

# Living Zephyr

Medium elemental magical beast

**HP** your bloodied value

**AC** 14, **Fortitude** 13, **Reflex** 14, **Will** 13

**Speed** land 0 , fly 6 (hover; altitude limit 2)

⚙ **Debris Cloud** ♦ **Aura** 2

The aura is lightly obscured to enemies.

**Initiative** equal to yours

**Perception** equal to yours + 2

⚔ **Animal Attack** ♦ **At-Will**

*Attack:* Melee 1 (one creature); your level + 5 vs. AC

*Hit:* 1d10 + your Wisdom modifier damage, and the zephyr can slide the target 1 square.

*Level 13:* 1d10 + 3 + your Wisdom modifier damage.

*Level 23:* 2d10 + 5 + your Wisdom modifier damage.

**Str** 12      **Dex** 20      **Wis** 14

**Con** 17      **Int** 3      **Cha** 7

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