



ZEPHYRWING

Zephyrwings are enormous, serpentine creature with shimmering, iridescent scales that constantly shift through various shades of blue, green, and violet. Their massive wings resemble those of a dragonfly, allowing them to maneuver gracefully through the air despite their enormous size. A zephyrwing's elongated head features a pair of golden, multifaceted eyes, which give them an unnerving, otherworldly gaze. Their tail ends in a cluster of wind-producing appendages, which they use to generate powerful gusts of air. Their shimmering scales are not just for show; they serve as camouflage, allowing the creature to blend in with the sky, evade predators, and reflect magic back at spellcasters.

Despite their impressive size and power, zephyrwings are peaceful creatures that rarely engage in combat and prefer to be left alone. They are known to be intelligent and curious, often observing civilizations from afar. However, they are also fiercely territorial and will defend their airspace aggressively if threatened.

Masters of Wind. A zephyrwing can generate powerful gusts of wind with its tail, which it uses to knock prey out of the sky or defend itself from threats.

Charming Presence. If threatened, a zephyrwing can extend its presence in a wave around itself, charming creatures to view them as friends and allies.

Temporary Allies. Although zephyrwings are primarily solitary creatures, they've been known to form temporary alliances with other airborne creatures to defend against common threats.

ZEPHYRWING

Gargantuan Elemental, chaotic neutral

Armor Class 22 (natural armor)
Hit Points 468 (24d20 + 216)
Speed 40 ft., climb 40 ft., fly 80 ft.
Saving Throws Dex +11, Wis +11

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	28 (+9)	20 (+5)	18 (+4)	26 (+8)

Skills Perception +11, Stealth +11
Damage Resistances acid, cold, thunder
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 21
Languages Auran, understands Common and Primordial but can't speak them
Challenge 24 (62,000 XP) **Proficiency Bonus:** +7

Legendary Resistance (3/day). If the zephyrwing fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The zephyrwing's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *gust, thunderclap*
3/day each: *control winds, chain lightning, call lightning*
1/day each: *control weather, storm of vengeance*

ACTIONS

Multiattack. The zephyrwing can use its Charming Presence. It then makes three attacks: one with its Bite and two with its Claw.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 30 (4d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be pushed up to 30 feet away from the Zephyrwing and knocked prone.

Charming Presence. Each creature of the zephyrwing's choice within 120 feet of it and aware of it must succeed on a DC 23 Wisdom saving throw or be charmed by the zephyrwing for 1 minute. While charmed in this way, a creature regards the zephyrwing as a trusted friend and ally. The creature is willing to take risks to help the zephyrwing and will not attack it or allow others to do so. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the zephyrwing's Charming Presence for the next 24 hours.

Freezing Wind (Recharge 5-6). The zephyrwing uses its wind-producing appendages to generate a powerful gust of wind in a 90-foot cone. Each creature in that area must make a DC 23 Strength saving throw, taking 84 (24d6) cold damage on a failed save, or half as much damage on a successful one. The gust of wind also extinguishes unprotected flames in the area.

REACTIONS

Reflective Scales. When the zephyrwing is targeted by a spell that requires a ranged attack roll, the spellcaster must make a DC 23 Dexterity saving throw. On a failed save, the spell is reflected back at the caster as if by a spell turning spell.

LEGENDARY ACTIONS

The zephyrwing can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The zephyrwing regains spent legendary actions at the start of its turn.

Elemental Shift. The zephyrwing shifts its elemental form, and moves up to its movement speed without provoking attacks of opportunity. Additionally, it can move through other creatures and objects as if they were difficult terrain.

Galeforce Strike (Costs 2 Actions). The zephyrwing makes a quick strike with its tail, creating a 30-foot line of wind in the direction of the attack. Each creature in that line must make a DC 22 Dexterity saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one. Any creature that fails the saving throw is also pushed 15 feet away from the zephyrwing.

Winds of Change (Costs 3 Actions). The zephyrwing summons powerful winds to alter the battlefield, choosing a 60-foot radius area within 120 feet of itself. The area becomes difficult terrain, and any creature that starts its turn in the affected area must make a DC 22 Strength saving throw or be pushed 10 feet in a direction determined by the zephyrwing. The zephyrwing can choose to make the area difficult terrain for flying creatures as well, and can move up to half its speed as part of this action. This effect lasts for 1 minute or until the zephyrwing uses this ability again.