



Art: AI

Cyclonic Devil



Cyclonic Devil

Large fiend (devil), chaotic evil

Armor Class: 17 (natural armor)

Hit Points: 142 (19d10 + 38)

Speed: 30 ft.

STR

DEX

CON

INT

WIS

CHA

14(+2)

20(+5)

14(+2)

13(+1)

16(+3)

16(+3)

Saving Throws Dex +10, Wis +8

Skills Perception +8, Stealth +10

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

Traits

Devil's Sight. Magical darkness doesn't impede the fiend's darkvision.

Magic Resistance. The fiend has advantage on saving throws against spells and other magical effects.



Innate Spellcasting. The fiend's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: gust of wind, lightning bolt, wind wall

3/day each: chain lightning, control weather

1/day: storm of vengeance

Actions

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage plus 10 (3d6) lightning damage.

Tornado Summoning (1/Day). As an action, the fiend conjures a tornado centered on itself. The tornado is 30 feet in radius and 60 feet high. Each turn as a bonus action, the fiend can move the tornado up to 60 feet. The tornado lasts for 1 minute, extinguishes nonmagical flames within its area, and provides the fiend with three-quarters cover. Creatures in the tornado's area at the start of the fiend's turn must succeed on a DC 16 Strength saving throw or be restrained, lifted into the air, and take 2d10 bludgeoning damage. The fiend regains 10 hit points at the start of each of its turns while inside the tornado.