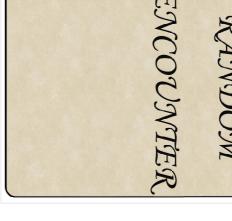


ENCOUNTES











14 n

AC

STR (18+4

15

STR (14+2

DEX (20 +

LARGE WATTER ELEMENTAL

1800

LARGE AIR ELEMENTAL

1800

Fire Form: The elemental can enter a hostile creature's space and sop there. The first time it enters a creature's space that creature askes 1D10 fire damage and eatches fire. Until someone uses an action to douse the fire, the creature takes 1D10 fire damage each turn. A creature that touches the elemental with a melce attack within 1" takes 1D10 fire damage. It can move through any size space. Water Weakness: For every 1" movement in water, or for every gallon of water splashed on it, it takes 1 cold damage **Touch:** Hit+6; Range 1"; 1 Target; 2D6+3 fire damage, if target is flammable it will catch fire until the fire is Multiattack: The elemental makes two touch attacks **llumination:** The elemental sheds light in a 6" radius, and im light an additional 6" M

> WIS TNI CON (18+4 DEX (14+)

WIS

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CHA 6-2

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18"

CON Z

(14 ±

CHA (8-1

M RS

Air Form: The elemental can enter a hostile creature's space and stop there. It can move through any size space. Slam: Hit+8; Range 1"; 1 Target; 2D8+5 bludgeoning Multiattack: The elemental makes two slam attacks

Whelm: Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 2D8+4 bludgeoning damage, If it is large or smaller, it is large or smaller, it is large or up to so smaller creatures. At the start of each elemental's turns targets grappled take 2D8+4 bludgeoning damage. If a creature can escape on a DC 14 save, Another creature activities and the smaller creature on to a DC 14 save. Slam: Hit+7; Range 1"; 1 Target; 2D8+4 bludgeoning Multiattack: The elemental makes two slam attacks Freeze: If the elemental takes cold damage it partially freezes; it's speed is reduced by 4" until the end of its turn. Water Form: The elemental can enter a hostile creature's space and stop there. It can move through any size space.

Whirwind: Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 3D8+2 budgeomig damage, and is flung 4" away in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1D6 budgeoming damage for every 2" thrown. If the target is thrown at another creature, that creature must succeed a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw succeeds, the target takes half the bludgeoning damage and isn't flung

