

Air Elemental 3



Summon Elemental

Flying

These spirits of the air are winsome and wild and cannot be truly contained. Only marginally intelligent, they often substitute whimsy for strategy, delighting in mischief and mayhem.

Illus. D. Alexander Gregory 4/4
© 1997 Wizards of the Coast, Inc. All rights reserved.

Air Elemental 3



Summon Elemental

Flying

These spirits of the air are winsome and wild and cannot be truly contained. Only marginally intelligent, they often substitute whimsy for strategy, delighting in mischief and mayhem.

Illus. D. Alexander Gregory 4/4
© 1997 Wizards of the Coast, Inc. All rights reserved.

Air Elemental 3



Summon Elemental

Flying

These spirits of the air are winsome and wild and cannot be truly contained. Only marginally intelligent, they often substitute whimsy for strategy, delighting in mischief and mayhem.

Illus. D. Alexander Gregory 4/4
© 1997 Wizards of the Coast, Inc. All rights reserved.

Air Elemental 3



Summon Elemental

Flying

These spirits of the air are winsome and wild and cannot be truly contained. Only marginally intelligent, they often substitute whimsy for strategy, delighting in mischief and mayhem.

Illus. D. Alexander Gregory 4/4
© 1997 Wizards of the Coast, Inc. All rights reserved.

Air Elemental 3



Summon Elemental

Flying

These spirits of the air are winsome and wild and cannot be truly contained. Only marginally intelligent, they often substitute whimsy for strategy, delighting in mischief and mayhem.

Illus. D. Alexander Gregory 4/4
© 1997 Wizards of the Coast, Inc. All rights reserved.

Air Elemental 3



Summon Elemental

Flying

These spirits of the air are winsome and wild and cannot be truly contained. Only marginally intelligent, they often substitute whimsy for strategy, delighting in mischief and mayhem.

Illus. D. Alexander Gregory 4/4
© 1997 Wizards of the Coast, Inc. All rights reserved.

Air Elemental 3



Summon Elemental

Flying

These spirits of the air are winsome and wild and cannot be truly contained. Only marginally intelligent, they often substitute whimsy for strategy, delighting in mischief and mayhem.

Illus. D. Alexander Gregory 4/4
© 1997 Wizards of the Coast, Inc. All rights reserved.

Air Elemental 3



Summon Elemental

Flying

These spirits of the air are winsome and wild and cannot be truly contained. Only marginally intelligent, they often substitute whimsy for strategy, delighting in mischief and mayhem.

Illus. D. Alexander Gregory 4/4
© 1997 Wizards of the Coast, Inc. All rights reserved.

Air Elemental 3



Summon Elemental

Flying

These spirits of the air are winsome and wild and cannot be truly contained. Only marginally intelligent, they often substitute whimsy for strategy, delighting in mischief and mayhem.

Illus. D. Alexander Gregory 4/4
© 1997 Wizards of the Coast, Inc. All rights reserved.