-long, 10-foot-wide line. *Failure:* The target is pushed 15 feet away from you in a direction following the line.

**Lightning Strike.** *Dexterity Saving Throw:* DC 18, each creature in a 5-foot emanation originating from a point within 150 feet of the dragon that it can see. *Failure:* 7 (2d6) lightning damage. *Success:* Half damage.

**Storm Blast.** *Constitution Saving Throw:* DC 18, each creature in a 15-foot emanation originating from the dragon. *Failure:* 11 (2d10) thunder damage, and the target is deafened until the end of its next turn. *Success:* Half damage. *Failure or Success:* The dragon can't take this action again until the start of its next turn.



**Stormy Resistance (3/Day, or 4/Day in Lair).** If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it can't take reactions until the start of its next turn, and its flying speed is reduced by 20 feet until it finishes a long rest.

**Wind Controller.** Ranged attack rolls that target the dragon or cross through a 30-foot emanation originating from the dragon are made with disadvantage if the dragon chooses so. This trait doesn't work while the dragon is incapacitated.

## ACTIONS

**Multiattack.** The dragon makes one Bite and one Tail attack.

**Bite.** *Melee Weapon Attack:* +13, reach 15 ft. *Hit:* 16 (2d8 + 7) slashing damage plus 18 (4d8) lightning or thunder damage (the dragon's choice).

**Tail.** *Melee Weapon Attack:* +13, reach 30 ft. *Hit:* 23 (3d10 + 7) bludgeoning damage, and the target is knocked prone and pushed back 10 feet.

**Chain Tempest Breath (Recharge 5-6).** *Dexterity Saving Throw:* DC 21, each creature 120-foot-long, 5-foot-wide line. *Failure:* 40 (9d8) lightning damage, and the line can change its direction originating from the target. *Success:* Half damage.

**Whirlwind Breath.** *Strength Saving Throw:* DC 21, each creature 120-foot cone. *Failure:* The target is pulled as close to the center line of the cone as possible. When the effect ends, the target falls if it is still aloft unless it can stop the fall. *Success:* The target is knocked prone.

**Spellcasting.** The dragon casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 21):

At will: *control weather, sleet storm, wind wall*

## REACTIONS

**Dodge And Counter.** *Trigger:* The dragon takes damage from a creature it can see. *Response:* The dragon halves the damage, and if the attacker is within 30 feet of the dragon, it makes a Tail attack against it.

## LEGENDARY ACTIONS

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

**Gust.** *Strength Saving Throw:* DC 21, each creature 50-foot-long, 10-foot-wide line. *Failure:* The target is pushed 15 feet away from you in a direction following the line.

**Lightning Strike.** *Dexterity Saving Throw:* DC 21, each creature in a 5-foot emanation originating from a point within 150 feet of the dragon that it can see. *Failure:* 14 (4d6) lightning damage. *Success:* Half damage.

**Storm Blast.** *Constitution Saving Throw:* DC 21, each creature in a 20-foot emanation originating from the dragon. *Failure:* 19 (3d12) thunder damage, and the target is deafened until the end of its next turn. *Success:* Half damage. *Failure or Success:* The dragon can't take this action again until the start of its next turn.