



WAILING WIND

Often referred to as "The Winds of Vapul", wailing winds are deadly elementals that exist only to eradicate life. The northern Omerians, particularly those who live beyond the Rasgax Highlands, give continual thanks to the other elemental powers who keep these demonic forces at bay.

Elemental Evidence. Vapul, the demonic god of winter

and undeath, remains a subject of hot debate among Pexian scholars. Some believe that Vapul is one of the enigmatic dulons, the creators of Casar and The Real. Others think it's more likely that Vapul is a rogue elemental, and point to the existence of these wailing winds as proof. No matter what, these horrid creatures work exclusively as servants of Vapul.

Elemental Nature. The wailing wind does not require air, food, drink, or sleep.

WAILING WIND

Huge elemental, chaotic evil

Armor Class 15

Hit Points 152 (16d12 + 48)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 11 (7,200 XP)

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

Aversion of Fire. If the wailing wind takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Wail. The wailing wind constantly emits a mournful wail. This wail has no effect on constructs and undead. Each creature that ends its turn within 30 feet of the wailing wind must make a DC 15 Constitution saving throw. A creature that ends its turn in the same space as the wailing wind automatically fails its saving throw. On a failed saving throw, a creature drops to 0 hit points. On a success, a creature takes 14 (4d6) psychic damage and is immune to the wailing wind's wail for 24 hours. If the wailing wind takes fire damage, this trait doesn't function until the end of the wailing wind's next turn.

Actions

Multiattack. The wailing wind makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) bludgeoning damage plus 10 (3d6) cold damage, and if the target is a creature, its movement speed is reduced by 10 until the start of its next turn.