

WHISPERING WIND ELEMENTAL

Small Elemental, neutral

Armor Class 14

Hit Points 15 (6d6 - 6)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	8 (-1)	6 (-2)	10 (+0)	12 (+1)

Skills Stealth +6

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran, understands Common but cannot speak

Challenge 2 (450 XP)

Air Form. The Whispering Wind Elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Invisibility. The Whispering Wind Elemental is invisible.

Whispering Wind. The Whispering Wind Elemental can perform minor tasks using its swirling wind form.

Eavesdrop: Communicate simple ideas and language it's heard to others.

Gust: Extinguish small flames such as candles, scatter lightweight materials such as paper or leaves and disperse small amounts of gas or vapor.

Retrieve: Move an unattended object under 10lbs up to half its movement.

ACTIONS

Slam. *Melee Weapon Attack:* -2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Unnerving Whispers. The Whispering Wind Elemental targets one creature within 5 feet that can hear it and is unaware of its presence. The creature must make a DC 11 Wisdom saving throw. On a failed save, the target has the frightened condition until the start of the target's next turn. On a successful save, a target is immune to the Whispering Wind Elementals Unnerving Whispers for 24 hours.

"Whispering Wind Elemental" by Christopher Ginn @ www.TheDungeonGeek.net
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate



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