CYCLONE ELEMENTAL

Gargantuan • Elemental • Neutral



Armor Class 18 **Initiative** +4 (14)
Hit Points 247 (15d20 + 90)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	23 (+6)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Str +13, Wis +8
Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities lightning, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 300 ft., passive Perception 12
Languages Primordial (Auran)
CR 18 (XP 20,000; PB +6)

Air Form. The elemental can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Hurricane Aura. The area surrounding the elemental experiences stormy conditions:

- **Windy.** The area in a 1000-foot emanation originating from the elemental is filled with moderate winds and rain that lightly obscure the area. Creatures have disadvantage on Wisdom (Perception) checks and ranged attack rolls.
- **Stormy.** The area in a 300-foot emanation originating from the elemental is filled with strong winds and downpour that heavily obscure the area. Wisdom (Perception) checks and ranged attack rolls automatically fail. Creatures are deafened while in it.
- **Eye of the Storm.** The area in a 30-foot emanation originating from the elemental has light winds and no rain. The area has no additional effects.

Stormy Resistance (3/Day). If the elemental fails a saving throw, it can choose to succeed instead. When it does, the Stormy portion of its Hurricane Aura is reduced by 100 feet. Additionally, the range of its blindsight and all its ranged attacks and abilities is reduced by 100 feet (to a minimum of 30 feet).

Siege Monster. The elemental deals double damage to objects and structures.

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes two Gale Strike attacks.

Gale Strike. *Melee or Ranged Weapon Attack:* +13, reach 10 ft. or range 300 ft. *Hit:* 17 (3d6 + 7) bludgeoning damage and the target is pushed 5 feet away from the elemental.

LEGENDARY ACTIONS

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

Cyclone. *Strength Saving Throw:* DC 21, each creature in a 20-foot-radius 60-foot-high cylinder centered on a point the elemental can see within 300 feet. *Failure:* 12 (1d10 + 7) bludgeoning damage and the target is pulled as close as possible to the cylinder's axis. *Failure or Success:* The elemental can't take this action again until the start of its next turn.

Headwind. *Strength Saving Throw:* DC 21, one creature within 300 feet of the elemental. *Failure:* 16 (2d8 + 7) bludgeoning damage and the target's speed is reduced by 10 feet.

Lightning and Thunder. *Constitution Saving Throw:* DC 20, each creature in a 5-foot-radius sphere centered on a point the elemental can see within 300 feet. *Failure:* 10 (3d6) lightning damage plus 10 (3d6) thunder damage. Further, the target is blinded and deafened until the end of its next turn. *Success:* Half damage. *Failure or Success:* The elemental can't take this action again until the start of its next turn.

CYCLONE ELEMENTAL — WEAKER



Armor Class 17 **Initiative** +3 (13)
Hit Points 170 (11d20 + 55)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	21 (+5)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Str +11, Wis +6
Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities lightning, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 300 ft., passive Perception 11
Languages Primordial (Auran)
CR 15 (XP 13,000; PB +5)

Air Form. The elemental can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Hurricane Aura. The area surrounding the elemental experiences stormy conditions:

- **Windy.** The area in a 1000-foot emanation originating from the elemental is filled with moderate winds and rain that lightly obscure the area. Creatures have disadvantage on Wisdom (Perception) checks and ranged attack rolls.
- **Stormy.** The area in a 300-foot emanation originating from the elemental is filled with strong winds and downpour that heavily obscure the area. Wisdom (Perception) checks and ranged attack rolls automatically fail. Creatures are deafened while in it.
- **Eye of the Storm.** The area in a 30-foot emanation originating from the elemental has light winds and no rain. The area has no additional effects.

Stormy Resistance (3/Day). If the elemental fails a saving throw, it can choose to succeed instead. When it does, the Stormy portion of its Hurricane Aura is reduced by 100 feet. Additionally, the range of its blindsight and all its ranged attacks and abilities is reduced by 100 feet (to a minimum of 30 feet).

Siege Monster. The elemental deals double damage to objects and structures.

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes two Gale Strike attacks.

Gale Strike. *Melee or Ranged Weapon Attack:* +11, reach 10 ft. or range 300 ft. *Hit:* 13 (2d6 + 6) bludgeoning damage and the target is pushed 5 feet away from the elemental.

LEGENDARY ACTIONS

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

Cyclone. *Strength Saving Throw:* DC 19, each creature in a 20-foot-radius 60-foot-high cylinder centered on a point the elemental can see within 300 feet. *Failure:* 9 (1d6 + 6) bludgeoning damage and the target is pulled as close as possible to the cylinder's axis. *Failure or Success:* The elemental can't take this action again until the start of its next turn.

Headwind. *Strength Saving Throw:* DC 19, one creature within 300 feet of the elemental. *Failure:* 10 (1d8 + 6) bludgeoning damage and the target's speed is reduced by 10 feet.

Lightning and Thunder. *Constitution Saving Throw:* DC 18, each creature in a 5-foot-radius sphere centered on a point the elemental can see within 300 feet. *Failure:* 7 (2d6) lightning damage plus 7 (2d6) thunder damage. Further, the target is blinded and deafened until the end of its next turn. *Success:* Half damage. *Failure or Success:* The elemental can't take this action again until the start of its next turn.

CYCLONE ELEMENTAL — STRONGER



Armor Class 19 **Initiative** +5 (15)
Hit Points 297 (17d20 + 119)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	21 (+5)	25 (+7)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Str +15, Wis +10
Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities lightning, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 300 ft., passive Perception 13
Languages Primordial (Auran)
CR 21 (XP 33,000; PB +7)

Air Form. The elemental can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Hurricane Aura. The area surrounding the elemental experiences stormy conditions:

- **Windy.** The area in a 1000-foot emanation originating from the elemental is filled with moderate winds and rain that lightly obscure the area. Creatures have disadvantage on Wisdom (Perception) checks and ranged attack rolls.
- **Stormy.** The area in a 300-foot emanation originating from the elemental is filled with strong winds and downpour that heavily obscure the area. Wisdom (Perception) checks and ranged attack rolls automatically fail. Creatures are deafened while in it.
- **Eye of the Storm.** The area in a 30-foot emanation originating from the elemental has light winds and no rain. The area has no additional effects.

Stormy Resistance (3/Day). If the elemental fails a saving throw, it can choose to succeed instead. When it does, the Stormy portion of its Hurricane Aura is reduced by 100 feet. Additionally, the range of its blindsight and all its ranged attacks and abilities is reduced by 100 feet (to a minimum of 30 feet).

Siege Monster. The elemental deals double damage to objects and structures.

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes two Gale Strike attacks.

Gale Strike. *Melee or Ranged Weapon Attack:* +15, reach 10 ft. or range 300 ft. *Hit:* 22 (4d6 + 8) bludgeoning damage and the target is pushed 5 feet away from the elemental.

LEGENDARY ACTIONS

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

Cyclone. *Strength Saving Throw:* DC 23, each creature in a 20-foot-radius 60-foot-high cylinder centered on a point the elemental can see within 300 feet. *Failure:* 14 (1d12 + 8) bludgeoning damage and the target is pulled as close as possible to the cylinder's axis. *Failure or Success:* The elemental can’t take this action again until the start of its next turn.

Headwind. *Strength Saving Throw:* DC 21, one creature within 300 feet of the elemental. *Failure:* 22 (3d8 + 8) bludgeoning damage and the target's speed is reduced by 10 feet.

Lightning and Thunder. *Constitution Saving Throw:* DC 20, each creature in a 5-foot-radius sphere centered on a point the elemental can see within 300 feet. *Failure:* 14 (4d6) lightning damage plus 14 (4d6) thunder damage. Further, the target is blinded and deafened until the end of its next turn. *Success:* Half damage. *Failure or Success:* The elemental can’t take this action again until the start of its next turn.