

Thunderblast Cyclone

CR 24

NE Huge Elemental (Air)

Initiative: +21; **Senses:** Blindsight 60 ft., Darkvision 120 ft.

Defense

AC: 58, **Flat-Footed:** 41, **Touch:** 35

(+10 deflection, +17 DEX, +23 natural, -2 size)

HP: 510 (60d8+240)

DR: None

Fort: +24, **Ref:** +49, **Will:** +20

SR: 35

Resistances: Electricity 30

Immunities: Ability Damage, Ability Drain, Critical Hits, Death Effects, Disease, Energy Drain, Exhaustion, Fatigue, Nonlethal Damage, Paralysis, Petrification, Poison, Sleep, Stunning

Defensive Abilities: Evasion

Offense

Speed: Fly 150 ft. (perfect)

Melee: 4 Slams +53 (4d10+8)

Ranged: Lightning Arc +63 (6d10+17 electricity; 60 ft. line) or

Thunderclap +62 (6d10+17 electricity; 20 ft. burst within line-of-sight)

Special Abilities: Air Grand Mastery, Charged Mist, Insubstantial, Lightning Storm, Spell-like Abilities

Statistics

STR 26 (+8)

DEX 45 (+17)

CON 18 (+4)

INT 10 (+0)

WIS 11 (+0)

CHA 30 (+10)

Base Attack +45; **Grapple** +61; **Space/Reach** 15 ft. / 15 ft.

Armor Check Penalty: -0

Feats: Ability Focus (Lightning Storm), Cleave, Deflect Arrows^B, Dodge, Empower Spell-like Ability (Chain Lightning), Empower Spell-like Ability (Lightning Bolt), Flyby Attack, Great Cleave, Improved Initiative, Improved Natural Armor x7, Mobility, Power Attack, Quicken Spell-like Ability (Chain Lightning), Quicken Spell-like Ability (Lightning Bolt), Spring Attack

Skills: Hide +5 (+13 ranks, -8 size), Listen +40 (+40 ranks), Move Silently +30 (+13 ranks, +17 dex), Spot +40 (+40 ranks), Tumble +37 (+20 ranks, +17 dex)

Languages: Auran

SQ: None

Combat Gear: None

Other Gear: None

Flavor

Environment: Elemental Plane of Air

Organization: Solitary or court (1 thunderblast cyclone, 3d6 huge air elementals, 2d6 greater air elementals, and 1d4 elder air elementals)

Treasure: None

The very air before you churns at terrific speeds as lightning crackles across a cyclone that stretches into the sky.

Thunderblast cyclones can be likened to the gods of the air elementals; they are incredibly powerful and there have been tales of legions of hardened warriors attempting to best one only to have their most powerful attacks fail them.

Thunderblast cyclones are typically very difficult to see because their form is that of the air itself, however, unlike normal air, a thunderblast cyclone is almost constantly surrounded by roiling waves of electricity and lightning bolts regularly leap out of its form to strike anything nearby. Thunderblast cyclones are typically hundreds of feet tall but are incredibly thin and have no discernable weight.

Thunderblast cyclones speak auran and if the thunderblast cyclone possesses an intelligence of 13 or higher they also speak common.

Ability Information

Air Grand Mastery (Ex): Airborne creatures take a -6 penalty to attack and damage rolls against a thunderblast cyclone.

Charged Mist (Ex): As a standard action, a thunderblast cyclone may cause the very air surrounding it to become electrically charged. All creatures within 60 ft. of the thunderblast cyclone take 5d10 points of electricity damage (no save). After using this ability the thunderblast cyclone becomes immune to physical damage for 1 round.

Lightning Storm (Ex): As a full round action, a thunderblast cyclone may cause a thunderstorm to instantly appear and strike down its foes.

All creatures within a 30 ft. by 30 ft. area of the thunderblast cyclone's choosing must succeed on DC 32 reflex saves or suffer 10d8 points of electricity damage. This ability is usable once every 1d6 rounds.

Evasion (Ex): If a thunderblast cyclone makes a successful reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

Insubstantial (Ex): Thunderblast Cyclones are made from the very winds themselves, as such, any physical attack made against them has a 50% chance to miss regardless of whether or not it would hit normally.

Spell-like Abilities (Sp): At will – *lightning bolt* (10d6; DC 23); 3/day – *chain lightning* (15d6; DC 26). Caster level 30th. The save DCs are charisma based.

Lore

A successful knowledge (the planes) check will reveal the following information about a thunderblast cyclone:

DC 70 This is a thunderblast cyclone, a veritable god amongst the air elementals. This reveals all elemental traits.

DC 75 Thunderblast cyclones are capable of calling lightning storms from nothing and electrifying the air around them.

DC 80 Thunderblast cyclones are able to call bolts of lightning at will and are very difficult to harm with physical weapons of any type. In addition, airborne creatures find it almost impossible to do battle with a thunderblast cyclone.