

Elemental				
<p>Air</p> <p>Damage Resistances: lightning, thunder; bludgeoning, piercing, and slashing from non-magical</p> <p>Damage Immunities: poison</p> <p>Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious</p> <p>Darkvision 60, Passive Perception 10</p> <p>Air Form</p>	<p>Earth</p> <p>Damage Vulnerabilities: thunder</p> <p>Damage Resistances: bludgeoning, piercing, and slashing from non-magical</p> <p>Damage Immunities: poison</p> <p>Condition Immunities: exhaustion, paralyzed, petrified, poisoned, unconscious</p> <p>darkvision 60, tremorsense 60, Passive Perception 10</p> <p>Glide, Siege Monster</p>	<p>Fire</p> <p>Damage Resistances: bludgeoning, piercing, and slashing from non-magical</p> <p>Damage Immunities: fire, poison</p> <p>Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious</p> <p>Darkvision 60, Passive Perception 10</p> <p>Fire Form, Illumination, Water Susceptibility</p>	<p>Water</p> <p>Damage Resistances: acid, bludgeoning, piercing, and slashing from non-magical</p> <p>Damage Immunities: poison</p> <p>Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious</p> <p>Darkvision 60, Passive Perception 10</p> <p>Water Form, Freeze</p>	
<p>CR 1/4</p> <p>AC 11, Fly 90</p> <p>HD 2d6+4, Hps 12</p> <p>St 10, DX 12, CN 14, Int 6, Wis 10, Ch 6</p> <p>Att +3, 2 Slams d4+1 each</p> <p>Whirlwind, DC 9, d4+1 small and tiny save as per major</p>	<p>CR 1/4</p> <p>AC 17, Natural Armor</p> <p>HD 2d6+6, Hps 14</p> <p>St 10, DX 8, CN 16, Int 5, Wis 10, Ch 5</p> <p>Att +2, 2 Slams d4 each</p>	<p>CR 1/4</p> <p>AC 11</p> <p>HD 2d6+6, Hps 16</p> <p>St 10, DX 13, CN 16, Int 6, Wis 10, Ch 7</p> <p>Att +3, 2 Slams d4+1 each</p> <p>Touch: Action to douse flames, d4 start of turn</p>	<p>CR 1/4</p> <p>AC 14, Swim 90, Natural Armor</p> <p>HD 2d6+4, Hps 12</p> <p>St 11, DX 14, CN 14, Int 5, Wis 10, Ch 8</p> <p>Att +2, 2 Slams d4 each</p> <p>Whelm: Strength DC 9 d4 small and tiny save as per major</p>	<p>Other Types</p>
<p>CR 1/2</p> <p>AC 11, Fly 90</p> <p>HD 3d6+6, Hps 18</p> <p>St 11, DX 13, CN 14, Int 6, Wis 10, Ch 6</p> <p>Att +3, 2 Slams d4+1 each</p> <p>Whirlwind, DC 10, d4+1 small and tiny save as per major</p>	<p>CR 1/2</p> <p>AC 17, Natural Armor</p> <p>HD 3d6+9, Hps 21</p> <p>St 11, DX 8, CN 16, Int 5, Wis 10, Ch 5</p> <p>Att +2, 2 Slams d4 each</p>	<p>CR 1/2</p> <p>AC 12</p> <p>HD 3d6+9, Hps 24</p> <p>St 10, DX 14, CN 16, Int 6, Wis 10, Ch 7</p> <p>Att +4, 2 Slams d4+2 each</p> <p>Touch: Action to douse flames, d4 start of turn</p>	<p>CR 1/2</p> <p>AC 14, Swim 90, Natural Armor</p> <p>HD 3d6+6, Hps 21</p> <p>St 12, DX 14, CN 15, Int 5, Wis 10, Ch 8</p> <p>Att +3, 2 Slams d4+1 each</p> <p>Whelm: Strength DC 10 d4+1 small and tiny save as per major</p>	<p>Mud Mephit - pg 216</p> <p>Mephit - pg 217</p> <p>Smoke</p> <p>Steam Mephit - pg 217</p>
<p>CR 1</p> <p>AC 12, Fly 90</p> <p>HD 4d8+8, Hps 28</p> <p>St 12, DX 15, CN 14, Int 6, Wis 10, Ch 6</p> <p>Att +4, 2 Slams d6+2 each</p> <p>Whirlwind, DC 11, 2d6+2 medium, small and tiny save as per major</p>	<p>CR 1</p> <p>AC 17, Natural Armor</p> <p>HD 4d8+12, Hps 32</p> <p>St 12, DX 8, CN 16, Int 5, Wis 10, Ch 5</p> <p>Att +3, 2 Slams d6+1 each</p>	<p>CR 1</p> <p>AC 12</p> <p>HD 4d8+12, Hps 32</p> <p>St 10, DX 15, CN 16, Int 6, Wis 10, Ch 7</p> <p>Att +4, 2 Slams d6+2 each</p> <p>Touch: Action to douse flames, d6 start of turn</p>	<p>CR 1</p> <p>AC 14, Swim 90, Natural Armor</p> <p>HD 4d8+12, Hps 32</p> <p>St 13, DX 14, CN 16, Int 5, Wis 10, Ch 8</p> <p>Att +3, 2 Slams d6+1 each</p> <p>Whelm: Strength DC 10 d6+1 medium, small and tiny save as per major</p>	<p>Magmin - Fire pg 212</p> <p>Mephit - pg 215</p> <p>Mephit - pg 215</p> <p>Mephit - pg 216</p> <p>Dust</p> <p>Ice</p> <p>Magma</p>
<p>CR 2</p> <p>AC 13, Fly 90</p> <p>HD 5d8+10, Hps 35</p> <p>St 13, DX 17, CN 14, Int 6, Wis 10, Ch 6</p> <p>Att +5, 2 Slams d8+3 each</p> <p>Whirlwind, DC 12, 2d6+3 medium, small and tiny save as per major</p>	<p>CR 2</p> <p>AC 17, Natural Armor</p> <p>HD 5d8+15, Hps 40</p> <p>St 13, DX 8, CN 16, Int 5, Wis 10, Ch 5</p> <p>Att +3, 2 Slams d6+1 each</p>	<p>CR 2</p> <p>AC 13</p> <p>HD 5d8+15, Hps 40</p> <p>St 10, DX 16, CN 16, Int 6, Wis 10, Ch 7</p> <p>Att +5, 2 Slams d6+3 each</p> <p>Touch: Action to douse flames, d6 start of turn</p>	<p>CR 2</p> <p>AC 14, Swim 90, Natural Armor</p> <p>HD 5d8+15, Hps 40</p> <p>St 14, DX 14, CN 17, Int 5, Wis 10, Ch 8</p> <p>Att +4, 2 Slams d6+2 each</p> <p>Whelm: Strength DC 10 d6+2 medium, small and tiny save as per major</p>	<p>Fire Snake - Fire pg 265</p>
<p>Water Weird CR 3 - Water - pg 299</p> <p>Salamander CR 5 - Fire - pg 266</p>	<p>Xorn CR 5 - Earth - pg 304</p> <p>Galeb Duhr CR 6 - Earth - pg 139</p>	<p>Invisible Stalker CR 6 - Air - pg</p>	<p>Dao CR 11 - Earth - pg 143</p> <p>Djinni CR 11 - Air - pg 144</p>	<p>Efrete CR 11 - Fire - pg 145</p> <p>Marid CR 11 - Water - pg 146</p>