

Elemental – Air

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Very Rare | Large | Chaotic neutral | Magical Beast

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

| Armor Class | Hit Points | Move |
|--------------------|-------------------------------|------------|
| 18 | ³² (8 Hit Dice) | fly 180 ft |
| Appearing | 1 | |
| Habitat | Any | |
| Negotiation | no | |
| Morale DC | 4 | |
| Challenge | 3.1 (930 XP per monster) | |

Ability Scores

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 3 | 3 | 0 | -1 | 0 | 0 |

Combat

Has 1 attack. Hit Bonus +2. Damage 2d10 crushing damage damage

Special Attacks

In aerial battle they gain +1 to hit and +4 to damage that they inflict

Special Defense

+2 weapon or better to hit

Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Treasure

Individual: None

Lair: None