

# WARDEN OF WIND

## CREATURE 14

**N****HUGE****HUMANOID****AIR****GIANT**

**Perception** +26; low-light vision, scent (imprecise) 30 feet

**Languages** Common, Jotun

**Skills** Athletics +31, Crafting +25, Diplomacy +29, Intimidation +31, Performance +25

**Str** +8, **Dex** +1, **Con** +5, **Int** +2, **Wis** +4, **Cha** +2

**Items** Sihedron Ring, sack with 5 rocks

**AC** 35; **Fort** +29, **Ref** +22, **Will** +25

**HP** 285

**Attack of Opportunity** 🔄

**Catch Rock** 🔄

**Speed** 30 feet

**Melee** 🎲 ranseur +30 (disarm, magical, reach 20 feet), **Damage** 3d10+13 piercing

**Melee** 🎲 fist +29 (agile, reach 15 feet), **Damage** 3d8+13 bludgeoning

**Ranged** 🎲 rock +29 (brutal, range increment 120 feet), **Damage** 3d10+13 bludgeoning

**Primal Innate Spells** DC 34, attack +24 ; **7th** *Elemental Form* (Huge Air Elemental only); **4th** *Solid Fog*, *Gaseous Form*; **3rd** *Levitate* (at will), *Wall of Wind*; **2nd** *Obscuring Mist*(at will); **1st** *Gust of Wind*;

**Throw Rock** 🎲

**Wind Strike** 🎲🎲 (air, evocation, primal) The cloud giant Strikes a creature with its ranseur, surrounded in a roar of rushing air. On a hit, the target takes an additional 4d10 bludgeoning damage and is deafened for 1 minute. Whether or not the Strike hits, each non-cloud giant within a 20-foot emanation, including the target of the Strike, is buffeted by roaring winds and must attempt a DC 34 Fortitude saving throw.

**Critical Success** The creature is unaffected.

**Success** The creature takes 2d10 sonic damage.

**Failure** The creature takes 4d10 sonic damage and is deafened until the end of its next turn.

**Critical Failure** As failure, but double damage and also knocked prone.