RAINCALLER

Small or Medium • Humanoid • Any Alignment



Armor Class 12
Initiative +1 (11)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	15 (+2)	11 (+0)

Saving Throws Str +2
Skills Investigation +3, Nature +3, Survival +4
Gear component pouch, leather, quarterstaff
Senses passive Perception 12
Languages Common, Primordial
CR 1 (XP 200; PB +2)

ACTIONS

Air Burst. *Melee or Ranged Spell Attack:* +4, reach 5 ft or range 60 ft. *Hit:* 12 (3d6 + 2) bludgeoning damage and the target is knocked prone.

Spellcasting. The raincaller casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *druidcraft, create or destroy water* (create water only, and only as rain)

2/day: *fog cloud, gust of wind, thunderwave*

1/day: *call lightning* (only in stormy conditions)

BONUS ACTIONS

Tailwind (Recharges after a Rest). A willing creature within 30 feet of the raincaller (including itself) that it can see doubles its movement speed until the end of its next turn.

REACTIONS

Sudden Gale (2/Day). *Trigger:* The raincaller is targeted with an attack roll. *Response:* The attack roll is made with disadvantage, and the raincaller moves up to 10 feet without provoking opportunity attacks.

RAINCALLER — WEAKER



Armor Class 12
Initiative +1 (11)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills Investigation +2, Nature +2, Survival +3
Gear component pouch, leather, quarterstaff
Senses passive Perception 11
Languages Common, Primordial
CR 1/8 (XP 25; PB +2)

ACTIONS

Air Burst. *Melee or Ranged Spell Attack:* +3, reach 5 ft or range 30 ft. *Hit:* 3 (1d6) bludgeoning damage and the target is knocked prone.

Spellcasting. The raincaller casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 11):

At will: *druidcraft, create or destroy water* (create water only, and only as rain)

1/day: *fog cloud, gust of wind*

BONUS ACTIONS

Tailwind (1/Day). A willing creature within 30 feet of the raincaller (including itself) that it can see doubles its movement speed until the end of its next turn.

REACTIONS

Sudden Gale (1/Day). *Trigger:* The raincaller is targeted with an attack roll. *Response:* The attack roll is made with disadvantage, and the raincaller moves up to 10 feet without provoking opportunity attacks.

RAINCALLER — STRONGER



Armor Class 14
Initiative +2 (12)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	14 (+2)	17 (+3)	13 (+1)

Saving Throws Str +3
Skills Investigation +4, Nature +4, Survival +5
Gear component pouch, studded leather, quarterstaff
Senses passive Perception 13
Languages Common, Primordial
CR 4 (XP 1,100; PB +2)

ACTIONS

Multiattack. The raincaller makes two Air Burst attacks.

Air Burst. *Melee or Ranged Spell Attack:* +5, reach 5 ft or range 90 ft. *Hit:* 16 (3d8 + 3) bludgeoning damage and the target is knocked prone.

Spellcasting. The raincaller casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *druidcraft, create or destroy water* (create water only, and only as rain)

2/day: *fog cloud, gust of wind, thunderwave*

1/day: *call lightning* (only in stormy conditions)

BONUS ACTIONS

Tailwind (Recharges after a Rest). A willing creature within 30 feet of the raincaller (including itself) that it can see doubles its movement speed until the end of its next turn.

REACTIONS

Sudden Gale (Recharges 5-6). *Trigger:* The raincaller is targeted with an attack roll. *Response:* The attack roll is made with disadvantage, and the raincaller moves up to 10 feet without provoking opportunity attacks.