STORM GIANT TEMPEST RIDER

Huge • Giant • Chaotic Neutral



Armor Class 16
Initiative +1 (11)
Hit Points 253 (22d12 + 110)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	20 (+5)	16 (+3)	20 (+5)	22 (+6)

Skills Arcana +9, Athletics +15, History +9, Perception +11
Damage Resistances cold
Damage Immunities ligthning, thunder
Gear dagger, lance
Senses darkvision 120 ft., passive Perception 21
Languages Common, Giant, Primordial
CR 17 (XP 18,000; PB +6)

Amphibious. The giant can breathe air and water.

Cavalier. When its mount is attacked while the giant is mounted on it, the giant can force the attack to target it instead, and if its mount is subject to an effect that would cause it to make a Dexterity saving throw for half damage, it suffers no damage on a successful save and half damage on a failure.

ACTIONS

Multiattack. The giant makes three Wind Dagger attacks or two Storm Lance attacks.

Wind Dagger. *Melee or Ranged Weapon Attack:* +14, reach 10 ft. or range 120 ft. *Hit:* 19 (4d4 + 9) slashing damage plus 10 (3d6) thunder damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Storm Lance. *Melee Weapon Attack:* +14 (with disadvantage while not mounted), reach 15 ft. *Hit:* 35 (4d12 + 9) piercing damage plus 13 (3d8) lightning damage. If the giant moved 20+ feet straight toward the target immediately before the hit, the target is pushed 10 feet away and knocked prone.

Elemental Mount (Recharge after a Rest). The giant summons an **air elemental** or **water elemental** to an unoccupied space within 5 feet of it that it can see. This elemental's size is Gargantuan, and the giant can use it as a mount. The giant can't have more than one elemental mount summoned at a time.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *detect magic, levitate, light, water breathing, wind walk*

1/day: *control weather, tsunami*

BONUS ACTIONS

Thundrous Dash (Recharge 5-6, While Mounted). The giant's mount immediately moves up to its speed. *Constitution Saving Throw:* DC 19, each hostile creature in a 10-foot emanation originating from the space where the giant ends this movement. *Failure:* 13 (3d8) thunder damage and the target is stunned until the end of its next turn. *Success:* Half damage.

REACTIONS

Feather Fall. The giant casts *feather fall*, in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

STORM GIANT TEMPEST RIDER — WEAKER



Armor Class 15
Initiative +0 (10)
Hit Points 199 (19d12 + 76)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

Skills Arcana +7, Athletics +13, History +7, Perception +9
Damage Resistances cold
Damage Immunities ligthning, thunder
Gear dagger, lance
Senses darkvision 120 ft., passive Perception 19
Languages Common, Giant, Primordial
CR 14 (XP 11,500; PB +5)

Amphibious. The giant can breathe air and water.

Cavalier. When its mount is attacked while the giant is mounted on it, the giant can force the attack to target it instead, and if its mount is subject to an effect that would cause it to make a Dexterity saving throw for half damage, it suffers no damage on a successful save and half damage on a failure.

ACTIONS

Multiattack. The giant makes three Wind Dagger attacks or two Storm Lance attacks.

Wind Dagger. *Melee or Ranged Weapon Attack:* +12, reach 10 ft. or range 120 ft. *Hit:* 15 (3d4 + 8) slashing damage plus 10 (3d6) thunder damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Storm Lance. *Melee Weapon Attack:* +12 (with disadvantage while not mounted), reach 15 ft. *Hit:* 27 (3d12 + 8) piercing damage plus 13 (3d8) lightning damage. If the giant moved 20+ feet straight toward the target immediately before the hit, the target is pushed 10 feet away and knocked prone.

Elemental Mount (Recharge after a Rest). The giant summons an **air elemental** or **water elemental** to an unoccupied space within 5 feet of it that it can see. This elemental's size is Gargantuan, and the giant can use it as a mount. The giant can't have more than one elemental mount summoned at a time.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

> At will: *detect magic, levitate, light, water breathing, wind walk*
>
> 1/day: *control weather, tsunami*

BONUS ACTIONS

Thundrous Dash (Recharge 6, While Mounted). The giant's mount immediately moves up to its speed. *Constitution Saving Throw:* DC 17, each hostile creature in a 10-foot emanation originating from the space where the giant ends this movement. *Failure:* 9 (2d8) thunder damage and the target is stunned until the end of its next turn. *Success:* Half damage.

REACTIONS

Feather Fall. The giant casts *feather fall*, in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

STORM GIANT TEMPEST RIDER — STRONGER



Armor Class 17 **Initiative** +2 (12)
Hit Points 312 (25d12 + 150)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	22 (+6)	18 (+4)	22 (+6)	24 (+7)

Skills Arcana +10, Athletics +16, History +10, Perception +12
Damage Resistances cold
Damage Immunities ligthning, thunder
Gear dagger, lance
Senses darkvision 120 ft., passive Perception 22
Languages Common, Giant, Primordial
CR 20 (XP 25,000; PB +6)

Amphibious. The giant can breathe air and water.

Cavalier. When its mount is attacked while the giant is mounted on it, the giant can force the attack to target it instead, and if its mount is subject to an effect that would cause it to make a Dexterity saving throw for half damage, it suffers no damage on a successful save and half damage on a failure.

ACTIONS

Multiattack. The giant makes three Wind Dagger attacks or two Storm Lance attacks.

Wind Dagger. *Melee or Ranged Weapon Attack:* +15, reach 10 ft. or range 120 ft. *Hit:* 22 (5d4 + 10) slashing damage plus 14 (4d6) thunder damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Storm Lance. *Melee Weapon Attack:* +15 (with disadvantage while not mounted), reach 15 ft. *Hit:* 42 (5d12 + 10) piercing damage plus 18 (4d8) lightning damage. If the giant moved 20+ feet straight toward the target immediately before the hit, the target is pushed 10 feet away and knocked prone.

Elemental Mount (Recharge after a Rest). The giant summons an **air elemental** or **water elemental** to an unoccupied space within 5 feet of it that it can see. This elemental's size is Gargantuan, and the giant can use it as a mount. The giant can't have more than one elemental mount summoned at a time.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20):

> At will: *detect magic, levitate, light, water breathing, wind walk*
>
> 1/day: *control weather, tsunami*

BONUS ACTIONS

Thundrous Dash (Recharge 5-6, While Mounted). The giant's mount immediately moves up to its speed. *Constitution Saving Throw:* DC 20, each hostile creature in a 10-foot emanation originating from the space where the giant ends this movement. *Failure:* 18 (4d8) thunder damage and the target is stunned until the end of its next turn. *Success:* Half damage.

REACTIONS

Feather Fall. The giant casts *feather fall*, in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

REMARKS

VTT-Token for Gargantuan Form: [Link]