ORIGINAL 5E-COMPATIBLE STAT BLOCK

Storm Giant Quintessent

Huge, Giant, Chaotic Good

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ARMOR CLASS	HIT POINTS	CHALLENGE	PROFICIENCY
19	262 (21d12 + 126)	16 | 15,000 XP	+5

Speed	Fly 60 ft., Swim 50 ft., Walk 50 ft.
Initiative	+3
Saving Throws	Cha +11, Con +11, Str +14, Wis +10
Skills	Arcana +9, Insight +10, Athletics +14, Perception +10
Damage Resistances	Cold, Thunder; Bludgeoning, Piercing, Slashing from nonmagical attacks
Damage Immunities	Lightning
Senses	Truesight 60 ft.; Passive Perception 20
Passive Perception	20
Languages	Common, Giant, Primordial

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	22 (+6)	18 (+4)	20 (+5)	22 (+6)

Traits

Living Storm Soul. The quintessent can breathe air and water, ignores difficult terrain caused by wind, rain, waves, ice, and storm debris, and has Advantage on saving throws against spells and magical effects tied to weather.

Tempest Presence. A hostile creature that starts its turn within 10 feet of the quintessent takes 7 (2d6) Lightning or Thunder damage, quintessent's choice.

Cloud and Sea Sovereign. While outdoors, in a storm, above open water, or among clouds, the quintessent has Advantage on Wisdom (Perception) checks and Dexterity saving throws.

Actions

Multiattack. The quintessent makes two Storm Greatsword attacks or two Thunderbolt attacks.

Storm Greatsword. Melee Attack Roll: +14, reach 15 ft. Hit: 30 (6d6 + 9) Slashing damage plus 22 (5d8) Lightning or Thunder damage, quintessent's choice.

Thunderbolt. Ranged Spell Attack: +11, range 120 ft. Hit: 36 (8d8) Lightning damage, and the target cannot take Reactions until the end of its next turn.

Skybreak Tempest (Recharge 5-6). Constitution Saving Throw: creatures of the quintessent's choice within 60 feet. Failure: 99 (22d8) Lightning and Thunder damage, split evenly, and the target is pushed up to 30 feet and knocked Prone. Success: Half damage and no push or Prone condition.

Bonus Actions

Stormform Drift. The quintessent flies, swims, or moves up to 30 feet without provoking Opportunity Attacks, briefly becoming rain, cloud, foam, or lightning.

Reactions

Thunderous Rebuke. When a creature within 60 feet damages the quintessent, that creature takes 13 (3d8) Thunder damage and must succeed on a Strength saving throw or be pushed 10 feet.

Legendary Actions

Storm Step. The quintessent moves up to half its Speed without provoking Opportunity Attacks.

Tempest Strike. The quintessent makes one Storm Greatsword attack or one Thunderbolt attack.

Call the Squall. One creature the quintessent can see within 90 feet must succeed on a Strength saving throw or take 18 (4d8) Thunder damage and be pushed up to 20 feet.

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