

CLOUDBEASTS

Cloudbeast are a fiercely territorial creatures with thick, white fur. They dwell in the highest reaches of the mountains, where they relentlessly guard their territory and prey upon any who dare to trespass.

Masters of the Skies. Cloudbeast are nimble and swift, able to move effortlessly through the clouds and launch devastating assaults on their enemies. They are most commonly found in the most remote and inaccessible mountain peaks, where they can maintain their dominance over their territory.

Electric Energy Storage. Cloudbeast are able to store the energy from both water and thunder clouds on their backs, which they can unleash in a powerful burst of electricity during combat. Their lightning strikes are fueled by a malevolent energy that can strike fear into the hearts of their foes.

Highly Territorial. Cloudbeast are fiercely territorial creatures, and will defend their territory at all costs. They will attack any intruders with ruthless efficiency, often driving them off with their overwhelming strength and powerful lightning attacks.

Isolated in the Mountains. Cloudbeast are highly reclusive creatures, preferring to live in isolation and seclusion in the highest and most remote mountain peaks. They are rarely seen by outsiders, and even when they are encountered, they are often highly elusive and difficult to pin down.



CLOUDCALLER

The Cloudcaller is the smallest and weakest of the cloudbests, often found in the company of larger and more powerful cloudbest races such as the Skybeak, Thundercaller, and Windclaw. Though it lacks the strength and ferocity of its more powerful cousins, the Cloudcaller possesses a unique ability to create fog clouds that other cloudbests can use to rest upon and sleep. The pods on the back of the Cloudcaller are not just for show - they are a critical part of the creature's ability to harness the power of lightning. By drawing electrical energy from the storm clouds that often gather around its mountain home, the Cloudcaller is able to store this energy in its pods and unleash it in a powerful strike.

SKYBEAK

The Skybeak is a fierce predator of the cloudbests, resembling a large avian creature with sharp talons and a powerful beak. It is a skilled hunter, able to track and take down even the swiftest of prey with ease.

The Skybeak does not possess any innate magical abilities like the Cloudcaller, but it has a unique ability to harness the power of lightning through its beak. With each attack, the Skybeak can produce a powerful surge of electricity. Despite its ferocity, the Skybeak is not an inherently evil creature. It is an unaligned beast, driven by its hunger and instincts rather than any sort of malevolent intent. However, it can be dangerous to those who wander into its territory unprepared, and should be approached with caution.

THUNDERCALLER

It is a fearsome and powerful cloudbest, larger and stronger than both the Cloudcaller and the Skybeak. Like the Cloudcaller, it possesses innate magical abilities, but what truly sets it apart are the thunder pods on its back. The pods are a testament to the Thundercaller's incredible power. When it unleashes the energy stored within them, the resulting thunderous force is enough to knock over trees and shatter stone. Few creatures can withstand the full force of the thunder pods.

THE WINDCLAW

It is distinguished by its incredible speed and agility, making it the fastest of all the cloudbests. Despite its size, the Windclaw is incredibly light, weighing

only 60 to 80 pounds. This allows it to move effortlessly through the air, using the wind to its advantage. While lacking any innate magical abilities like the Cloudcaller and Thundercaller, the Windclaw's incredible speed and deadly attacks more than make up for it. Few creatures can stand up to the Windclaw in battle, and those that do often find themselves quickly overwhelmed by its lightning-fast strikes.



CLOUDCALLER

Medium monstrosity, chaotic evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 37 (5d8 + 15)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	4 (-3)	12 (+1)	14 (+2)

- **Damage Resistances** lightning, thunder
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** —
- **Challenge** 2 (450 XP)

Amphibious. The cloudbeast can breathe air and water.

Cloudwalk. The cloudbeast can walk on clouds as if they were solid ground.

Innate Spellcasting. The cloudbeast's innate spellcasting ability is Charisma (spell save DC 12). The cloudbeast can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *gaseous form*

ACTIONS

Multiattack. The cloudbeast makes two attacks: one with its bite and one with its lightning strike.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Lightning Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) lightning damage.

BONUS ACTIONS

Cloudstep. The cloudbeast can use its bonus action to teleport up to 30 feet to an unoccupied space on a cloud within its sight.



SKYBEAK

Large monstrosity, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 47 (5d10 + 20)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	3 (-4)	12 (+1)	9 (-1)

- **Damage Resistances** lightning, thunder
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** —
- **Challenge** 3 (700 XP)

Amphibious. The cloudbeast can breathe air and water.

Cloudwalk. The cloudbeast can walk on clouds as if they were solid ground.

ACTIONS

Multiattack. The cloudbeast makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.



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THUNDERCALLER

Large monstrosity, chaotic evil

- **Armor Class** 13 (natural armor)
- **Hit Points** 85 (9d10 + 36)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	4 (-3)	12 (+1)	16 (+3)

- **Damage Resistances** lightning
- **Damage Immunities** thunder
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** —
- **Challenge** 5 (1,800 XP)

Amphibious. The cloudbeast can breathe air and water.

Cloudwalk. The cloudbeast can walk on clouds as if they were solid ground.

Innate Spellcasting. The cloudbeast's innate spellcasting ability is Charisma (spell save DC 14). The cloudbeast can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *gaseous form*



ACTIONS

Multiattack. The cloudbeast can use its Thunder Pod. It then makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Thunder Pod. The cloudbeast has 1d10 Thunder Pods on its back. As an action, the cloudbeast can choose to pop one of the pods, causing it to erupt

with a powerful sonic boom, unleashing a 300 ft. cone of thunderous force known as the Thunder Pod.

Each creature in the area of effect must make a DC 14 Constitution saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much on a successful one. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from the cloudbeast by the sonic boom's thunderous force.

The cloudbeast regains expended pods daily at dawn.

WINDCLAW

Large monstrosity, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 102 (12d10 + 36)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	17 (+3)	3 (-4)	12 (+1)	6 (-2)

- **Damage Resistances** lightning, thunder
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** —
- **Challenge** 8 (3,900 XP)



Amphibious. The cloudbeast can breathe air and water.

Cloudwalk. The cloudbeast can walk on clouds as if they were solid ground.

ACTIONS

Multiattack. The cloudbeast makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.