

Elemental – Air

written by CresthavenRPG Guru | January 21, 2020

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