



“Cloud Dragon” © Felipe Escobar Bravo, accessed at his deviantArt page [here](#)

[The original storm drake is an odd duck in that way a lot of high level 3.5 monsters were. 400 hit points for a CR 17, but very little offensive capacity beyond its melee attacks. Its breath weapon didn't even do any damage!]

Drake, Storm **CR 17 N Dragon**

This enormous bipedal dragon has fine scales and great wings that trail off into mist. It moves elegantly despite its size.

Storm drakes, also called cloud drakes or wind drakes, are among the largest and most powerful of drake-kind. They are not evil, but they are temperamental creatures that can and do release their irritation as terrible outbursts. They typically lair on remote mountaintops, but have a penchant for travel—a dragon-shaped cloud that seems to move against the wind is likely a sight-seeing storm

drake. They tend to remain neutral in conflicts between other dragons, and are among the few drakes that true dragons may lend a grudging respect to.

Storm drakes are most comfortable in the air, and they typically fight while airborne. Few storm drakes will fight without cloaking the battlefield with magical weather to hinder and disrupt foes. Their breath weapon is in the form of a freezing lightning storm, and may blow away smaller adversaries. Although they cannot use their powerful natural weapons while in cloud form, some storm drakes prefer this form for its maneuverability and defensive benefits and pick off foes with their spell-like abilities.

A storm drake is forty-five feet long with a wingspan to match. Their color changes to match their mood—a calm or happy storm drake is in opalescent colors similar to a cloud at sunrise, whereas an angry one turns a stormy dark gray.

Storm Drake CR 17

XP 102,400

N Gargantuan dragon (air, shapeshifter)

Init +8; **Senses** darkvision 120 ft., low-light vision, Perception +28, scent, weather sight

Defense

AC 31, touch 14, flat-footed 27 (-4 size, +8 Dex, +17 natural)

hp 290 (20d12+160)

Fort +20, **Ref** +20, **Will** +19

DR 15/magic; **Resist** cold 30, electricity 30, sonic 30; **SR** 28

Defensive Abilities windproof

Offense

Speed 40 ft., fly 200 ft. (average)

Melee bite +26 (4d6+10), 2 claws +26 (2d6+10), tail slap +24 (2d8+15 plus thunderclap)

Space 20 ft.; **Reach** 20 ft. (15 ft. with claws)

Special Attacks breath weapon (60 ft. cone, Ref DC 28, 10d6 cold and 10d6 electricity, once every 1d4 rounds), powerful blows (tail)

Spell-like Abilities CL 17th, concentration +22 (+26 casting defensively)

At will—*fog cloud*, *gust of wind*, *lightning bolt* (DC 19), *shout* (DC 20), *wind wall* (DC 19)

3/day—*chain lightning* (DC 22), *control winds*, *ice storm*, quickened *sleet storm*

1/day—*control weather*, *summon monster viii* (air, electricity or ice elementals only), *wind walk*

Statistics

Str 31, **Dex** 27, **Con** 26, **Int** 17, **Wis** 20, **Cha** 22

Base Atk +20; **CMB** +34 (+36 bull rush); **CMD** 52 (54 vs. bull rush)

Feats Combat Casting, Combat Reflexes, Flyby Attack, Hover, Improved Bull Rush, Iron Will, Multiattack, Power Attack, Quicken SLA (*sleet storm*), Snatch

Skills Acrobatics +28 (+32 when jumping), Bluff +19, Diplomacy +19, Fly +24 (+32 in cloud form), Intimidate +19, Knowledge (geography) +16, Knowledge (nature) +26, Perception +28, Sense Motive +28, Stealth +16, Survival +28

Languages Aquan, Auran, Common, Draconic

SQ cloud form

Ecology

Environment cold mountains or hills

Organization solitary or pair

Treasure standard

Special Abilities

Breath Weapon (Su) Any creature in the area of a storm drake's breath weapon must succeed a

DC 28 Fortitude save or be affected as if by hurricane force winds. The save DC is Constitution based.

Cloud Form (Su) As a standard action, a storm drake can become an enormous dragon shaped cloud. In this form, it loses its land speed, and its fly speed becomes 60 feet (perfect). It cannot use its natural attacks, but it can use its spell-like abilities and breath weapon without penalty. In this form, it gains the amorphous, compression and freeze special qualities. It may revert to its natural form as a standard action.

Thunderclap (Su) Any creature struck by a storm drake's tail slap must succeed a DC 30 Fortitude save or be stunned for one round and permanently deafened. A creature that succeeds the save is only deafened for 1 round. The save DC is Strength based.

Weather Sight (Ex) A storm drake can see without penalty in any magical or mundane weather.

Windproof (Su) A storm drake is not affected by winds in either its natural or cloud form, unless it chooses to be affected.