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THE
SLAYER'S
GUIDE
TO

ELEMENTALS

Primal Fury

Ian Sturrock

Elemental Planes

Earth

- Extremely strong and tough
- Very large stone humanoid
- Two eyes that sparkle like gems
- Voice sounds like a deep tunnel.



Water

- Ferocious and powerful like storm sea
- High crested with smaller waves for arms
- Can venture 180 feet from original body of water.



Fire

- Fast and agile
- It's merest touch will set many materials aflame
- Facial feature
- Two patches of brilliant blue flame
- Cannot enter water.



Air

- Amorphous shifting cloud
- Dark bits of swirling vapor give appearance of two eyes and mouth
- Can also transform into whirlwind

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INTRODUCTION

The elementals are among the most primal forces in the mythology of many cultures, raw elements given life. This has, in turn, has gifted them a firm place in many a campaign world. Some authorities believe all matter to be made from the four elements, with even humans and other sentient creatures being possessed of an elemental nature.

Fighting an elemental is like fighting a whirlwind, a raging inferno, a mountain or the sea itself. You can try and, if you are powerful enough, possibly even succeed, but there is a certain implacable quality to the elements. All can seem unstoppable forces and the earth elemental might also be regarded as an immovable object. Anyone who battles with such powers must fear being overcome, unless they can employ similarly strong forces themselves.

Elementals are most commonly encountered as guards or henchmen for powerful druids, wizards and sorcerers, though often working with other creatures. However, the majority of elementals rarely leave their home planes, if at all, and so this volume also covers those areas. Though characters may never plan to venture onto the elemental planes, when they do arrive,

they will encounter a whole new range of elemental creatures and challenges to pit themselves against.

This present book comprises knowledge drawn from scholarly works alongside tactics and survival tips offered by adventurers who have fought with elementals and lived to tell the tale. Games Masters will learn many intricate details about elemental life and culture, enabling them to make truly memorable encounters with these creatures for their players, while players themselves may learn a thing or two that might just save the lives of their characters.

THE SLAYER'S GUIDES

This series of supplements, designed for use in all fantasy-based d20 game, takes an exhaustive look at specific monster races, thoroughly detailing their beliefs, society and methods of warfare. Typically, Games Masters and players alike will often overlook these and some may view them more as a minor annoyance than a serious threat.

ELEMENTALS – PRIMAL FURY

Each Slayer's Guide features a single race or closely related group of races, in this case elementals. You will find detailed information on elemental physiology, habitat and society, giving you a fundamental level of understanding into how these creatures exist and interact with the rest of the world. Players can learn the types of combat tactics elementals are likely to employ against their characters and Games Masters are given guidelines on how to introduce these elementals into their existing campaigns, and will also benefit from material demonstrating how to portray these creatures. Several new elemental creatures presented herein can change the expectations of any encounter, as do new elemental feats that transform even the most standard elemental into something truly terrifying.

There is more to elementals than first meets the eye. After reading the *Slayer's Guide to Elementals*, you may never view these monsters in quite the same way again.



ELEMENTAL LORE

As with so many of the creatures depicted in fantasy role-playing games, elementals find their origins in folklore, myth and legend. In particular, given their strong otherworldly and magical associations, it is no surprise to find that the four elements derive from philosophical and religious sources.

This chapter takes a look at the origins of the elements and the concept of elementals, so as to give Games Masters and players alike a better idea of how elementals might fit into their particular world. This can be useful both for deciding on the 'real' cosmogony of your game and for devising religious or philosophical ideals (right or wrong) concerning that cosmogony.

THE GREEK PHILOSOPHERS

The idea of the four elements as earth, air, fire and water derives from a number of early Greek philosophers, but Plato and Aristotle are the two who seem to have done the most to systematise this idea. They believed that everything in existence, including all living creatures, was composed of one or more elements.

The Platonic Solids

For a roleplayer, perhaps one of the strangest and most intriguing concepts from the Greek philosophers is that each element is directly correlated to one of the Platonic Solids, the three-dimensional geometric shapes that are more familiar to us as a d4's tapering, flame-like silhouette; the d6's solid, cubic nature, the d8's expansive appearance and the d20's resemblance to the water-covered globe of Earth. Each of these shapes, it was believed, gave its form to the atoms that made up that particular element and any elemental creatures formed from it.

How you incorporate this into a game, if at all, is up to you. It might be stylistically neat to have specific element- or elemental-related tables use only dice of the elementally appropriate type. The very shapes of the dice you use to game with are directly related to the concepts of the elements.

Another possibility is that the Platonic Solids represent the true form of the appropriate elementals. One way to incorporate this is dealt with later in this book, in the Elemental Feats section on pg. 90. The smallest (Fine) elementals are always considered to always be in this form, since none of them have alternate forms. The Games Master can alter this if he prefers a more traditional fantasy-game look to all his elementals or if he favours a different philosophical or mythical viewpoint as to the nature of the elementals, such as the others listed in this chapter.

Quintessence

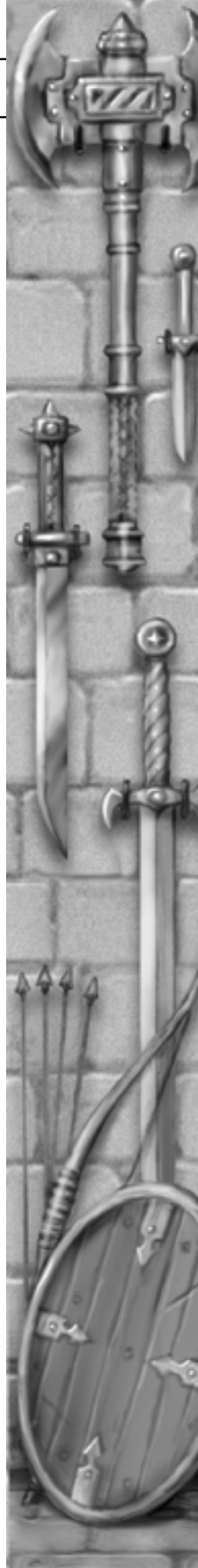
Aristotle postulated the idea of a fifth element, which became known as quintessence. It was thought of as the substance from which the heavens were made. Some theories suggested it was composed of a mixture of the other four elements. It is also occasionally correlated with the fifth of the Platonic Solids, the dodecahedron, or a d12 to the layman.

Occultists later regarded the quintessence as similar or identical to the element of spirit, which supposedly governs the other four elements and again is comprised of all four. This is sometimes divided into 'Spirit Active' and 'Spirit Passive', giving six elements in total. The closest parallel between this and the typical fantasy setting is probably the positive and negative energy planes respectively, which after all, do border on the elemental planes. Depending on the cosmogony of the Games Master's campaign, he may wish to consider the various quasi-elementals (see pg. 41) as representing aspects of the spirit or quintessence element combined with one of the four standard elements.

THE HINDU AND BUDDHIST ELEMENTS

In the oldest Hindu texts, only three elements are mentioned: air, earth and fire. These are correlated with the castes of society, with fire representing the warrior aristocracy; air, the scholars and priests and earth the lower classes. A campaign with an ancient Hindu-style setting might impose restrictions as to which type of elemental may be summoned by which character, depending on his social caste.

Later Indian writings, with more of a Buddhist influence, incorporate the elements of water and eventually a fifth element. It seems likely that



these additions were made due to some discourse between the Greek and Indian cultures of the time, given the close correlation the eventual five elements of Buddhism have with those of Greek philosophy. These five elements travelled around the world with Buddhism and are incorporated into mystical and magical traditions as far away as Japan.

The fifth element in Buddhist tradition is usually translated as 'Void', and it is under this name that most people will have come across it, if at all. However, the original name *akasha* has a broader meaning, with hints of 'sky', 'heaven', and 'ether', which are quite close to the Greek concept of quintessence. In their Zen Buddhist form, the five elements form a part of Japanese martial arts tradition, with void typically signifying emptiness of mind prior to and during combat, rather than emptiness of space. However, the Vacuum Quasi-Elemental (see pg. 41) would seem a reasonable addition for this concept of the elements.

THE AZTEC ELEMENTS

Aztec tradition incorporates the elements into its creation myths, with the idea being that each element destroyed all life on Earth in one of four previous ages. This fits in quite well with fantasy notions of elementals as primordial and powerful beings and is incorporated into this volume in the form of two new elementals, earth jaguars and wind serpents (see pg. 8 and 12).

Each age was destroyed by the wrath of the gods, believed to reside in the sun, who had been angered by the inhabitants of the Earth ignoring their commands.

The First Sun: The world of the first sun was destroyed by great earth jaguars, who devoured it and its inhabitants completely. This represented a death by the element of earth. Giants roamed the earth during the era of the first sun, as did scattered, animalistic humans.

The Second Sun: The world of the second sun was devastated by a terrible hurricane caused by wind serpents, which slew all its inhabitants. This represented a death by the element of air. This world had been a time of airy spirit beings, though there were also a few humans.

The Third Sun: The world of the third sun was consumed by flames, along with everything upon it. Clearly this was death by the element of fire.

The Fourth Sun: The world of the fourth sun

was drowned by a number of great waves causing a disastrous deluge that swept away all life. This represented a death by the element of water.

The author J. G. Ballard described a similar series of world-deaths by the classical elemental forces in his four post-disaster novels, *The Wind from Nowhere*, *The Drowned World*, *The Burning World* and *The Crystal World*. Though these have a theoretically modern setting, the ideas of elemental transformation and destruction presented in them can be applied to great effect by Games Masters wishing to portray Aztec-style total devastation in a campaign.

THE CHINESE ELEMENTS

There are five elements in Chinese tradition, earth, fire, metal, water and wood. As with Western views of the elements, these are seen as metaphors and symbols running throughout life and creation, as well as being the literal elements of which all things are comprised. As a result, Chinese traditional medicine makes extensive use of the elements and their relation to the human body in attempting to heal a variety of ailments.

For purposes of slaying elementals, of course, we can safely ignore ideas of incorporating them into medicine or Feng Shui. This book does, however, provide two new Chinese elementals to incorporate into oriental games, as these two Chinese elementals (metal and wood) are not already covered by *Core Rulebook III* (see pg. 13).

JUDAISM AND QABALA

Qabala, the Judaic mystical tradition which is based around interpreting secret codes and messages in Biblical and sacred texts, as well as classifying every aspect of the universe, incorporates the four classical elements to a great extent. The very worldview of the qabalist incorporates the four elements at a fundamental level, with the entire universe being divided into the realms of Atziluth (fire), Briah (water), Yetzirah (air) and Assiah (earth).

Unlike the elemental planes, these realms incorporate almost every possible supernatural region or mental state, from the heavens of Atziluth to the material world of Assiah. Atziluth is the world of abstract creation, where ideas, concepts and even creatures are first conceived. Briah is the

world of archetypes, where the abstract concepts of Atziluth begin to take on certain specific attributes depending on the eventual form of the creation. Yetzirah is the world of formation, in which the archetypes take on the form into which they will incarnate in the material world of Assiah. Assiah is the world we live in on a day-to-day basis.

Given all the above, in a Judaic style setting, the earth elementals would need to be considered as living beneath the earth, rather than in some abstract extraplanar space. Atziluth is quite literally the realm of supreme godhood, though all three of the worlds above Assiah are inhabited by major gods of one kind or another.

The Elemental Kerubim

The kerubim or cherubs are a class of supernatural entities similar in nature to angels, but they are each closely tied to one of the four classical elements. Unlike angels or other elementals, kerubim are animalistic in form, resembling either earthly animals or composites of earthly animals, always with the addition of powerful wings.

These creatures are presented in game terms beginning on pg. 23. All four kerubim are listed, these being the chthonic bull (earth), flame lion (fire), stormborn (air) and wave eagle (water).

In the Biblical visions of Ezekiel, the kerubim are known as the Hayyoth. Here they appear as divine messengers.



Full game statistics for these and the other 'higher' elemental types can be found starting on pg. 19.

It was believed that the elementals could be deliberately manifested on the material plane at the behest of the magician, where they would perform various services and tasks at his command. Different elementals excelled at different tasks.

Furthermore, different elementals tended to have specific personalities as appropriate to their elements. As was typical for the alchemists and astrologers of the time, each elemental was regarded both in an 'ill-dignified' way and a 'well-dignified' way. That is to say that each type had specific virtues and flaws, which may or may not be manifested in any particular individual. The various entries in the 'Character' section of the Elemental Society chapter are roughly based on the writings of medieval and later magicians with regard to the personalities of elementals.

ALCHEMISTS & ASTROLOGERS: MEDIEVAL AND BEYOND

The scholars and magicians of medieval Europe seem to have been the first to expand on the idea of the four elements so as to devise a number of directly related entities, known naturally enough as elementals. They gave these creatures names, depending on the element they were associated with: gnomes or gnomides (earth), salamanders (fire), sylphs (air) and undines (water).

It is clear that the gnomes of medieval alchemical lore are not the same as the gnomes in most fantasy games and so for our game purposes we will refer to the elemental gnomes as gnomides; likewise elemental salamanders will be known as royal salamanders.



THE PHYSIOLOGY OF ELEMENTALS

Diet & Digestive System

An elemental is a creature whose body and soul are composed of one or more of the elements: usually air, earth, fire or water. Certain elementals, known as quasi-elementals, also include admixtures of either positive or negative energy from the appropriate planes. A few elementals, including the thoqqua from *Core Rulebook III* and the ice shard, mudman and smoke ghost featured in this volume, are derived from two elements and live at the juncture between the two parent planes.

An elemental's diet is closely tied in to its lifecycle. While elementals do not need to eat on the material plane, they do need to have a sizeable quantity of the appropriate element present to be summoned from. In effect, this provides sufficient material to fuel the elemental's existence during its time on the material plane.

While on its home plane, an elemental does not need to consume anything for day-to-day energy, as most other creatures do. The magical, primal power of the place itself is quite sufficient to keep them going. However, an elemental that has lived long enough to be ready to grow (in game terms, to advance in Hit Dice or if already at maximum hit dice, to increase to the next size category) must fuel the growth by ingesting living elemental material from its own element. This almost always takes the form of the most insignificant elemental creatures of the plane, barely alive at all and non-sentient. The elemental will need to consume four of these fine elemental creatures (see pg. 29) for each hit die by which it is to advance.

An elemental that consumes smaller elementals does so in a pure and complete manner, absorbing every part of the smaller creature without generating any waste products.

CREATURES OF PURE FORCE

Most elementals appear at first glance to *have* no physiology, there is no apparent boundary delineating where a fire elemental's bone ends and muscle begins; all is flame. On the other hand, some elementals seem to have different expressions of their particular element within their bodies. For example, certain earth elementals may have stony skin, but resemble soil inside. Even the larger fire elementals might reasonably be supposed to be hotter deep within their bodies than without and may have different-coloured flames depending on the body part.

This is largely speculation, though and makes little difference in practicality. All elementals by definition are not subject to critical hits due to having no differentiation between their different body parts. This also explains their typically high resistance to physical damage; an attacker must literally hack an elemental into fragments before it will 'die'.

However, the odd nature of elementals also makes them a distinct puzzle to those scholars who attempt to study their natural history. How can one formulate a theory as to the lifecycle or dietary habits of a creature that appears to be no more or less than a single, vast, living flame? By piecing together the reports of those scholars and wandering adventurers, brave or foolish enough to observe elemental creatures on their home planes, we have begun to work towards a unified theory of elemental physiology.



Half-Elementals

Could elementals breed with mortals? This is a question each Games Master must answer for himself. The technicalities of any such unnatural union are also left up to each Games Master, though it would doubtless involve powerful magic of one kind or another. Perhaps using a *resist elements* spell to allow the initial contact without injury and a *wish* or *greater miracle* spell to make possible the actual impregnation. It would be quite reasonable for the Games Master to rule that even then, only creatures of certain types could breed with elementals; for example, outsiders or fey. It seems likely that an elemental would find it impossible to carry a child without the near-constant employment of *wish* spells throughout the pregnancy and labour; however, an elemental impregnating a human female is perhaps more plausible. Even in the latter case, the Games Master may require additional safeguards to be employed to ensure the human party is not injured by carrying a child composed of pure elemental force.

For a Games Master who does wish to allow for the possibility of a child born of an elemental and some more earthly creature, the Elementals chapter provides a suitable template.

Occasionally an evil or at least unscrupulous elemental will consume another of their kind, even the Medium-size and largerelementals can sometimes be ingested by certain elemental creatures acting in concert, as when a pack of earth jaguars works together to bring down its prey. This is frowned on by some elder and higher elementals, as Small or larger elementals are, to some degree, capable of rational thought and have the potential to some day grow themselves. However, even a good-aligned elemental may sometimes ingest larger elementals, believing that to some extent they are doing their lowlier counterparts something of a service by incorporating their essences within themselves! Indeed, the precise ethics of ingesting distant relatives in this manner is the subject of some debate among the more intelligent elementals.

LIFECYCLE

Some scholars hypothesise that elementals are never born and cannot die as such. Rather, each is a portion of the appropriate elemental plane itself, and that the plane is in turn, in its entirety, capable of life. Every spark of fire, every granite crystal, every wave and every breeze of an elemental plane could potentially be an elemental of one size or another. This book assumes the above hypothesis is true, though of course individual Games Masters may alter this at will if the idea does not fit their campaigns.

Ageing and Death

Elementals do not die of old age, nor do they become frail and doddering as elderly humans do; an ancient elemental will simply be more powerful than a young one. An elemental that is not killed by battle or mishap may, in theory, live out an infinite lifespan.

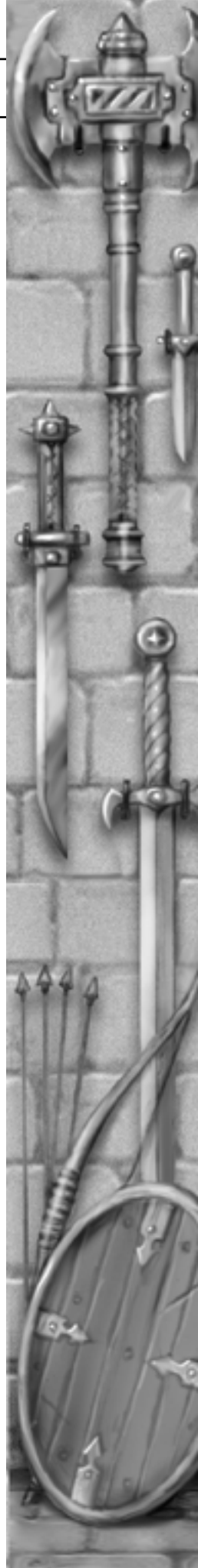
However, it is of course possible for an elemental to be destroyed. Even in this case, the most common result is for the elemental to revert to its raw elements if on the material plane or to be dispersed into non-sentient elemental life such as an array of quiescent Fine elementals if on its home elemental plane. These newborn Fine elementals may then progress onwards, with one or more of them potentially growing to the dead elemental's size or beyond. However, they never retain any memories or experience of its former, combined self.

Breeding

Elementals are sexless and do not under normal circumstances breed as humans and other creatures do. Rather, they are produced from the raw element of their plane, usually as Fine size elementals. The death of a larger elemental is typically the only way that new elementals can be created. The only exception to this is the very rare (some would say impossible) breeding of an elemental with another non-elemental creature, such as a humanoid.

Birth and Childhood

The closest analogy to this stage is the way in which each elemental begins as a mere zephyr of air, drop of water, spark of flame or handful of earth. In this 'childhood' state, the new elemental is vulnerable and certainly not possessed of the full faculties of a Medium-size or larger elemental. However, unlike animals and humanoids, elementals may never 'grow' to their full potential; many of them must remain in their non-sentient, barely alive state, if only to provide the raw material of their native elemental plane.



ELEMENTALS

The elementals presented in *Core Rulebook III* only detail a small number of the creatures found on the elemental planes. With each plane resembling a near-infinite world or even universe all of its own, it is clear that any attempt to list the creatures inhabiting it is doomed to incompleteness, but this chapter at least will offer several new denizens of the elemental planes.

Earth Jaguar

Huge Elemental (Earth, Extraplanar)

Hit Dice: 20d8+120 (210 hp)

Initiative: +2

Speed: 40-ft. (8 squares), climb 20-ft.

Armour Class: 24 (–2 size, +2 Dex, +14 natural), touch 10, flat-footed 22

Base Attack/Grapple: +15/+35*

Attack: Claw +25 melee (3d6+12)

Full Attack: 2 claws +25 melee (3d6+12) and bite +23 melee (3d8+6)

Space/Reach: 15-ft. by 15-ft./10-ft.

Special Attacks: Improved grab, pounce, rake
3d6+6, soul stealing

Special Qualities: Darkvision 60-ft., scent, elemental traits, astral travel

Saves: Fort +18, Ref +8, Will +7

Abilities: Str 34, Dex 14, Con 22, Int 8, Wis 13, Cha 13

Skills: Balance +11, Climb +25, Hide +5*, Listen +9*, Move Silently +11*, Spot +6*

Feats: Alertness, Awesome Blow, Cleave, Improved Bull Rush, Multiattack, Power Attack, Run

Environment: Elemental Plane of Earth, Astral Plane

Organisation: Solitary or pair

Challenge Rating: 11

Treasure: None (but see below)

Alignment: Often lawful neutral

Advancement: By character class

Level Adjustment: —

This creature resembles a big cat of monstrous dimension and aspect, with a body that seems made from rich golden earth set with hard stone markings. These markings are diamond-like in the centres and obsidian at the edges, giving them a somewhat star-like appearance. Even for its great size, this creature's body is squat, compact and heavily muscled, with powerful hindquarters.

These titanic, stony-bodied cats are about 25 feet long and weigh around 70,000 pounds. They roam

the elemental plane of earth, hunting and destroying smaller earth elementals and travellers for sport rather than for food. In this role, they act somewhat like an 'immune system' and 'recycling system' rolled into one, for the benefit of the greater good of the plane; effectively, they break down matter into its smallest possible components, so it can be absorbed into the raw material of the plane, even if it did not originate there.

Earth jaguars traditionally also roam the astral plane, close to the elemental plane of earth. Here they search for the souls of the dead, travelling on their way from the material plane to the outer planes. They drain and eventually steal these souls, for their own secretive magical purposes or to pass on to their superiors.

Earth jaguars regard themselves as equals to even the noblest of all earth elementals, though most dwell outside the cities of the elemental plane of earth, preferring the great stony wildernesses and deep rocky veins of those places.

In terms of temperament, they share most of the qualities of other earth elementals, including patience and greed.

Unless otherwise noted, all the new elementals and quasi-elementals listed in this book are subject to the usual elemental traits, summarised here as follows:

- † Darkvision of 60 feet.
- † Immunity to poison, sleep effects, paralysis and stunning.
- † Not subject to critical hits or flanking.
- † Unlike most other living creatures, an elemental does not have a dual nature, its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate* and *resurrection*, do not work on an elemental. It takes a different magical effect, such as *limited wish*, *wish*, *miracle* or *true resurrection*, to restore it to life.
- † Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- † Proficient with whatever type of armour (light, medium or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armour are not proficient with its use. Elementals are proficient with shields if they are proficient with any form of armour.
- † Elementals do not eat, sleep or breathe.

These two qualities can make them both effective and efficient hunters. As with any other cat, an earth jaguar that catches its prey may well toy with it, once it is sure the prey is sufficiently subjugated or otherwise defeated. This might afford travellers a chance to petition the earth jaguar for judgement by their king, rather than destroying them outright. Earth jaguars value gems and precious metals and so an earth jaguar found in its home may have a horde of such treasure equivalent in value to standard treasure for its CR.

At the Games Master's discretion, any spell that can be used to summon a greater earth elemental can alternatively be used to summon an earth jaguar. The Games Master may make the spellcaster first perform a special quest for the benefit of the earth jaguars before allowing them the right to summon them in this way.

Earth Jaguar Characters

The earth jaguars' king, Tezcatlipoca, is a powerful sorcerer. He also encourages his subjects to learn magic and so the favoured class for earth jaguar characters is sorcerer. Those without any sorcerous aptitude are typically fighters or barbarians.

Combat

Earth jaguars do not attack with a pounce, as do their more mundane counterparts, but with a highly controlled yet bull-like charge. An earth jaguar will often burst from the earth to make this charging attack.

Astral Travel (Su): An earth jaguar can travel to the astral plane as a full-round action or return to the elemental plane of earth as a full-round action, up to five times per day. It suffers no ill effects from being on the astral plane.

Earth Glide (Ex): An earth jaguar can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth jaguar flings the creature back 30-ft., stunning it for one round unless it succeeds on a DC 15 Fortitude save.

Improved Grab (Ex): To use this ability, an earth jaguar must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake and use its soul stealing power.

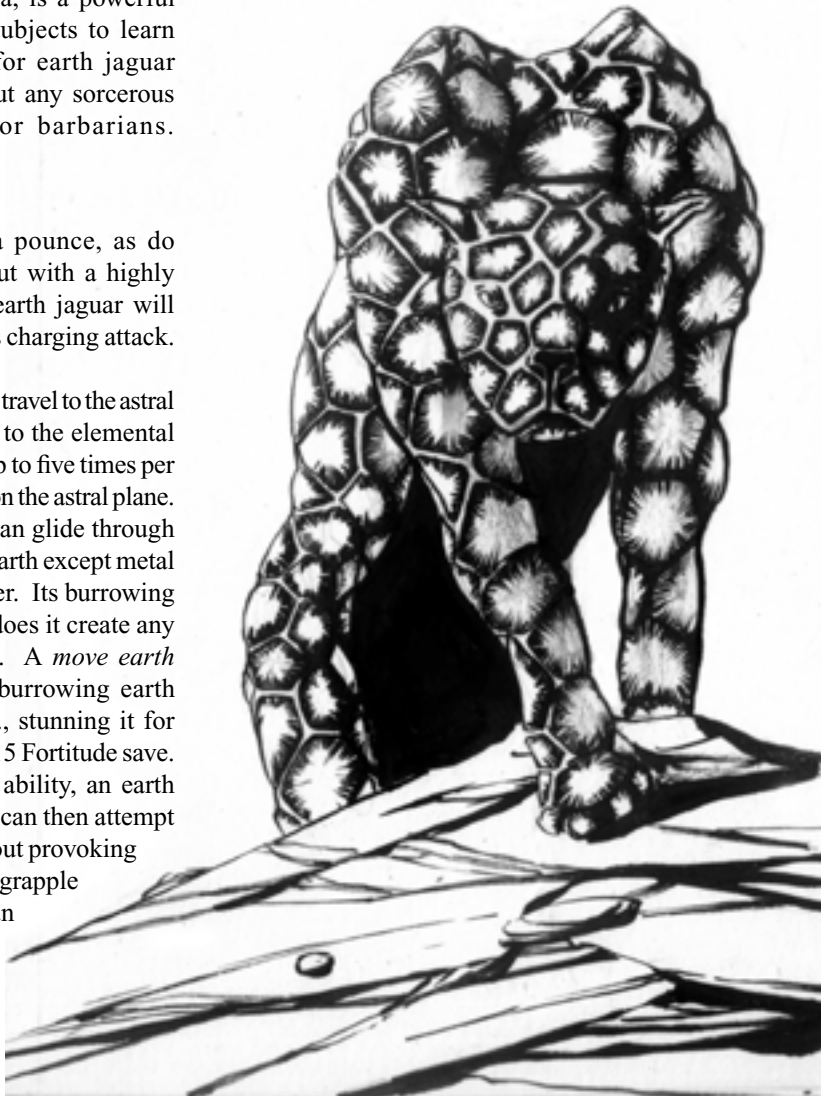
Rushing Charge (Ex): If an earth jaguar charges a foe, it can make a full attack, including two rake attacks. If it hits with both claw attacks during

this rushing charge, it may make a bull rush manoeuvre as a free action without provoking an attack of opportunity.

Soul Stealing (Su): If an earth jaguar establishes a hold, it can attempt to draw out its target's very soul. This attack has no effect on creatures that do not have a soul distinct from their body (including elementals and most outsiders). Creatures affected by this ability gain one negative level, or two negative levels if the earth jaguar and its target are on the elemental plane of earth or the astral plane at the time of the attack.

Rake (Ex): Attack bonus +25 melee, damage 3d6+6.

Skills: Earth jaguars have a +4 racial bonus on Hide and Move Silently checks. They gain an additional +8 bonus to all Listen, Spot, Move Silently and Hide checks while on the elemental plane of earth. Earth jaguars have a +8 racial bonus on Balance checks and a +12 racial bonus on Climb checks. An earth jaguar can always choose to take 10 on a Climb check, even if rushed or threatened.



ELEMENTALS

Lesser Phoenix

Medium-size Elemental (Fire)

Hit Dice: 4d8+8 (26 hp)

Initiative: +4

Speed: 20-ft., fly 60-ft. (good) (4 Squares, 6 Squares)

Armour Class: 17 (+4 Dex, +3 natural armour), touch 14, flat-footed 13

Base Attack/Grapple: +3/+5

Attack: Talon +5 melee (1d6+2)

Full Attack: 2 talons +5 melee (1d6+2), bite +0 melee (1d8+1)

Space/Reach: 5-ft. x 5-ft./5-ft.

Special Attacks: Fiery aura, explode, spell-like abilities

Special Qualities: Elemental traits, flicker form, immolation

Saves: Fort +3, Ref +8, Will +2

Abilities: Str 14, Dex 18, Con 14, Int 8, Wis 13, Cha 11

Skills: Intimidate +5, Knowledge (the planes) +6, Spot +10

Feats: Flyby Attack

Environment: Elemental plane of fire or any warm land.

Organisation: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always chaotic neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: -

The lesser phoenix is a bird native to the Elemental Plane of Fire. It acts as messenger and sentinel for other denizens of that plane, as it can undertake planar travel and is relatively intelligent. It resembles a large eagle with a longer neck and beak, but its feathers are an incandescent red. It trails fire as it flies, with small flames licking its body when it is perched.

It eats other creatures of the Plane of Fire and sates itself with metal when it travels to the Material Plane. It is a regal creature with knowledge of its magnificence and its importance, and acts haughty and sometimes bullies other weaker elementals.

It understands, but does not speak Common and Ignan.

Combat

These creatures are hot-headed and will not shirk from a fight, especially considering their power to engulf in flame anything that surrounds them.



It is more reckless in the Material Plane, as it knows it will reform in its home plane when it is destroyed, and is fond of leaving its would-be killers the little surprise of its explosive suicide.

Fiery Aura (Ex): Anyone within 30-ft. of a lesser phoenix must succeed at a Fortitude save (DC 11) or suffer 1d6 points of heat damage from the intense heat. This save is Constitution-based. Treat this effect as an emanation.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Flicker form (Ex): In any plane other than the Plane of Fire, the phoenix's body flickers like a flame. All attacks have a 30% miss chance as they pass through the creature's fire-like body.

Explode (Ex): The phoenix can cause itself to explode, dealing 4d6 points of fire damage to everyone in a 20-ft. burst from it, but it inflicts 1d6 points of damage on itself. This save is Dexterity-based. Victims of the explosion can halve the damage with a successful Reflex save (DC 14).

Immolation (Su): When the phoenix drops below 0 hit points, it immolates itself and covers with flames a burst of 30-ft. radius, centred on it. The explosion does 6d6 points of fire damage, but a successful Reflex save (DC 14) halves it. This save is Dexterity-based.

Spell-Like Abilities (Sp): 1/week: *plane shift*.

Ushkya

Large Elemental (Water, Extraplanar)

Hit Dice: 5d8+15 (37 hp)

Initiative: +1

Speed: 50-ft., swim 100-ft. (10 Squares, 20 Squares)

Armour Class: 16 (-1 Size, +1 Dex, +6 natural armour), touch 10, flat-footed 15

Base Attack/Grapple: +2/+9

Attack: Hoof +4 melee

Damage: 2 hooves +4 melee (1d6+3)

Space/Reach: 5-ft. x 10-ft./5-ft.

Special Attacks: Flood, lure rider

Special Qualities: Elemental traits, darkvision 60-ft., water dependency

Saves: Fort +7, Ref +2, Will +2

Abilities: Str 16, Dex 13, Con 16, Int 6, Wis 12, Cha 12

Skills: Hide +5, Jump +9, Swim +13, Survival +3

Feats: Run

Environment: Elemental Plane of Water or any aquatic

Organisation: Solitary or herd (2-8)

Challenge Rating: 3

Treasure: None

Alignment: Usually chaotic good

Advancement: 6-10 HD (Large)

Level Adjustment: -

Ushkyas are powerful horses made of water that live in the Plane of Water or in the deep oceans of the Material Plane, sometimes riding waves into brief forays inland. Their bodies have the countenance of a heavy warhorse, but their deep blue and translucent bodies give them away as natives of the Plane of Water.



Their manes and tails are white as foam. Undines use them as mounts when they do not allow them to roam freely. They can be captured by sea-dwelling creatures like sea elves and locathah and be trained as mounts, but the water horse always finds a way to escape.

Combat

Ushkya are not aggressive, but are known to entice lonely travellers to ride them, masquerading as a magnificent, but otherwise normal, horse. If attacked in land, the ushkya fights looking to retreat to the water, where it looks to cripple the attacker and run away. It only lets loose its flood attack when facing more than one creature.

Flood (Su): When standing near a large body of water, the ushkya can call a large wave that hits everyone standing 60-ft. from the waterline. The water horse stands at the centre of this wave, which reaches 30-ft. to each side. All affected must roll a Balance check (DC 15) or fall prone and be pushed away from the water by 10-30-ft. up to the wave's range. Standing up is a move action, but the creature must roll another Balance check (DC 12) to make it.

Lure Rider (Sp): The water horse convinces a single creature to ride it, and then gallops inside the water to give the unwary traveller the joyride of his life before returning him to shore. This effect works like a *charm person* spell with a DC 13 to the Will save. This save is Wisdom-based.

Water Dependency (Ex): The ushkya must remain all the time in the water or no further than 60-ft. from the waterline. For every hour it spends inland, the ushkya suffers 1d6 points of non-lethal damage that do not heal until it returns to the water.

ELEMENTALS

Thoqqua

Medium-size Elemental (Earth, Extraplanar, Fire)

Hit Dice: 3d8+3 (16 hp)

Initiative: +1

Speed: 30-ft. (6 squares), burrow 20-ft. (4 Squares)

Armour Class: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17

Base Attack/Grapple: +2/+4

Attack: Slam +4 melee (1d6 plus 2d6 fire)

Full Attack: Slam +4 melee (1d6+3 plus 2d6 fire)

Space/Reach: 5-ft./5-ft.

Special Attacks: Heat, burn

Special Qualities: Darkvision 60-ft., elemental traits, immunity to fire, tremorsense 60-ft., vulnerability to cold

Saves: Fort +4, Ref +2, Will +2

Abilities: Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10

Skills: Listen +5, Move Silently +3, Survival +3

Feats: Alertness, Track

Environment: Elemental Plane of Fire

Organisation: Solitary or pair

Challenge Rating: 2

Treasure: None

Alignment: Usually neutral

Advancement: 4–9 HD (Large)

Level Adjustment: –

A thoqqua's body is about one foot in diameter and four to five feet long, segmented along its length by armoured sections like that of an earthworm. It weighs about 200 pounds and glows red-orange with heat. Its spear-like head is by far the hottest point on its body, glowing almost white hot and capable of melting its way through solid rock..

Combat

When a thoqqua is disturbed, its first instinct is to attack. Its favoured tactic is to spring directly at a foe, either by bursting out of the rock or by coiling up its body and launching itself like a spring. (Treat this as a charge, even though the thoqqua does not need to move 10-ft. before attacking.)

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Wind Serpent

Huge Elemental (Air, Extraplanar)

Hit Dice: 16d8+16 (88 hp)

Initiative: +7

Speed: 30-ft. (6 squares), climb 30-ft., fly 150-ft. (30 squares) (perfect)

Armour Class: 21 (–2 size, +7 Dex, +6 natural), touch 15, flat-footed 14

Base Attack/Grapple: +12/+27

Attack: Bite +18 melee (3d6+7, 19-20)

Full Attack: Bite +18 melee (3d6+7, 19-20), tail lash +12 (2d6+3 + 2d6 electrical + stun)

Space/Reach: 15-ft./10-ft.

Special Attacks: Spells, stun

Special Qualities: Darkvision 60-ft., breath of life, astral travel, damage reduction 10/chaotic, spell resistance 28

Saves: Fort +6, Ref +17, Will +10

Abilities: Str 24, Dex 25, Con 12, Int 16, Wis 20, Cha 22

Skills: Diplomacy +25, Heal +24, Listen +24, Search +22, Spot +24

Feats: Improved Initiative, Flyby Attack, Wingover, Weapon Focus (bite), Improved Critical (bite), Power Attack, Cleave, Great Cleave, Combat Expertise

Environment: Elemental plane of air

Organisation: Solitary

Challenge Rating: 19

Treasure: None

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +17

This creature appears like a great serpent of coruscating white, with huge golden-feathered wings rising from its back. Every colour of the rainbow seems to shimmer in its scales, with the tail being brighter and more luminous than the head. The tail resembles that of a comet rather than that of a serpent or perhaps a living lighting-flash.



Wind serpents are powerful, almost godlike beings from the elemental plane of air. Charged with certain crucial tasks with regard to humanity, they are both the bringers of life and death, always acting according to the predestined fates revealed to them at the dawn of time. Whatever a wind serpent does, it is for a specific purpose.

Wind serpents are some 28 feet long and typically weigh 14 pounds. All speak Auran and often several other languages.

At the Games Master's discretion, any spell which can be used to summon a greater air elemental can alternatively be used to summon a wind serpent. The Games Master may make the spellcaster first perform a special quest for the benefit of the wind serpents before allowing them the right to summon them in this way.

Wind Serpent Characters

Almost all wind serpents advance as clerics and this is their favoured class. A few wind serpent fighters, paladins and druids have also been encountered.

The wind serpent god-king, Ehecatl, is said to have been the first life-giver, the creator of all living things on the material plane, before returning to his windy home on the elemental plane of air. He also destroyed humanity and the material plane once, blowing the land apart with great hurricanes and transforming all survivors into monkeys.

Combat

Wind serpents are not particularly aggressive, but will fight with every means at their disposal if forced into combat. They will devote time to healing any allies if necessary, even at the risk of injury to themselves. Any wind serpent that believes it is its day to die will sacrifice itself for a greater cause if need be.

Astral Travel (Su): A wind serpent can travel to the astral plane as a full-round action or return to the elemental plane of earth as a full-round action, up to five times per day. It suffers no ill effects from being on the astral plane.

Breath of Life (Sp): A wind serpent may, as a full-round action, breathe life into the mouth and nose of any creature. This heals 1d6 damage per full 4 HD of the wind serpent (usually 4d6). The wind serpent may do this up to seven times per day.

Spells (Sp): A wind serpent casts spells as a 16th level cleric with the Air and Destruction domains. Typical Cleric spells prepared: (6, 7+1, 6+1, 5+1, 3+1, 2+1, save DC 15 + spell level) 0th level: *light* x2, *guidance* x2, *resistance* x2; 1st level: *obscuring mist*, *cause fear*

x2, *deathwatch*, *detect evil*, *divine favour*, *entropic shield*, *shield of faith*; 2nd level: *shatter*, *augury*, *bear's endurance*, *bull's strength*, *enthral*, *owl's wisdom*, *sound burst*; 3rd level: *gaseous form*, *bestow curse*, *daylight*, *dispel magic* x2, *remove curse*, *searing light*; 4th level: *inflict critical wounds*, *discern lies*, *dismissal*, *divination*, *divine power*; 5th level: *control winds*, *hallow*, *greater command*, *mark of justice*, *righteous might*, *true seeing*; 6th level: *chain lightning*, *forbiddance*, *greater dispel magic*, *harm*, *word of recall*; 7th level: *disintegrate*, *destruction*, *control weather*, *holy word*; 8th level: *whirlwind*, *holy aura*, *antimagic field*.

Tail Lash (Ex): A wind serpent that hits with its tail deals normal damage (2d6+3), plus an additional 2d6 electrical damage. Creatures affected by this electrical damage are also stunned for 1d6 rounds. The target may attempt a Reflex save (DC 19) to reduce the electrical damage by half and avoid its stunning effect. This save is Constitution-based.

CHINESE ELEMENTALS

Chinese mythology does not have a place for the element of air, but does incorporate two other elements in addition to earth, fire and water. These are wood and metal. For games with a Chinese or pseudo-oriental setting, use earth, fire and water elementals as presented in *Core Rulebook III* along with the new wood and metal elementals presented here.

Note that two new elemental languages are also introduced here, Ferran for metal elementals and Arboran for wood elementals. The Games Master may prefer to discard Arboran and have their wood elementals speak Sylvan instead. Alternatively, the two languages might be closely related, so that a speaker of the one could make himself understood to a speaker of the other.

Wood Elemental

This creature might be mistaken for a tree at first glance, though it has two great trunk-like limbs to the sides and a straighter trunk in the centre topped by a growth of writhing weeds and ivy. It lurches laboriously along on a number of thick root-like legs.

Wood Elemental Sizes

Elemental	Height	Weight	Splinter Save DC
Small	4-ft.	20 lb.	11
Medium	8-ft.	180 lb.	14
Large	16-ft.	1,400 lb.	17
Huge	22-ft.	11,000 lb.	22
Greater	26-ft.	12,000 lb.	24
Elder	30-ft.	13,000 lb.	26

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	Wood Elemental, Small	Wood Elemental, Medium	Wood Elemental, Large
	Small Elemental (Wood, Extraplanar)	Medium Elemental (Wood, Extraplanar)	Large Elemental (Wood, Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	-1	-1	-1
Speed:	15-ft. (3 squares)	15-ft. (3 squares)	15-ft. (3 squares)
Armour Class:	16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16	17 (-1 Dex, +8 natural), touch 9, flat- footed 17	17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/ Grapple:	+1/-1	+3/+7	+6/+16
Attack:	Slam +4 melee (1d6+3)	Slam +7 melee (1d8+6)	Slam +11 melee (2d8+9)
Full Attack:	Slam +4 melee (1d6+3)	Slam +7 melee (1d8+6)	2 slams +11 melee (2d8+9)
Space/Reach:	5-ft./5-ft.	5-ft./5-ft.	10-ft./10-ft.
Special Attacks:	Splinter	Splinter	Splinter
Special Qualities:	Darkvision 60-ft., sun regeneration, rooted, elemental traits	Darkvision 60-ft., sun regeneration, rooted, elemental traits	Damage reduction 5/-, sun regeneration, rooted, darkvision 60-ft., elemental traits
Saves:	Fort +4, Ref -1, Will +2	Fort +7, Ref +0, Will +3	Fort +10, Ref +1, Will +4
Abilities:	Str 15, Dex 8, Con 13, Int 4, Wis 15, Cha 11	Str 19, Dex 8, Con 17, Int 4, Wis 15, Cha 11	Str 23, Dex 8, Con 19, Int 6, Wis 15, Cha 11
Skills:	Listen +5, Spot +4	Listen +8, Spot +7	Listen +8, Spot +7
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Wood	Elemental Plane of Wood	Elemental Plane of Wood
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—

Wood elementals are made from living wood. They resemble trees, though no specific earthly variety; characters with five or more ranks in Knowledge (nature) gain a +2 synergy bonus to all Spot or Search checks aimed at revealing the wood elemental's true identity.

Wood elementals speak Arboran with a deep, croaking and creaking voice.

Combat

Wood elementals will advance to melee range as rapidly as possible, though this is still slow, given their low base speed, to make full use of their powerful close-range attacks. They often employ ambush tactics, standing amid more mundane trees, waiting for their unsuspecting foes to pass by.

	Wood Elemental, Huge	Wood Elemental, Greater	Wood Elemental, Elder
	Huge Elemental (Wood, Extraplanar)	Huge Elemental (Wood, Extraplanar)	Huge Elemental (Wood, Extraplanar)
Hit Dice:	16d8+80+3 (155 hp)	21d8+105+6 (205 hp)	24d8+120+9 (237 hp)
Initiative:	-1	-1	-1
Speed:	20-ft. (4 squares)	20-ft. (4 squares)	20-ft. (4 squares)
Armour Class:	17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17	19 (-2 size, -1 Dex, +12 natural), touch 7, flat- footed 19	21 (-2 size, -1 Dex, +14 natural), touch 7, flat- footed 21
Base Attack/ Grapple:	+12/+28	+15/+33	+18/+36
Attack:	Slam +18 melee (2d10+12)	Slam +23 melee (2d10+13)	Slam +26 melee (2d10+15/19-20)
Full Attack:	2 slams +18 melee (2d10+12)	2 slams +23 melee (2d10+13)	2 slams +27 melee (2d10+15/19-20)
Space/Reach:	10-ft. by 15-ft./15-ft.	10-ft. by 15-ft./15-ft.	10-ft. by 15-ft./15-ft.
Special Attacks:	Splinter	Splinter	Splinter
Special Qualities:	Damage reduction 5/-, sun regeneration, rooted, darkvision 60- ft., elemental traits	Damage reduction 10/-, sun regeneration, rooted, darkvision 60-ft., elemental traits	Damage reduction 10/-, sun regeneration, rooted, darkvision 60-ft., elemental traits
Saves:	Fort +15, Ref +4, Will +9	Fort +17, Ref +6, Will +11	Fort +19, Ref +7, Will +12
Abilities:	Str 27, Dex 8, Con 21, Int 6, Wis 15, Cha 11	Str 29, Dex 8, Con 21, Int 8, Wis 15, Cha 11	Str 31, Dex 8, Con 21, Int 10, Wis 15, Cha 11
Skills:	Listen +12, Spot +11	Listen +16, Spot +16	Listen +31, Spot +31
Feats:	Awesome Blow, Cleave, Great Cleave, Toughness, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Toughness x2, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Toughness x3, Iron Will, Power Attack
Environment:	Elemental Plane of Wood	Elemental Plane of Wood	Elemental Plane of Wood
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	—	—	—

Rooted (Ex): A wood elemental may root itself into the ground or uproot itself again as a move action. It may do this an unlimited number of times per day. A rooted wood elemental gains a +8 bonus to all opposed checks to avoid being grappled and cannot be tripped, bull rushed or knocked down. Furthermore, its natural bonus to Armour Class increases by

+4. A rooted wood elemental may not move.
Splinter (Ex): A wood elemental that hits an opponent who is subject to critical hits leaves a number of tiny but painful splinters in the wound. The target must make a Fortitude save, for which the DC is dependent on the size of wood elemental (see the Wood Elemental Sizes table). If it fails, it takes a



ELEMENTALS



-2 circumstance penalty to all attack rolls until dealt with by a character with the Heal skill, making an identical check to that required for removing spikes or caltrops. The save DC is Constitution-based. **Sun Regeneration (Su):** A rooted wood elemental in direct natural sunlight regenerates 3 hp per round. **Skills:** A wood elemental gains a +8 bonus to Hide checks when in any forest and a +8 bonus to Disguise checks to disguise itself as a tree. These bonuses increase to +12 when the wood elemental is rooted (see above).

Metal Elemental

This creature resembles a humanoid form of living, moving metal, black as old iron in colour. Unlike a golem or other construct, their metal bodies seem almost liquid, flowing with motion rather than clanking along. Its features are both graceful and fluid, with the occasional hint of silvery-white shapes.

Metal elementals are the embodiment of metal, with all the strength and flexibility of that element. Most seem to be made from liquid iron or steel, since these are the most common metals in use by humanity and the appearance and form of an elemental are always, to some extent, shaped by the expectations of the

Metal Elemental Sizes

Elemental	Height	Weight	Absorb Save DC
Small	4-ft.	230 lb.	14
Medium	8-ft.	2,200 lb.	17
Large	16-ft.	17,500 lb.	21
Huge	22-ft.	140,000 lb.	27
Greater	26-ft.	160,000 lb.	30
Elder	30-ft.	180,000 lb.	33

observer. Some regions, however, are home to brass or bronze metal elementals. In any case, all metal elementals are capable of absorbing any type of metal, whatever they appear to be made from themselves.

Metal elementals speak Ferran with a harsh, scraping voice.

Combat

Metal elementals wade into combat with enthusiasm, slicing, smashing and stabbing their foes while trusting to their supernaturally tough metal bodies to shrug off or even absorb most attacks.



	Metal Elemental, Small	Metal Elemental, Medium	Metal Elemental, Large
	Small Elemental (Metal, Extraplanar)	Medium Elemental (Metal, Extraplanar)	Large Elemental (Metal, Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+0	+0	+0
Speed:	30-ft. (6 squares)	30-ft. (6 squares)	30-ft. (6 squares)
Armour Class:	19 (+1 size, +8 natural), touch 11, flat-footed 19	20 (+10 natural), touch 10, flat-footed 20	20 (-1 size, +11 natural), touch 9, flat-footed 20
Base Attack/ Grapple:	+1/+0	+3/+8	+6/+17
Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	Slam +12 melee (2d8+7)
Full Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	2 slams +12 melee (2d8+7)
Space/Reach:	5-ft./5-ft.	5-ft./5-ft.	10-ft./10-ft.
Special Attacks:	Absorb, extrude	Absorb, extrude	Absorb, extrude
Special Qualities:	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits	Damage reduction 5/-, darkvision 60-ft., elemental traits
Saves:	Fort +3, Ref +0, Will +0	Fort +6, Ref +1, Will +1	Fort +9, Ref +2, Will +2
Abilities:	Str 17, Dex 10, Con 11, Int 4, Wis 11, Cha 11	Str 21, Dex 10, Con 15, Int 4, Wis 11, Cha 11	Str 25, Dex 10, Con 17, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Metal	Elemental Plane of Metal	Elemental Plane of Metal
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—

Absorb (Ex): Any time a metal elemental is struck or touched by a metal object, it can draw said object into its body. It heals 1d4 hit points per full 4 pounds the object weighed. If magical, the object has a Fortitude save (see table for DC) to avoid being drawn in. The save DC is Strength-based.

Extrude (Ex): A metal elemental can extrude a variety of shapes from its body, allowing it to choose between bludgeoning damage (the default), slashing damage or piercing damage for its slam attacks. Changing damage type is a free action.



ELEMENTALS

	Metal Elemental, Huge	Metal Elemental, Greater	Metal Elemental, Elder
	Huge Elemental (Metal, Extraplanar)	Huge Elemental (Metal, Extraplanar)	Huge Elemental (Metal, Extraplanar)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+0	+0	+0
Speed:	40-ft. (8 squares)	40-ft. (8 squares)	40-ft. (8 squares)
Armour Class:	21 (-2 size, +13 natural), touch 8, flat-footed 21	23 (-2 size, +15 natural), touch 8, flat-footed 23	25 (-2 size, +17 natural), touch 8, flat-footed 25
Base Attack/ Grapple:	+12/+29	+15/+33	+18/+37
Attack:	Slam +19 melee (2d10+13, 19-20)	Slam +23 melee (2d10+15, 19-20)	Slam +27 melee (2d10+16/19-20)
Full Attack:	2 slams +19 melee (2d10+13, 19-20)	2 slams +23 melee (2d10+15, 19-20) 2	2 slams +27 melee (2d10+16/19-20)
Space/Reach:	10-ft. by 15-ft./15-ft.	10-ft. by 15-ft./15-ft.	10-ft. by 15-ft./15-ft.
Special Attacks:	Absorb, extrude	Absorb, extrude	Absorb, extrude
Special Qualities:	Damage reduction 5/-, darkvision 60-ft., elemental traits	Damage reduction 10/-, darkvision 60-ft., elemental traits	Damage reduction 10/-, darkvision 60-ft., elemental traits
Saves:	Fort +14, Ref +5, Will +7	Fort +16, Ref +7, Will +9	Fort +18, Ref +8, Will +10
Abilities:	Str 29, Dex 10, Con 19, Int 6, Wis 11, Cha 11	Str 31, Dex 10, Con 19, Int 8, Wis 11, Cha 11	Str 33, Dex 10, Con 19, Int 10, Wis 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Cleave, Great Cleave, Improved Critical (slam), Iron Will, Power Attack, Weapon Focus (slam)	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Critical (slam), Iron Will, Power Attack, Weapon Focus (slam)	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)
Environment:	Elemental Plane of Metal	Elemental Plane of Metal	Elemental Plane of Metal
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	—	—	—

ELEMENTAL, HIGHER

Gnomide

Medium-size Elemental (Earth)

HD: 6d8+18 (45 hp)

Initiative: -1

Speed: 20-ft., burrow 20-ft. (4 Squares, 4 Squares)

AC: 17 (-1 Dex, +8 natural armour), touch 9, flat-footed 17

Base Attack/Grapple: +4/+8

Attack: Fist +8 melee (1d8+6)

Full Attack: 2 Fists +8 melee (1d8+6)

Space/Reach: 5-ft. x 5-ft./5-ft.

Special Attacks: Tremor, summon elemental, spell-like abilities

Special Qualities: Higher elemental traits, darkvision 60-ft.

Saves: Fort +8, Ref +1, Will +2

Abilities: Str 19, Dex 8, Con 16, Int 10, Wis 11, Cha 11

Skills: Appraise +4, Climb +10, Craft (stoneworking) +4, Hide +1*, Intimidate +3, Listen +2, Spot +2

Feats: Alertness, Cleave, Power Attack



Royal Salamander

Medium-size Elemental (Fire)

HD: 6d8+6 (33 hp)

Initiative: +6

Speed: 40-ft. (8 Squares)

AC: 15 (+2 Dex, +3 natural armour), touch 12, flat-footed 13

Base Attack/Grapple: +4/+5

Attack: Fist +6 melee (1d6+1+1d6 fire damage)

Full Attack: 2 Fists +6 melee (1d6+1+1d6 fire damage)

Space/Reach: 5-ft. x 5-ft./5-ft.

Special Attacks: Burn, summon elemental, spell-like abilities

Special Qualities: Higher elemental traits, darkvision 60-ft.

Saves: Fort +3, Ref +7, Will +2

Abilities: Str 12, Dex 15, Con 12, Int 10, Wis 11, Cha 14

Skills: Bluff +4, Craft (armoursmithing, metalsmithing or weaponsmithing) +2, Hide +4, Intimidate +5, Jump +3, Listen +2, Perform +5, Sense Motive +2, Spot +2, Tumble +4

Feats: Alertness, Improved Initiative, Weapon Finesse

Sylph

Medium-size Elemental (Air)

HD: 6d8+6 (33 hp)

Initiative: +8

Speed: Fly 100-ft. (perfect) (20 Squares)

AC: 17 (+4 Dex, +3 natural armour), touch 14, flat-footed 13

Base Attack/Grapple: +4/+4

Attack: Slam +8 melee (2d4)

Full Attack: Slam +8 melee (2d4)

Space/Reach: 5-ft. x 5-ft./5-ft.

Special Attacks: Wind slam, summon elemental, spell-like abilities

Special Qualities: Higher elemental traits, darkvision 60-ft.

Saves: Fort +3, Ref +9, Will +2

Abilities: Str 10, Dex 19, Con 12, Int 14, Wis 11, Cha 11

Skills: Decipher Script +4, Escape Artist +8, Gather Information +2, Hide +14, Knowledge (any two) +4, Move Silently +14, Perform +4, Sense Motive +2, Spot +4, Tumble +6

Feats: Flyby Attack, Improved Initiative, Weapon Finesse



Undine

Medium-size Elemental (Water)

HD: 6d8+12 (39 hp)

Initiative: +0

Speed: 30-ft., swim 100-ft. (6 Squares, 20 Squares)

AC: 16 (+6 natural armour), touch 10, flat-footed 16

Base Attack/Grapple: +4/+6

Attack: Slam +6 melee (1d6+2)

Full Attack: 2 Slams +6 melee (1d6+2)

Space/Reach: 5-ft. x 5-ft./5-ft.

Special Attacks: Water burst, summon elemental, spell-like abilities

Special Qualities: Higher elemental traits, darkvision 60-ft.

Saves: Fort +7, Ref +2, Will +4

Abilities: Str 14, Dex 10, Con 15, Int 10, Wis 14, Cha 11

Skills: Heal +6, Hide +0*, Listen +5, Profession +4, Sense Motive +6, Spot +5, Swim +12 (this includes the undine's +8 bonus to Swim checks)

Feats: Power Attack

Climate/Terrain: Elemental Planes

Organisation: Solitary, team (2–4) or patrol (2–8 plus 4–12 Medium-size elementals)

CR: 6

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Higher elementals are the sentient denizens of the Elemental Planes, capable of building a civilisation hidden from the regular planar pathways. While several steps above simple elementals, these creatures still reflect their element to the fullest, with all the unpredictability of their lesser cousins. The fact that they are intelligent and opinionated makes them even more dangerous.

The higher elementals organise themselves into courts, bowing to their version of nobility and under the command of the Elemental Rulers, beings of lesser deity status. They are aware of the rest of the planes, thanks to the outsiders that have taken up residence near their homes and find a way to visit them often, especially those on the Material Plane.

Except where noted below, all higher elementals speak Common; a choice of Abyssal, Celestial or Infernal; and their own spoken and written language.

Combat

Each elemental has its own way of fighting. Royal salamanders and gnomides are more likely to jump into melee than rely on their impressive spell-like abilities, while sylphs and undines do exactly the opposite, relying on skill and allies before committing themselves to direct combat. In any case, they are rarely found alone, usually being together with others of their kind or protected by lesser elementals.

Summon Elemental (Sp): Once per day a higher elemental can attempt to summon 1d4 Medium-size elementals of the same elemental type with a 35% chance of success or automatically succeed in summoning another single elemental creature.

Higher Elemental Traits

Elemental: Higher elementals are immune to poison, sleep, paralysis and stunning. They are not subject to critical hits but, unlike other elementals, can be flanked.

Alternate Form (Su): Higher elementals can assume, at will, a humanoid form while visiting other planes. This form resembles the elemental's features in flesh, acting more like a suit for material plane visits than a disguise. This ability is similar to the *polymorph self* spell but allows only one specific humanoid form. Higher elementals have access to all of their powers in any of their forms.

Telepathy (Su): Higher elementals can communicate telepathically with any creature within 100-ft. that has a language.

Gnomide

The civilisation builders from the Plane of Earth, gnomides are industrious and reliable, accused rightly for their stubbornness as they rarely change their mind once they commit to anything. They are squat and stocky, with stone skin that ranges from grey to black. Their features are rough and vague; their faces have more suggestions of facial features than any that are actually defined. Gnomides are master crafters, taking the fruits of the earth and fashioning them into wondrous objects of metal or stone.

In addition to the standard languages, gnomides speak Dwarven and Terran.

Combat

Gnomides are not known for clever tactics and brutal assaults. If they use weapons, they are made from the strongest metals and the toughest stone.

Alternate Form (Su): The humanoid form of a gnomide is a dwarf or gnome.

Tremor (Su): Gnomides can make the ground tremble beneath them up to 60-ft. away. Creatures must make a Reflex save (DC 14) or be knocked down and prone. The shaking is so violent that creatures inside the area suffer 2d4 points of damage. This save is Strength-based.

Spell-Like Abilities (Sp): At will: *mending*; 3/day: *detect magic*, *meld into stone*, *soften earth and stone*; 2/day: *make whole*, *stone shape*; 1/week: *earthquake*.

Summon Elemental (Sp): Once per day a gnomide can attempt to summon 1d4 Medium-size earth elementals with a 35% chance of success or one thoqqua with no chance of failure.

Skills: Gnomides receive a +6 bonus to Hide when concealed against stone.



Royal Salamander

Royal salamanders consider themselves ‘true’ salamanders, looking at the outsiders of the same name with derision. It is a testament to the royal salamanders’ power that they can summon and subjugate these outsiders and tensions between the two are always high. Royal salamanders are humanoid torches, their very clothing fashioned from coloured flame and their words accompanied by wisps of smoke. These elementals have volatile tempers and spend their energy in exquisite works of art or in devastating acts of destruction.

In addition to the standard languages, royal salamanders speak Draconic and Ignan.

Combat

Royal salamanders love to fight and throw themselves into battle with joyous abandon. They are quick and strong and prefer unarmed combat to using weapons, as every limb is capable of dealing great damage. If losing ground, a royal salamander will back off and unleash its spell-like abilities.

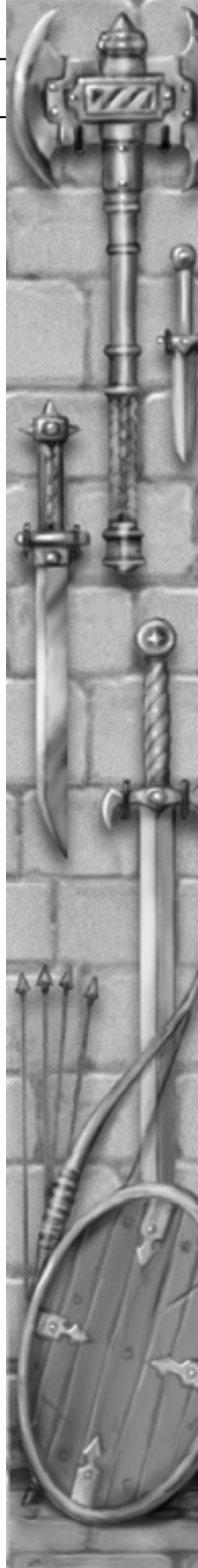
Alternate Form (Su): The humanoid form of a royal salamander is a human with red or coppery blond hair. Additionally, royal salamanders can take the shape of a fiery lizard of Small size. All statistics and powers remain the same, except for a +1 size bonus to AC and attack rolls.

Burn (Ex): Those hit by a royal salamander’s unarmed attack take an automatic 1d6 extra points of fire damage and must succeed at a Reflex save (DC 14) or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creatures hitting a royal salamander with natural weapons or unarmed attacks take fire damage as though hit by the elemental’s attack and also catch fire unless they succeed at a Reflex save. The save DC is Constitution based.

Fire Subtype (Ex): A creature with the fire subtype has immunity to fire. It has a vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold attacks, regardless of whether a saving throw is allowed or the save is failed or succeeded.

Summon Elemental (Sp): Once per day a royal salamander can attempt to summon 1d4 Medium-size fire elementals with a 35% chance of success or one lesser phoenix or an average salamander with no chance of failure.

Spell-Like Abilities (Sp): At will: *flare*; 3/day: *burning hands*, *detect magic*, *heat metal*; 2/day: *daylight*, *flame arrow*; 1/week: *fire storm*.



Sylph

These higher elementals are proof that scholarly pursuits are neither boring nor stale. The sylphs are always in search of new knowledge, be it arcane lore or casual gossip. They share all they learn with each other and with others depending on each sylph's whims. Sylphs resemble waifish females, their light-tinted skin tones still discernible in their translucent form. They wear long robes made of clouds that trail behind them as they fly. They speak in soft whispers and laugh like the rain, but for all their gentleness, their patience is a hair's breadth from infinite, but when exhausted they strike with the force of the hurricane.

In addition to the standard languages, sylphs speak Draconic and Auran.

Combat

Sylphs prefer to talk before committing to combat and attack from afar unless it proves disadvantageous. Excellent tacticians, they work together to complement each other with precise efficiency, never letting combat drag on for longer than absolutely necessary.

Alternate Form (Su): The humanoid form of a sylph is a human woman with light and delicate features.

Wind Slam (Su): Sylphs can shoot a powerful, invisible jet of wind at one enemy standing up to 60-ft. away. The slam causes 6d4 points of damage and the target must roll a Reflex save (DC 13) or fall prone. A Fortitude save (DC 13) halves the damage. The save DC is Strength based.

Summon Elemental (Sp): Once per day a sylph can attempt to summon 1d4 Medium-size air elementals with a 35% chance of success or one invisible stalker with no chance of failure.

Spell-Like Abilities (Sp): At will: breeze; 3/day: detect magic, gust of wind, wind armour; 2/day: detect thoughts, silence; 1/week: whirlwind.

Skills: Sylphs receive a +4 bonus to Hide and Move Silently checks.

Undine

Undines are an enigma given shape, their character contradictory for its gentleness and violence, dedicated to nurturing all forms of life

and yet capable of wiping out entire settlements when angry. They are wise and know the truth behind many mysteries, but they are not as free with their knowledge as the sylphs are. They also take female form, but they are sensuous and dark, moving with fluid grace. Their bodies are slightly transparent, refracting the light that falls on them, but their features are still clearly distinguishable.

In addition to the standard languages, undines speak Elven and Aquan.

Combat

The fury of an undine warrior is terrifying to behold, as they seek to annihilate anything that dares stand in their way, though mere moments after the battle is done, they return to their calm and gracious demeanour. They prefer to attack from range, tricking their opponents into making mistakes or opening their defences.

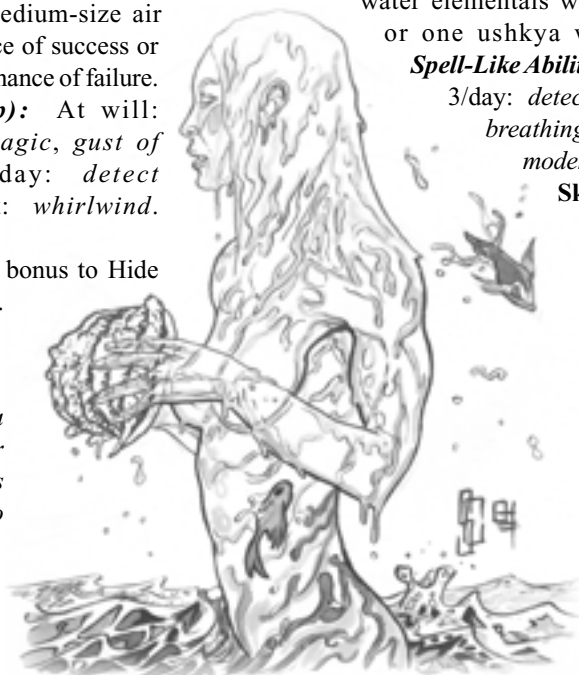
Alternate Form (Su): The humanoid form of an undine is a slightly tanned human or elven woman with blue-black hair and deep green or blue eyes. Additionally, undines can take the shape of a sea serpent of Large size. All statistics and powers remain the same, except for a -1 size penalty to AC and attack rolls.

Water Burst (Su): Undines can shoot a powerful stream of water at one enemy standing up to 60-ft. away. The burst causes 6d4 points of damage and is equivalent to a bludgeoning weapon. A reflex save (DC 15) halves the damage. The save DC is Strength-based.

Summon Elemental (Sp): Once per day an undine can attempt to summon 1d4 Medium-size water elementals with a 35% chance of success or one ushkyra with no chance of failure.

Spell-Like Abilities (Sp): At will: create water; 3/day: detect magic, obscuring mist, water breathing; 2/day: calm emotions, cure moderate wounds; 1/week: whirlpool.

Skills: An undine has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Undines receive a +8 bonus to Hide when immersed in water.



ELEMENTAL, KERUBIC

Standing somewhere between the ranks of the elementals and the outsiders of both good and evil, the kerubic elementals (or simply 'kerubs') are elementals of the most extreme alignments, representing pure elemental force tied irrevocably to the interests of the gods of the outer planes.

Kerubs war almost constantly with creatures of different alignments, prosecuting the great wars of the outer planes on those of the elements, just as the gods' clerics, paladins and other earthly servants do on the material plane. Occasionally they are sent to the material plane on their gods' business, either to act as an ally to a devout and powerful elemental, or to slay a major enemy of their patron.

Kerubic elementals do not hunt, graze, breed or perform most of the other activities their more mundane counterparts do. They regard themselves as above such things. Many take a significant role in the governance of their home elemental planes. Even those who do not can often be found employed by their elemental nobility as top-ranking guardians or soldiers of one kind or another.

All kerubic elementals have a close connection with one of the outer planes and a fair number of kerubs of a celestial or, less commonly, fiendish nature inhabit such places, as well as the appropriate planes. It is said the kerubic elementals are among the oldest creatures of the elemental planes, close to pure embodiments of the spirits of their respective elements.

Kerubic Elemental Traits

Elemental: Kerubic elementals are immune to poison, sleep, paralysis and stunning. Unlike other elementals, they are also immune to acid. They are not subject to critical hits but, unlike other elementals, can be flanked.

Elemental Turning (Su): A kerubic elemental may turn or destroy opposite-element creatures as a good cleric turns undead. It may also rebuke, command or bolster same-element creatures as an evil cleric rebukes undead. These abilities may be used a total number of times per day equal to 3 + kerubic elemental's Charisma modifier.

Protective Aura (Su): Against attacks or effects made by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 10-ft. of the kerub. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 10-ft. (caster level equal to half the kerub's HD). The defensive benefits from the circle are not included

in a kerubic elemental's statistics block. For kerubs of evil alignment, this special quality functions as a *magic circle against good* but otherwise is the same.

Spell-like abilities (Sp): All kerubs have spell-like abilities, with the precise abilities gained varying depending on the nature and alignment of the kerub. Kerubic spell-like abilities are cast as a cleric of equivalent level to the kerub's hit dice, even if the spell-like ability in question emulates an arcane spell. Furthermore, kerubic spell-like abilities are always regarded as having a descriptor appropriate to the kerub's main elemental descriptor (earth for chthonic bulls, fire for flame lions, air for stormborns and water for wave eagles). A kerubic elemental on its home elemental plane, therefore, uses all its spell-like abilities as though they were both Empowered and Enlarged spells.

Tongues (Su): All kerubs can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to kerub's Hit Dice). This ability is always active.

Chthonic Bull

Large Elemental (Earth, Kerub, Extraplanar)

Hit Dice: 12d8+120 (174 hp)

Initiative: +0

Speed: 50-ft., fly 100-ft. (perfect) (10 squares, 20 Squares)

Armour Class: 21 (-1 size, +12 natural), touch 9, flat-footed 21

Base Attack/Grapple: +9/+31*

Attack: Gore +18 melee (3d6+15)

Full Attack: Gore +18 melee (3d6+15)

Space/Reach: 10-ft./5-ft.

Special Attacks: Solidity, stoning, spell-like abilities, elemental turning, powerful charge

Special Qualities: Darkvision 60-ft., scent, solidity, earth glide, kerubic traits

Saves: Fort +18, Ref +4, Will +5

Abilities: Str 31, Dex 11, Con 31, Int 10, Wis 12, Cha 20

Skills: Balance +16, Climb +22, Listen +10, Spot +10

Feats: Improved Critical (gore), Power Attack, Cleave, Improved Bull Rush, Awesome Blow

Environment: Elemental plane of earth

Organisation: Solitary, pair or herd (6-10)

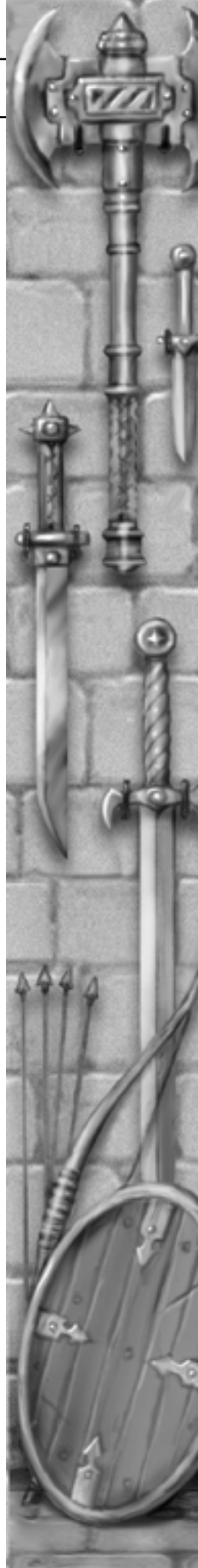
Challenge Rating: 7

Treasure: None

Alignment: Always lawful good, chaotic good, lawful evil or chaotic evil

Advancement: 13-18 HD (Large); 19-28 HD (Huge)

Level Adjustment: —



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This mammoth-sized creature resembles a muscular bull, throbbing with primordial power, surmounted by great eagle-like wings (Games Master note: bat-like wings, in the case of evil chthonic bulls). Its body is the near-black brown of the deep earth.

Chthonic bulls are typically around 15 feet long and weigh some 14,000 pounds. Though their bodies appear earthy as they move, like great clay sculptures, their outer surfaces seem as hard as diamond when being struck.

Combat

Chthonic bulls attack with a swift and sure charge into melee, trusting to their strength, solidity and weight to smash their opponents within instants.

A chthonic bull expecting serious combat will always use its *stoneskin* spell-like ability before charging. It will not usually bother with its *slow* spell-like ability unless clearly outmatched.

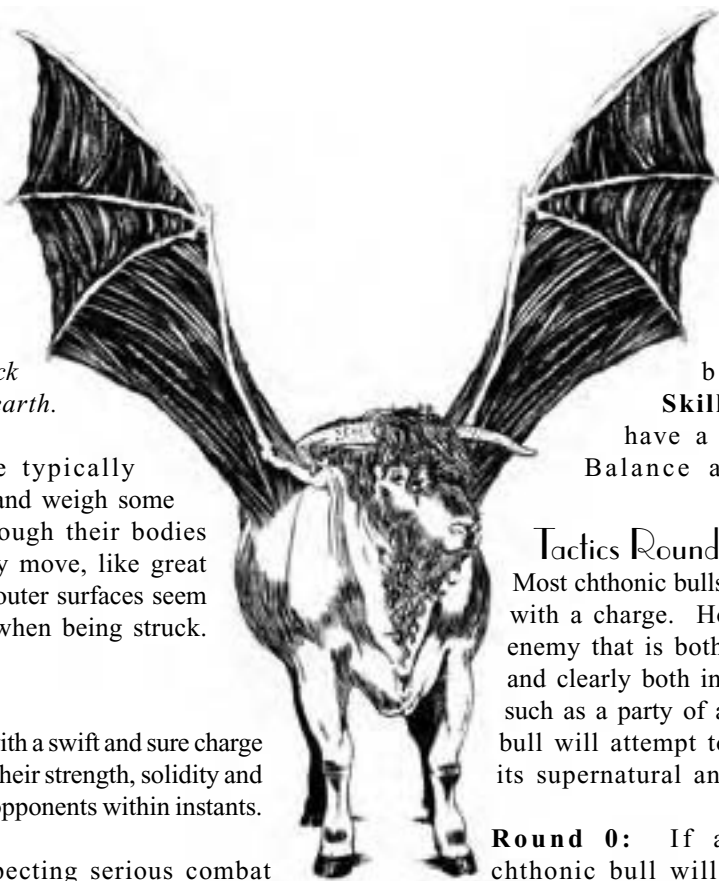
Earth Glide (Ex): A chthonic bull can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing chthonic bull flings the elemental back 30-ft., stunning the creature for one round unless it succeeds on a DC 15 Fortitude save.

Powerful Charge (Ex): When a chthonic bull charges, its gore attack deals 6d6+30 points of damage.

Solidity (Ex): Any attempt to grapple, bull rush or trip a chthonic bull automatically fails. Furthermore, a chthonic bull gains a +8 racial bonus on any attempts it makes to grapple, bull rush or trip an opponent.

Spell-Like Abilities (Sp): 3/day: *slow* (DC 16); 1/day: *stoneskin*. Caster level 12th. The save DCs are Charisma-based.

Stoning (Su): Once per day, a chthonic bull may call great rocks from the sky onto an area one mile in diameter, centring on itself. This pelting of stones deals 1d6 bludgeoning damage per 2 HD of the chthonic bull (usually 6d6). Creatures within the affected area may attempt Reflex saves (DC 26) for half damage. The save



DC is Constitution-based. The stoning lasts for one round. A chthonic bull on the elemental plane of earth may use its stoning attack once per 10 minutes, if desired. Creatures of subtype (Earth) are unaffected by the stoning.

Skills: Chthonic bulls have a +8 racial bonus on Balance and Climb checks.

Tactics Round-by-Round

Most chthonic bulls prefer to enter combat with a charge. However, faced with an enemy that is both numerically superior and clearly both intelligent and versatile, such as a party of adventurers, a chthonic bull will attempt to soften its foes with its supernatural and spell-like abilities.

Round 0: If at all possible, a chthonic bull will prepare for serious combat by casting *stoneskin* on itself.

Round 1: Stoning. Good chthonic bulls will typically only use this if they believe no innocents will be caught within the area of effect. On the elemental plane of earth, there is rarely any such concern.

Round 2: Charge into melee combat or make a full attack if already brought into melee combat by its foes.

Round 3: Full attack against an injured enemy or move away from the combat and cast a *slow* against the opponent that has caused significant damage, if this can be done without provoking too many attacks of opportunity.

Round 4: Repeat from round 2. If the chthonic bull has had a chance to withdraw from combat, it may attempt to charge a spellcaster if one is available.

Flame Lion

Large Elemental (Fire, Kerub, Extraplanar)

Hit Dice: 12d8+48 (102 hp)

Initiative: +10

Speed: 70-ft. (14 squares), fly 60-ft. (average)

Armour Class: 21 (-1 size, +6 Dex, +6 natural), touch 15, flat-footed 15

Base Attack/Grapple: +9/+18

Attack: Claw +15 melee (2d6+5 plus 2d6 fire)

Full Attack: 2 claws +15 melee (2d6+5 plus 2d6 fire) and bite +12 melee (2d8+2 plus 2d8 fire)

Space/Reach: 10-ft./5-ft.

Special Attacks: Burn, improved grab, pounce, rake +14 melee (2d6+2 plus 2d6 fire), spell-like abilities, elemental turning

Special Qualities: Darkvision 60-ft., immunity to fire, kerubic traits, scent

Saves: Fort +8, Ref +14, Will +5

Abilities: Str 21, Dex 23, Con 19, Int 12, Wis 12, Cha 24

Skills: Climb +13, Hide +16*, Listen +14, Move Silently +20, Spot +11

Feats: Alertness, Improved Initiative, Multiattack, Run, Weapon Focus (claw), Weapon Finesse

Environment: Elemental plane of fire

Organisation: Solitary, pair or pride (6–10)

Challenge Rating: 7

Treasure: None

Alignment: Always lawful good, chaotic good, lawful evil or chaotic evil

Advancement: 13–20 HD (Large); 21–28 HD (Huge)

Level Adjustment: —

This creature resembles a great flame-coloured lion, but with vast eagle-like wings (Games Master note: bat-like, in the case of evil flame lions) sprouting from its back. Its whole form appears wreathed in shifting flames of red, yellow and even white. Its eyes shine yellow with a clear intelligence and deep sense of irony. Although its body does not seem composed purely of fire, as with fire elementals, the flames seem to burn out from the flesh itself.

Flame lions are typically around 14 feet long and weigh some 600 pounds. The body of a flame lion is formed from a compacted, almost solidified flame, which constantly breaks out into more typical fires running all over its body.

Combat

Though flame lions are formidable melee combatants, they prefer to stand off and coat their opponents with fire from a distance rather than engage in direct conflict. If brought into melee, they will fight powerfully, unrelentingly and courageously.

All flame lions, even evil ones, have powerful healing abilities. They represent, among other things, the purifying, purging and energising qualities of fire and by their sheer flaming energy can miraculously cure even the most serious of injuries.

Burn (Ex): A flame lion's claw and bite attacks deal additional fire damage from the flame lion's burning

body. Those hit by any of a flame lion's attacks also must succeed on a Reflex save (DC 20) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flames. The save DC is Constitution-based. Creatures hitting a flame lion with natural weapons or unarmed attacks take fire damage as though hit by the flame lion's attack and also catch on fire unless they succeed the Reflex save.

Rain of Fire (Su): Once per day, a flame lion may call down a rain of fire on an area one mile in diameter, centring on itself. This rain of fire deals 1d6 fire damage per 2 HD of the flame lion (usually 6d6). Creatures within the affected area may attempt Reflex saves (DC 20) for half damage. The save DC is Constitution-based. The effects of the rain of fire last for one round. A flame lion on the elemental plane of fire may use its rain of fire attack once per 10 minutes, if desired.

Improved Grab (Ex): To use this ability, a flame lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can subsequently rake its opponents.

Pounce (Ex): If a flame lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 2d6+2 + 2d6 fire.

Spell-Like Abilities (Sp): At will: *burning hands*; 3/day: *cure light wounds* (DC 17); 1/day: *heal* (DC 22). Caster level 12th. The save DCs are Charisma-based.

Skills: Flame lions have a +4 racial bonus on Climb, Hide and Move Silently checks. They also have a +2 racial bonus on all Listen checks.

*On the elemental plane of fire, the Hide bonus improves to +8.

Tactics Round-by-Round

As mentioned already, flame lions prefer to defeat their foes from a distance. A flame lion that knows combat is imminent



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will attempt to get into an inaccessible or difficult to access position, so as to make it hard for an enemy to reach it.

Round 0: Climb to higher ground or get into a doorway or other area that makes it hard for more than one opponent to attack at once.

Round 1: Rain of fire. Good flame lions will typically only use this if they believe no innocents will be caught within the area of effect. On the elemental plane of fire, there is rarely any such concern.

Round 2: *Burning hands* if its enemies are still unable to get at it or pounce if they appear to be about to close into melee combat. A pouncing flame lion will make every effort to attack an enemy's rear ranks, if this can be done without provoking attacks of opportunity. It knows it has a better chance of attacking a spellcaster or other vulnerable foe that way.

Round 3: Repeat from round 2, casting *heal* if reduced below 25 hp.

Stormborn

Large Elemental (Air, Kerub, Extraplanar)

Hit Dice: 12d8+48 (102 hp)

Initiative: +11

Speed: 40-ft. (8 squares), fly 100-ft. (good)

Armour Class: 21 (-1 size, +7 Dex, +5 natural), touch 16, flat-footed 14

Base Attack/Grapple: +9/+16

Attack: Greatsword +11* melee (3d6+5/17-20+1d4 Intelligence) or mighty composite longbow +15 ranged (2d6+3)

Full Attack: Greatsword +11*/+6* melee (3d6+5/17-20+1d4 Intelligence) or mighty composite longbow +13/+13/+8 ranged (2d6+3)

Space/Reach: 10-ft./10-ft.

Special Attacks: Cut of the mind, arrow of the wind, mighty storm, spell-like abilities, elemental turning

Special Qualities: Darkvision 60-ft., kerubic traits

Saves: Fort +8, Ref +15, Will +5

Abilities: Str 17, Dex 25, Con 19, Int 24, Wis 12, Cha 20

Skills: Bluff +20, Concentrate +19, Diplomacy +20, Knowledge (the planes) +22, Knowledge (religion) +22, Listen +20, Search +22, Sense Motive +16, Spot +24

Feats: Improved Initiative, Flyby Attack, Hover, Wingover, Point Blank Shot, Rapid Shot

Environment: Elemental plane of air

Organisation: Solitary, pair or family (6-10)

Challenge Rating: 7

Treasure: None

Alignment: Always lawful good, chaotic good,

lawful evil or chaotic evil

Advancement: 13-28 HD (Large)

Level Adjustment: —

This unearthly, beautiful-looking man has great eagle-wings (Games Master note: bat-wings, in the case of evil stormborns) stretching between his shoulders and a proud face verging on arrogance. His skin is bluish-white in colour, his wings ivory. He is armed with a sword almost as tall as himself and a composite longbow of similarly Herculean proportions.

Most stormborns are around 9 feet tall and weigh less than 20 pounds. They are wiry in build rather than muscular, but have all the lithe strength of a whirlwind.

Combat

Stormborns prefer to fight with missile weaponry from the air, though they will fight courageously with their deadly swords if melee combat is necessary.

Stormborns tap into the magical and alchemical powers of air. They have the capability of imbuing their strikes with the cutting powers of the intellect,



traditionally ruled by the air element, allowing them to attack with staggering precision and drain away their targets' own Intelligence. This intellectual strength also reflects itself in their own knowledge, as they are always canny fighters with regard to overall strategy and use of whatever resources they have available.

Arrow of the Wind (Su): As a standard action, a stormborn can loose an arrow from his bow that is guided by the wind. This attack is made with a +4 bonus to attack and a +2 bonus to damage.

Cut of the Mind (Su): A stormborn's slashing melee attacks always count as *keen* (double the usual threat range) and deal 1d4 damage to the Intelligence of the target in addition to the usual melee damage. A Will saving throw (DC 23) may avoid this Intelligence damage. The save DC is Intelligence-based. Furthermore, a stormborn attacking any creature that has an Intelligence of 3 or higher may add its own Intelligence bonus (+7) to all its melee attack rolls.

Mighty Storm (Su): Once per day, a stormborn may conjure up a great storm of wind affecting an area one mile in diameter, centring on itself. This dreadful hurricane deals 1d4 bludgeoning damage per 2 HD of the stormborn (usually 6d4) and otherwise has the effects of a 150 mph hurricane throughout the area (see *Core Rulebook II*). Creatures within the affected area may attempt Reflex saves (DC 20) for half damage. The save DC is Constitution-based. The effects of the storm last for one round. A stormborn on the elemental plane of air may use its mighty storm attack once per 10 minutes, if desired. Creatures of type (Air) and any attacks they may make, are unaffected by the mighty storm.

Spell-Like Abilities (Sp): At will: *mage hand* (DC 15); 3/day: *wind wall* (DC 16); 1/day: *prying eyes* (DC 17). Caster level 12th. The save DCs are Charisma-based.

Skills: Stormborns have a +8 racial bonus on all Spot checks and a +4 racial bonus on all Listen checks.

Tactics Round-by-Round

Protecting itself from missile attacks with a *wind wall*, a stormborn will usually attempt to fight by shooting its own arrows over the top of the spell's area of effect, treating it much like an earthly defender would treat a castle wall; a means of providing cover from which to make one's own attacks. Its ability to hover in place helps enormously with this.

Round 0: A stormborn expecting combat will take to the air and ready its bow, using a *wind wall* to provide a barrier against its enemies' ranged attacks.

Round 1: Mighty Storm. This will typically only be used by good stormborns if they believe no innocents will be caught within the area of effect. On the

elemental plane of air, there is rarely any such concern.

Round 2: Full attack with composite bow or loose an *arrow of the wind* and then fly to the other side of the *wind wall* if an opponent manages to get round the *wind wall* to attack the stormborn when it is no longer under cover.

Round 3: Repeat from round 2. If somehow brought to melee or if facing opponents whose missile attacks are very powerful even despite the defence provided by the *wind wall*, a stormborn will make a full attack with its greatsword.

Wave Eagle

Large Elemental (Water, Kerub, Extraplanar)

Hit Dice: 12d8+96 (150 hp)

Initiative: +5

Speed: 30-ft. (6 squares), fly 40-ft. (8 squares) (clumsy), swim 80-ft. (16 squares)

Armour Class: 23 (-1 size, +9 natural, +5 Dex), touch 14, flat-footed 18

Base Attack/Grapple: +9/+19

Attack: Bite +15 (2d6+6)

Full Attack: Bite +15 (2d6+6), sting +13 (1d8+3 + poison)

Space/Reach: 10-ft./5-ft.

Special Attacks: Spell-like abilities, poison, constrict 2d6+9, elemental turning, tsunami

Special Qualities: Darkvision 60-ft., immunities (poison, acid, sleep, paralysis, stunning, critical hits), protective aura, tongues, scent

Saves: Fort +16, Ref +9, Will +5

Abilities: Str 23, Dex 21, Con 27, Int 12, Wis 12, Cha 20

Skills: Listen +16, Sense Motive +16, Spot +16

Feats: Multiattack, Dodge, Mobility, Power Attack, Cleave

Environment: Elemental plane of water

Organisation: Solitary, pair or patrol (6–10)

Challenge Rating: 7

Treasure: None

Alignment: Always lawful good, chaotic good, lawful evil or chaotic evil

Advancement: 13–20 HD (Large); 21–28 HD (Huge)

Level Adjustment: —

This huge creature has a snake's sinuous body, an eagle's wings and head (Games Master note: bat-wings, in the case of evil wave eagles) and a scorpion's tail. The light of intelligence burns clearly in its eyes. Its colouring is shimmering wash blues and greens.

Wave eagles are typically around 10-foot long, with a 15-foot wingspan and weigh about 1,500 pounds. They move with all the power and sinuous speed of a breaking



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wave. Unlike most water elementals, they are almost as at home in the air or on land as they are in the sea.

Combat

At sea, wave eagles use tsunamis to deal with their foes and inflict dreadful devastation on nearby shores. Encountered away from aquatic conditions they will simply attack, biting, constricting and stinging opponents.

Wave eagles access the spiritual power of water to induce roiling emotional turbulence in their targets. This is reflected in their powerful spell-like ability of *sympathy/antipathy*.

Constrict (Ex): On a successful grapple check, a wave eagle deals 2d6+9 points of damage.

Improved Grab (Ex): To use this ability, a wave eagle must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Su): A wave eagle's sting injects a poison with the magical property of turning all or part of the target's body into liquid form. This deals 1d4 primary damage to Constitution and 1d3 secondary damage to both Strength and Dexterity. Furthermore, a target that fails to save against the secondary damage is stunned for one round. The save DC is 24 and is Constitution-based. Any creature whose Constitution is reduced to zero by the wave eagle's poison attack becomes a pool of liquid that rises one round later as a water elemental of the same size as its corporeal form, under the control of the wave eagle.

Tsunami (Su): Once per day, a wave eagle may create a vast rolling tsunami, one mile wide and 300-ft. tall. The wave eagle determines the direction of the tsunami, which then moves at a speed of 10 miles per hour for up to 1 hour (at the wave eagle's discretion). Any creature struck by the tsunami will be dealt 1d4 bludgeoning damage per HD of the wave eagle (usually 12d4) and begin drowning. The creature may make a Reflex save (DC equal to 10 + the wave eagle's Hit Dice + Charisma Modifier) for half damage and to avoid drowning.

Any seagoing vessel struck by the tsunami will be destroyed, with the creatures aboard being dealt damage and drowned as though they had been struck themselves. If the tsunami strikes a shore, any creatures within 100-ft. of the shoreline will be damaged as above and any structures within 100-ft. of the shoreline will be destroyed. Creatures of subtype (water) are unaffected by the tsunami. This save DC is Constitution based.

Spell-Like Abilities (Sp): 3/day: *control water*; 1/day: *antipathy* or *sympathy* (DC 19). Caster level 16th. The save DCs are Charisma-based.

Tactics Round-by-Round (Aquatic Environment)

A wave eagle at sea will certainly make full use of its tsunami and *control water* powers to deal with any foes.

Round 0: A wave eagle aware of potential enemies will move to an environment they will probably have difficulties with; undersea, if they are in a ship or boat on the surface; flying through the air, if they are sea creatures.

Round 1: Tsunami. Good wave eagles will typically only use this if they believe no innocents will be caught within the area of effect. On the elemental plane of water, there is rarely any such concern.

Round 2: *Antipathy* targeting whichever race is most prevalent among its attackers.

Round 3: *Control water* if appropriate, otherwise full attack.

Round 4: Repeat from round 3.

Tactics Round-by-Round (Non-Aquatic Environment)

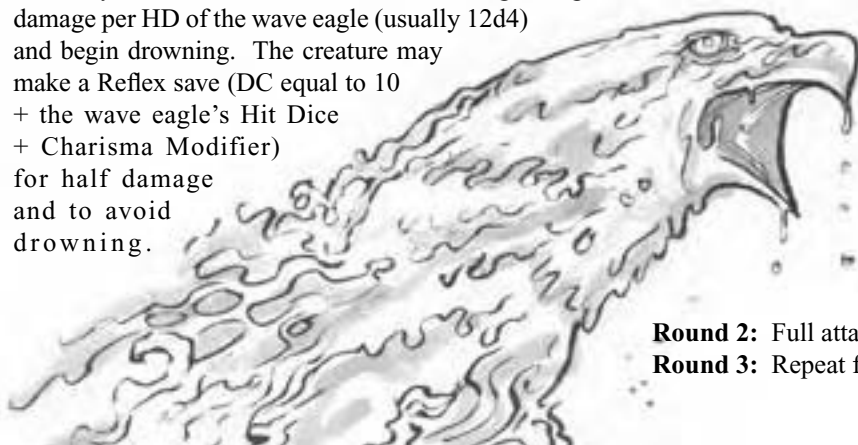
A wave eagle encountered in the air or on land will usually simply attack, though their spell-like ability of *antipathy* can also prove an effective equaliser.

Round 0: A wave eagle aware of potential enemies may cast *antipathy* before they even get to him, if possible. In this case, simply use round 1's tactics on round 0, round 2's on round 1 and so forth.

Round 1: *Antipathy* targeting whichever race is most prevalent among its attackers.

Round 2: Full attack.

Round 3: Repeat from round 2.



FINE, DIMINUTIVE AND TINY ELEMENTALS

These are intended for use either *en masse* or for lower level campaigns. They can be found in almost infinite quantity on the appropriate elemental planes, forming a minor but persistent hazard to any traveller. In effect, each elemental of any size is made up of a certain proportion of the elemental plane itself, with fine elementals being the smallest possible elemental life-forms.

Often these smaller elementals may be considered to occur naturally on the material plane, even a torch flame, for example, could be a manifestation of a Fine fire elemental. Of course, in most cases it will not be, but once players are aware it might be they may begin to look at the raw, apparently non-magical elements around them with new respect. A campaign in which every body of water, rock, wind or hearth is an elemental, if usually a quiescent one, could be an intriguing change from the norm as well as incorporating many early religious and philosophical belief systems.

Note that the Fine elementals of all the elements are regarded as having animal intelligence only (Intelligence 2). They do not speak their appropriate elemental languages, though they can understand it. Often the more intelligent elementals will train Fine elementals much like domestic animals, teaching them a number of 'tricks' (see *Core Rulebook I*).

Fine elementals, being the smallest 'building block' of their element, appear somewhat different to their larger counterparts. Each Fine elemental takes the form of one of the Platonic Solids, as explained in the Elemental Lore chapter. Fine fire elementals are tetrahedral in shape (like d4s), Fine earth elementals cubic (like d6s), Fine air elementals octahedral (like d8s) and Fine water elementals icosahedral (like d20s). This does not affect their attacks or other statistics. Other than their shape, they appear much like any other elemental for their type.

It is recommended that the Games Master add Tiny elementals to the list of creatures that can be summoned with *summon monster II* or *summon nature's ally II*. Fine and Diminutive elementals should also be added to the list of creatures that can be summoned with *summon monster I* or *summon nature's ally I*.

Fine, Diminutive and Tiny Air Elementals

Air elementals of Diminutive or larger size speak Auran, though they rarely choose to do so.

Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures suffer a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): Tiny air elementals (but not Fine or Diminutive air elementals) can form a whirlwind similar to that created by their larger counterparts. As a 1 HD creature, a Tiny air elemental can create a whirlwind only for a few brief moments, equivalent to either the duration of its move action or the duration of its standard action, but not for an entire round. The elemental can transform itself into a whirlwind once every 10 minutes. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5-ft. wide at the base, 10-ft. wide at the top and 10-ft. tall. The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies.



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	Air Elemental, Fine	Air Elemental, Diminutive	Air Elemental, Tiny
	Fine Elemental (Air, Extraplanar)	Diminutive Elemental (Air, Extraplanar)	Tiny Elemental (Air, Extraplanar)
Hit Dice:	¼ d8 (1 hp)	½ d8 (2 hp)	1d8 (4 hp)
Initiative:	+6	+6	+7
Speed:	Fly 100-ft. (perfect) (20 squares)	Fly 100-ft. (perfect) (20 squares)	Fly 100-ft. (perfect) (20 squares)
Armour Class:	21 (+8 size, +2 Dex, +1 natural), touch 20, flat-footed 19	18 (+4 size, +2 Dex, +2 natural), touch 16, flat-footed 16	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-18	+0/-13	+0/-9
Attack:	Slam +6 melee (1d2-2)	Slam +3 melee (1d2-1)	Slam +1 melee (1d3-1)
Full Attack:	Slam +6 melee (1d2-2)	Slam +3 melee (1d2-1)	Slam +1 melee (1d3-1)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Air mastery	Air mastery	Air mastery, whirlwind
Special Qualities:	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits
Saves:	Fort +0, Ref +4, Will +0	Fort +0, Ref +4, Will +0	Fort +0, Ref +5, Will +0
Abilities:	Str 7, Dex 14, Con 10, Int 2, Wis 11, Cha 11	Str 8, Dex 15, Con 10, Int 3, Wis 11, Cha 11	Str 9, Dex 16, Con 10, Int 3, Wis 11, Cha 11
Skills:	Listen +2, Spot +2	Listen +2, Spot +2	Listen +2, Spot +2
Feats:	Flyby Attack, Improved Initiative, Weapon Finesse	Flyby Attack, Improved Initiative, Weapon Finesse	Flyby Attack, Improved Initiative, Weapon Finesse
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Another creature might be caught in the whirlwind if it touches or enters the whirlwind or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table above for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the ascribed

damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful

Air Elemental Sizes

———— Whirlwind ————					
Elemental	Height	Weight	Save DC	Damage	Height
Fine	½-ft.	1/8 lb.	-	-	-
Diminutive	1-ft.	¼ lb.	-	-	-
Tiny	2-ft.	½ lb.	9	1d3	10-ft.

winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave the whirlwind if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty to attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centred on the elemental and has a 5-ft. diameter. The cloud obscures all vision, including darkvision, beyond 5-ft. Creatures 5-ft. away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

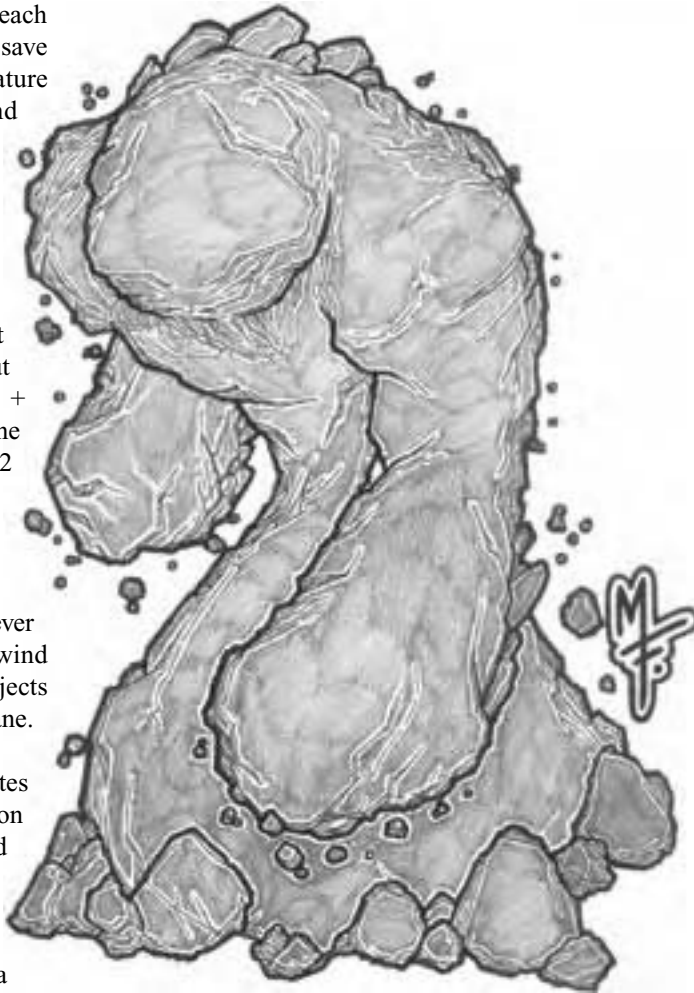
Fine, Diminutive and Tiny Earth Elementals

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals and gems it was conjured from.

Diminutive and tiny earth elementals speak Terran but rarely choose to do so.

Combat

Though an earth elemental moves slowly, it is a relentless opponent. It can travel through solid earth or stone as easily as humans walk on its surface. It cannot swim, however, and must either travel around a body of water or go through the ground beneath it. While earth elementals can move along the bottom of a body of water they prefer not to.



Earth Elemental Sizes

Elemental	Height	Weight
Fine	½-ft.	¼ lb.
Diminutive	1-ft.	1 ½ lb.
Tiny	2-ft.	10 lb.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush manoeuvre without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any

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	Earth Elemental, Fine	Earth Elemental, Diminutive	Earth Elemental, Tiny
	Fine Elemental (Earth, Extraplanar)	Diminutive Elemental (Earth, Extraplanar)	Tiny Elemental (Earth, Extraplanar)
Hit Dice:	¼ d8+3 (4 hp)	½ d8+3 (5 hp)	1d8+1 (5 hp)
Initiative:	-1	-1	-1
Speed:	15-ft. (3 squares)	15-ft. (3 squares)	20-ft. (4 squares)
Armour Class:	19 (+8 size, -1 Dex, +2 natural), touch 17, flat-footed 19	17 (+4 size, -1 Dex, +4 natural), touch 13, flat-footed 17	16 (+2 size, -1 Dex, +5 natural), touch 11, flat-footed 16
Base Attack/ Grapple:	+0/-16	+0/-11	+0/-6
Attack:	Slam +8 melee (1d2)	Slam +5 melee (1d3+1)	Slam +4 melee (1d4+3)
Full Attack:	Slam +8 melee (1d2)	Slam +5 melee (1d3+1)	Slam +4 melee (1d4+3)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Darkvision 60-ft., earth glide, elemental traits	Darkvision 60-ft., earth glide, elemental traits	Darkvision 60-ft., earth glide, elemental traits
Saves:	Fort +2, Ref -1, Will +0	Fort +2, Ref -1, Will +0	Fort +3, Ref -1, Will +0
Abilities:	Str 11, Dex 8, Con 10, Int 2, Wis 11, Cha 11	Str 12, Dex 8, Con 11, Int 3, Wis 11, Cha 11	Str 14, Dex 8, Con 12, Int 3, Wis 11, Cha 11
Skills:	Listen +2, Spot +2	Listen +2, Spot +2	Listen +2, Spot +2
Feats:	Toughness	Toughness	Power Attack
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30-ft., stunning the creature for one round unless it succeeds on a DC 15 Fortitude save.

Fire Elemental Sizes

Elemental	Height	Weight	Burn Save DC
Fine	½-ft.	1/8 lb.	10
Diminutive	1-ft.	¼ lb.	10
Tiny	2-ft.	½ lb.	10

Fine, Diminutive and Tiny Fire Elementals

A fire elemental cannot enter water or any other non-flammable liquid. A body of water is an impassable barrier unless the fire elemental can step or jump over it.

Diminutive and Tiny fire elementals speak Ignan, though they rarely choose to do so.

Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

	Fire Elemental, Fine	Fire Elemental, Diminutive	Fire Elemental, Tiny
	Fine Elemental (Fire, Extraplanar)	Diminutive Elemental (Fire, Extraplanar)	Tiny Elemental (Fire, Extraplanar)
Hit Dice:	¼ d8 (1 hp)	½ d8 (2 hp)	1d8 (4 hp)
Initiative:	+4	+4	+5
Speed:	40-ft. (8 squares)	40-ft. (8 squares)	50-ft. (10 squares)
Armour Class:	19 (+8 size, +1 natural), touch 18, flat-footed 19	16 (+4 size, +2 natural), touch 14, flat-footed 16	15 (+2 size, +1 Dex, +2 natural), touch 13, flat- footed 14
Base Attack/ Grapple:	+0/-18	+0/-13	+0/-9
Attack:	Slam +8 melee (1d2-2 plus 1 fire)	Slam +4 melee (1d2-1 plus 1d2 fire)	Slam +3 melee (1d3-1 plus 1d3 fire)
Full Attack:	Slam +8 melee (1d2-2 plus 1 fire)	Slam +4 melee (1d2-1 plus 1d2 fire)	Slam +3 melee (1d3-1 plus 1d3 fire)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Darkvision 60-ft., elemental traits, immunity to fire, vulnerability to cold	Darkvision 60-ft., elemental traits, immunity to fire, vulnerability to cold	Darkvision 60-ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +0, Ref +2, Will +0	Fort +0, Ref +2, Will +0	Fort +0, Ref +3, Will +0
Abilities:	Str 7, Dex 10, Con 10, Int 2, Wis 11, Cha 11	Str 8, Dex 11, Con 10, Int 3, Wis 11, Cha 11	Str 9, Dex 12, Con 10, Int 3, Wis 11, Cha 11
Skills:	Listen +4, Spot +4	Listen +4, Spot +4	Listen +4, Spot +4
Feats:	Alertness, Improved Initiative, Weapon Finesse	Alertness, Improved Initiative, Weapon Finesse	Alertness, Improved Initiative, Weapon Finesse
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see the table above). A burning creature can take a move action to put out the flame. The save DC is Constitution- based. Creatures hitting a fire elemental

with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Fine, Diminutive and Tiny Water Elementals
A water elemental may not venture more than 180 feet from the body of water from which it was conjured.



Diminutive and Tiny water elementals speak Aquan but rarely choose to do so.

Combat

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block). A water elemental can be a minor hazard to a ship that crosses its path. A Diminutive or Tiny elemental can stop some small boats (up to 5-ft. long for a Diminutive or 10-ft. long for a Tiny elemental). Even larger boats (up to 5-ft. long for a Fine, 10-ft. long for a Diminutive or 20-ft. long for a Tiny elemental) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns and other open flames of non-magical origin if these are of Large size or smaller.

The creature can dispel magical fire it touches as *dispel magic* (caster level equal to elemental's HD).

Vortex (Su): Tiny water elementals (but not Fine or Diminutive water elementals) can form a vortex similar to that created by their larger counterparts. As a 1 HD creature, a Tiny water elemental can create a vortex only for a few brief moments, equivalent to either the duration of its move action or the duration of its standard action, but not for an entire round. The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5-ft. wide at the base, 10-ft. wide at the top and 10-ft. tall. The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies.

Another creature might be caught in the vortex if it touches or enters the vortex or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table above for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the ascribed damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

Water Elemental Sizes

Elemental	Height	Weight	Vortex		
			Save DC	Damage	Height
Fine	½-ft.	1/6 lb.	-	-	-
Diminutive	1-ft.	1 lb.	-	-	-
Tiny	2-ft.	5 lb.	11	1d3	10-ft.

	Water Elemental, Fine	Water Elemental, Diminutive	Water Elemental, Tiny
	Fine Elemental (Water, Extraplanar)	Diminutive Elemental (Water, Extraplanar)	Tiny Elemental (Water, Extraplanar)
Hit Dice:	¼ d8 (1 hp)	½ d8 (2 hp)	1d8+1 (5 hp)
Initiative:	+0	+0	+0
Speed:	15-ft. (3 squares), swim 60-ft.	15-ft. (3 squares), swim 60-ft.	20-ft. (4 squares), swim 90-ft.
Armour Class:	20 (+8 size, +2 natural), touch 18, flat-footed 20	17 (+4 size, +3 natural), touch 14, flat-footed 17	17 (+2 size, +5 natural), touch 12, flat-footed 17
Base Attack/ Grapple:	+0/-16	+0/-11	+0/-7
Attack:	Slam +8 melee (1d2)	Slam +5 melee (1d2+1)	Slam +3 melee (1d3+1)
Full Attack:	Slam +8 melee (1d2)	Slam +5 melee (1d2+1)	Slam +3 melee (1d3+1)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Water mastery, drench	Water mastery, drench	Water mastery, drench, vortex
Special Qualities:	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits
Saves:	Fort +2, Ref +0, Will +0	Fort +2, Ref +0, Will +0	Fort +3, Ref +0, Will +0
Abilities:	Str 11, Dex 10, Con 10, Int 2, Wis 11, Cha 11	Str 12, Dex 10, Con 11, Int 3, Wis 11, Cha 11	Str 13, Dex 10, Con 12, Int 3, Wis 11, Cha 11
Skills:	Listen +4, Spot +4	Listen +4, Spot +4	Listen +2, Spot +2
Feats:	Alertness	Alertness	Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centred on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5-ft. Creatures 5-ft. away have concealment, while those farther away have

total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell. An elemental in vortex form cannot make slam attacks and does not threaten the area around it. **Skills:** A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Half-Elemental

'Half-elemental' is a template that can be added to any creature (referred to hereafter as the base 'creature'). The creature's type changes to 'elemental', and it acquires an appropriate subtype or in the case of half-elementals derived from a quasi-elemental parent, two appropriate subtypes taken from the following: air, earth, fire or water. It uses all the creature's statistics and special abilities except as noted here.

Size and Type: The base creature's type changes to elemental. Do not recalculate the base creature's base attack bonus, saves or skill points. Size is unchanged. It gains the subtype or subtypes of the elemental parent.

Hit Dice: Change to d8.

Speed: Same as the base creature, except as follows. If the elemental parent had a Swim or Fly speed and the original creature did not, the half-elemental gains a Swim or Fly speed as appropriate, equal to that of the elemental parent. The manoeuvrability rating for a creature that acquires a Fly speed in this way will be equal to that of the elemental parent.

AC: The half-elemental has the same natural armour as its elemental parent or the same as the base creature, whichever is highest.

Attacks: As the base creature.

Special Attacks: A half-elemental retains all the creature's special attacks. It also gains one special attack from its elemental parent, depending on the parent, as follows:

Air: Air mastery

Ash: Consume

Dust: Choke

Earth: Earth mastery

Fire: Burn

Lightning: Lightning dominance

Mineral: Shatter

Radiance: Brightness

Salt: Dehydrate

Steam: Scald

Vacuum: Implosion

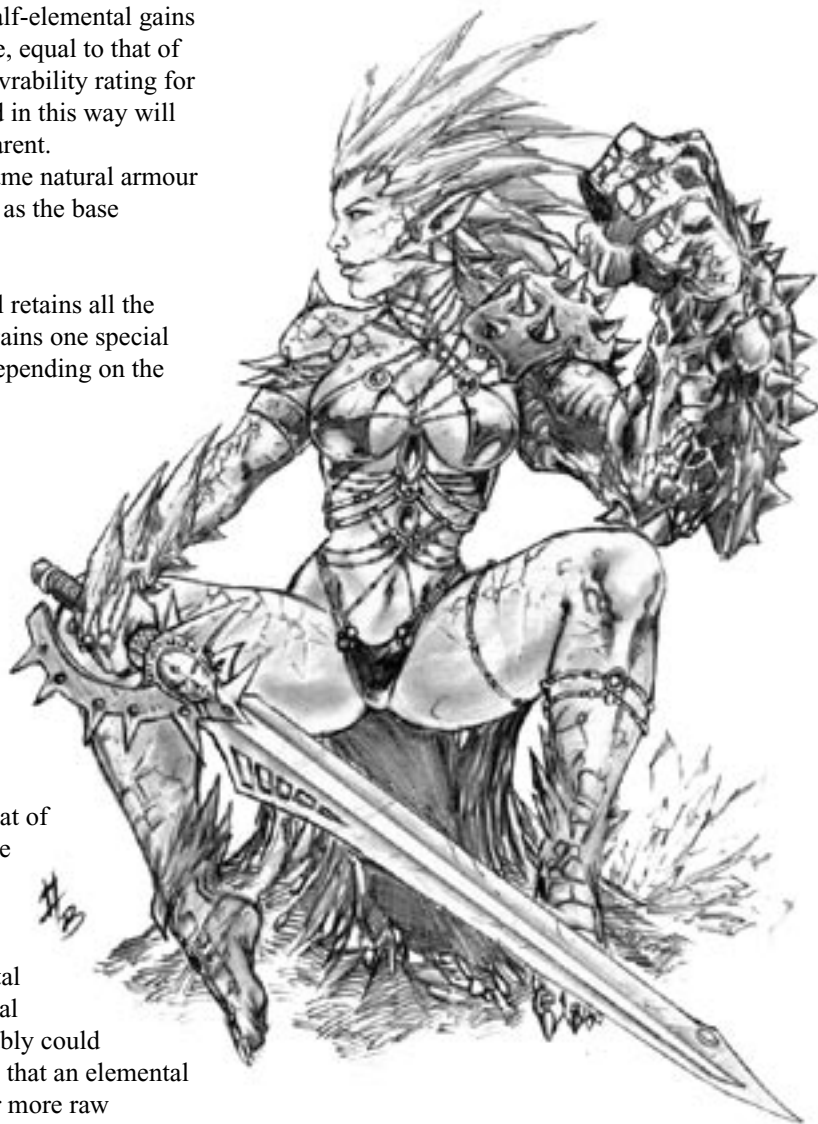
Water: Water mastery

The special attack is identical to that of an elemental of the same size as the base creature, as modified by the creature's characteristics and hit dice.

Special Qualities: A half-elemental retains all the base creature's special qualities, except those that reasonably could not be used by an elemental (given that an elemental must be composed solely of one or more raw elements). For example, extraordinary abilities that

rely upon releasing a substance from a bodily organ, such as the aboleth's slime or medusa's poison, would not function. However, extraordinary abilities that are purely physical attacks that can be made on account of the base creature's musculature, weight and shape, such as trample, would still function. If the elemental parent had a Swim speed and could breathe underwater, the half-elemental can also breathe underwater. Furthermore, if the elemental parent had a special movement type other than Swim or Fly (which are already covered under Speed, above) such as the earth elemental's Earth Glide, this is also gained by the creature. Finally, a half-elemental gains all the appropriate immunities for any new type and subtypes it has acquired.

Abilities: A half-elemental gains modifications to its physical abilities depending as follows, on elemental race:



Air: +4 to Dexterity
Ash: +4 to Strength
Dust: +4 to Strength
Earth: +4 to Strength
Fire: +2 to Dexterity, +2 to Constitution
Lightning: +4 to Dexterity
Mineral: +4 to Strength
Radiance: +4 to Dexterity
Salt: +2 to Strength, +2 to Constitution
Steam: +4 to Strength
Vacuum: +4 to Dexterity
Water: +2 to Strength, +2 to Constitution

Furthermore, its Intelligence, Wisdom and Charisma are each equal to the relevant ability score of the parent if the score was higher, otherwise these remain unchanged

Skills: Same as the creature, except as modified for ability changes

Feats: Same as the creature

Climate/Terrain: Same as the creature

Organisation: Solitary or gang (2-4)

Challenge Rating: Same as the creature +1

Advancement: Same as the creature

Note that half-elementals can be descended from any elemental type, but are usually descended from one of the creatures with the word 'elemental' in its name.

More on the incorporation of half-elementals can be found in the Physiology of Elementals chapter on pg. 6.

Half-Elemental (Earth Elemental/Satyr)

Medium Elemental

Hit Dice: 5d8+5 (27 hp)

Initiative: +1

Speed: 40-ft. (8 squares)

Armour Class: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19

Base Attack/Grapple: +2/+6

Attack: Head butt +6 melee (1d6+4) or mighty (+4) composite shortbow +3 ranged (1d6+4/x3)

Full Attack: Head butt +6 melee (1d6+4) and dagger +1 melee (1d4+2/19-20); or or mighty (+4) composite shortbow +3 ranged (1d6+4/x3)

Space/Reach: 5-ft./5-ft.

Special Attacks: Pipes, earth mastery

Special Qualities: Damage reduction 5/cold iron, low-light vision, darkvision 60-ft., elemental traits

Saves: Fort +2, Ref +5, Will +5

Abilities: Str 18, Dex 13, Con 12, Int 12, Wis 13, Cha 13

Skills: Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)

Feats: Alertness, Dodge, Mobility

Environment: Temperate forests or elemental plane of earth

Organisation: Solitary, pair, band (3-5) or troop (1-4 earth satyrs with 6-11 ordinary satyrs)

Challenge Rating: 3 (without pipes) or 5 (with pipes)

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 6-10 HD (Medium)

Level Adjustment: +3

An earth satyr's stony skin is rich red-brown, while its hooves and horns are jet black. An earth satyr is about as tall as a half-elf, but considerably stockier and heavier.

Earth satyrs speak Sylvan and Terran and most also speak Common.

Combat

The keen senses of an earth satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, earth satyrs can sneak up on travellers who are not conscious of the surrounding wilderness. Once engaged in battle, an unarmed earth satyr attacks with a powerful head butt. An earth satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

Earth Mastery (Ex): An earth satyr gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the earth satyr takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Earth Glide (Ex): An earth satyr can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth satyr flings the earth satyr back 30-ft., stunning the creature for one round unless it succeeds on a DC 15 Fortitude save.

Pipes (Su): Earth satyrs can play a variety of magical tunes on their pan pipes. Usually, only one earth satyr in a group carries pipes. When it plays, all creatures within a 60-ft. spread (except earth satyrs and satyrs)





must succeed on a DC 13 Will save or be affected by *charm person*, *sleep* or *fear* (caster level 10th; the earth satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based. **Skills:** Earth satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform and Spot checks.

Ice Shard

Medium Elemental (Water, Air, Cold, Extraplanar)

Hit Dice: 4d8+16 (34 hp)

Initiative: +10

Speed: Fly 120-ft. (perfect), swim 60-ft. (24 Squares, 6 Squares)

Armour Class: 24 (+6 Dex, +8 natural), touch 16, flat-footed 18

Base Attack/Grapple: +3/+5

Attack: Spike +10 melee (2d6+3 + 1d6 cold+ impale)

Full Attack: Spike +10 melee (2d6+3 + 1d6 chill + impale)

Space/Reach: 5-ft./5-ft.

Special Attacks: Impale, chill (1d6)

Special Qualities: Darkvision 60-ft., elemental traits, cold subtype

Saves: Fort +8, Ref +7, Will +2

Abilities: Str 15, Dex 22, Con 19, Int 2, Wis 12, Cha 11

Skills: Listen +3, Spot +6

Feats: Improved Initiative, Weapon Finesse, Weapon Focus (spike)

Environment: Elemental Plane of Water, Elemental Plane of Air

Organisation: Solitary or swarm (2-20)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral

Advancement: 5–7 HD (Medium)

Level Adjustment: —

This creature resembles a fast-flying, conical icicle with a razor-sharp point. An ice shard is usually around seven feet long from tip to base, narrowing gradually from a two-foot-wide base through a more slender, spear-like main section to a spiked point. It weighs some 400 pounds.

Ice shards are found at the juncture between the elemental plane of water and the elemental plane of air, as well as occasionally on one or other of those two planes. They are commonly found allied closely to more powerful and intelligent elementals or other denizens of the appropriate elemental planes and often employed as guards or assassins.

Ice shards are unable to speak, but they can understand simple commands in both Aquan and Auran.

Combat

An ice shard attacks by flying straight into and, if need be, through an opponent, sharp end first. If it impales a foe, it will attempt to ascend, carrying him, until it reaches a sufficiently dangerous altitude, at which point it will drop him to his doom and move on attack another.

Cold (Ex): An ice shard's body generates intense cold, causing opponents to take an extra 1d6 points of cold damage every time the creature succeeds on a spike attack. Creatures attacking an ice shard unarmed or with natural weapons take this same cold damage each time one of their attacks hits. Furthermore, any creature impaled by an ice shard (see below) is dealt this same cold damage each round immediately before taking its action for that round.

Cold Subtype (Ex): A creature with the cold subtype has immunity to cold. It has a vulnerability to fire, which means it takes half again as much (+50%) damage as

normal from fire attacks, regardless of whether a saving throw is allowed or the save is failed or succeeded.

Impale (Ex): An ice shard that inflicts a critical hit impales its target. An impaled creature is immobile, but not helpless. It may attempt to release itself from the impale as a full-round action. This requires an opposed Dexterity check against the ice shard. If the target is of a different size to the ice shard, the larger creature gains a +4 circumstance bonus to its Dexterity check for each size category, which it is larger than the other creature. A failed attempt inflicts 2d6 piercing damage to the impaled creature, just as though he had been struck by the ice shard, but without any Strength modifier to the damage. An ice shard that has an opponent impaled on it may not make any further attacks, but may release its opponent as a free action at any time.

Mudman

Medium-size Elemental (Earth, Water, Extraplanar)

Hit Dice: 2d8+4 (13 hp)

Initiative: +0

Speed: 30-ft. (6 squares), swim 30-ft. (6 squares)

Armour Class: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +1/+5

Attack: Slam +5 melee (1d6+6)

Full Attack: Slam +5 melee (1d6+6)

Space/Reach: 5-ft./5-ft.

Special Attacks: —

Special Qualities: Darkvision 60-ft., elemental traits, mud glide, immunity to polymorph, morph

Saves: Fort +5, Ref +0, Will +0

Abilities: Str 18, Dex 10, Con 14, Int 11, Wis 11, Cha 9

Skills: Hide +1*, Listen +8, Move Silently +5*, Spot +8

Feats: Alertness

Environment: Elemental plane of water, elemental plane of earth

Organisation: Solitary, pair, raiding party (2–5), band (10–60 plus 25% non-combatants plus 1 3rd-level boss per 20 adults and 1 leader of 4th–6th level) or tribe (60–200 (2d8 x 10 + 40) plus 1 3rd-level boss per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level)

Challenge Rating: 1

Treasure: Standard

Alignment: Often neutral evil

Advancement: By character class

Level Adjustment: +2

This creature is the size and shape of a human, but seems to be made from slopping, slimy brown mud. Its face is broad but largely human-featured, though eyes, ears, nose and mouth are exaggerated in size, as are its fat, cylindrically fingered hands.

Mudmen are inhabitants of the oozing, muddy realms at the juncture of the elemental planes of earth and water, though they can sometimes be found further into one of those realms. Mudmen take great delight in surprising travellers, dragging them down into the ooze and robbing them of any ‘earthy’ valuables such as gold and gems for trade with the denizens of the elemental plane of earth.

A mudman is about five and a half feet tall and weighs 200 pounds. Mudmen speak Aquan and Terran.

Mudmen Characters

Most mudmen are simply fighters and this is their favoured class. Mudmen barbarians, clerics and sorcerers have also been known and it would undoubtedly be possible for a mudman of any class to be encountered. Mudmen leaders are usually fighters or clerics. Mudmen clerics typically worship the elemental pantheon of earth.

Combat

Mudmen prefer to attack from surprise, rising up out of the murky depths and slamming into their victims.

Immune to Polymorph (Ex): Along with the usual elemental immunities, mudmen are completely immune to all polymorph spells and effects.

Morph (Su): Mudmen have an astonishing degree of control over their bodies, capable of manipulating their clay-like forms into almost any shape at will. Up to once per round as a free action, a mudman can alter his shape to almost any form. This can be used to grant any one (or, if they would not contradict each other, more than one) of the following effects at a time, any other effect of similar power chosen by the Games Master or to return to its normal shape:

† *Secure Hold:* A mudman that is successfully grappling an opponent may join two usually disparate parts of its body, such as its two hands, so as to get a grip that is effectively unbreakable until it dies. It automatically wins grapple checks against that opponent, but may not grapple or attack a different opponent until it ends this effect.

† *Solid Stance:* A mudman may meld its legs together into a solid trunk, firmly joined to a wide base, so as to make it very difficult to knock over. It may not use any form of movement while using this effect, but gains a +4 on all



ELEMENTALS

Strength or Dexterity checks made to avoid being bull rushed, knocked down, tripped or similar situations as the Games Master's determines.

- † *Alter Abilities:* A mudman may increase one of his physical abilities (Strength, Dexterity or Constitution) by any even number at the expense of decreasing another physical ability by the same amount, so long as this would not decrease any ability below 1.
- † *Specific Form:* A mudman can alter his shape so as to mimic a specific formation or creature, gaining a +4 circumstance bonus to either Hide or Disguise checks as appropriate. Note that the texture and colour of its muddy form may not be altered in this way.

Mud Glide (Ex): A mudman can glide through mud, quicksand, muddy water or any other form of wet earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* or *transmute mud to rock* spell cast on an area containing a burrowing mudman flings the creature back 30-ft., stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.
Skills: Mudmen gain a +4 bonus to all Move Silently checks. *In muddy or oozy conditions, such as near the juncture of the elemental planes of earth and water, this bonus rises to +8 and they get an additional bonus of +8 to all Hide checks.

Smoke-Ghost

Small Elemental (Air, Fire, Extraplanar, Incorporeal)

Hit Dice: 2d8 (9 hp)

Initiative: +4

Speed: Fly 40-ft. (perfect) (8 squares)

Armour Class: 16 (+2 Charisma, +4 Dexterity), touch 14, flat-footed 12

Base Attack/Grapple: +1/-3

Attack: Slam +6 melee (1d4 acid)

Full Attack: Slam +6 melee (1d4 acid)

Space/Reach: 5-ft./5-ft.

Special Attacks: Choke (1d4 Con), permeate

Special Qualities: Darkvision 60-ft., elemental traits, incorporeal

Saves: Fort +0, Ref +7, Will +0

Abilities: Str –, Dex 19, Con 10, Int 2, Wis 11, Cha 14

Skills: Hide +13, Spot +4

Feats: Weapon Focus (slam)

Environment: Elemental plane of air, elemental plane of fire

Organisation: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3 HD (Small)

Level Adjustment: –

Smoke-ghosts are semi-intelligent creatures formed at the juncture between the elemental plane of fire and the elemental plane of air. They are used by more powerful fire or air elementals as guardians or assassins and are also sometimes summoned to the material plane by earthly spellcasters.

Being incorporeal, smoke-ghosts weigh nothing. They are typically appear as columns of smoke around three to four feet long and one foot by one foot wide, though sometimes a smoke-ghost will take on the form of a smoke cloud instead.

A smoke-ghost may be summoned in place of a medium fire or air elemental, at the Games Master's discretion.

Combat

A smoke-ghost attacks with its acrid touch, irritating and burning its targets. Once in melee it attempts to pour itself straight down the throat of a single enemy, choking him from the inside while simultaneously using its caustic form to burn out his lungs. This usually results in swift death for the target, after which the smoke-ghost can animate the corpse, acting as a new life-force for the body.

Choke (Ex): A smoke-ghost that hits with its touch attack against a creature that needs to breathe (usually anything other than an outsider, elemental, undead or ooze) makes an immediate choke attack against it as a free action. This deals 1d4 Constitution damage. The creature may attempt a Reflex save (DC 15) to prevent this damage. The save DC is Dexterity-based.

Permeate (Su): A smoke-ghost that kills an opponent by reducing its Constitution to zero may immediately revive the corpse as a free action. It inhabits the corpse and is not in itself subject to attacks or any other form of damage while animating the corpse in this way. The corpse's Dexterity, Strength, hit points and ordinary and extraordinary attacks and qualities, are identical to those it had when alive. All its other abilities and characteristics are unavailable to the smoke-ghost, which uses its own Intelligence, Wisdom and Charisma scores and base attack bonus. It no longer has a Constitution score. If the corpse is 'slain' again, the smoke-ghost is immediately released adjacent to it without damage.
Skills: A smoke-ghost gains a +8 racial bonus to all Hide checks.

QUASI-ELEMENTALS

Quasi-Elementals are found at the juncture of the elemental planes with either the positive or negative energy planes. Depending on the Games Master's preferred campaign setting, these junctures may be separate, minor planes in their own right, known as quasi-elemental planes or there may

be no firm distinction between planes, with merging gradually with the positive and negative energy planes.

Quasi-Elementals tend to be neutral in alignment, though a sizeable minority of positive quasi-elementals are good-aligned and negative quasi-elementals evil-aligned.

Ash Quasi-Elemental

This creature appears to be a humanoid form, charred black all over, with thick, stumpy legs and great flailing arms. Only the eyes seem to have avoided

	Ash Quasi-Elemental, Fine	Ash Quasi-Elemental, Diminutive	Ash Quasi-Elemental, Tiny
	Fine Elemental (Extraplanar)	Diminutive Elemental (Extraplanar)	Tiny Elemental (Extraplanar)
Hit Dice:	¼ d8 +3 (4 hp)	½ d8 +3 (5 hp)	1d8 +3 (7 hp)
Initiative:	+0	+0	+0
Speed:	40-ft. (8 squares)	40-ft. (8 squares)	50-ft. (10 squares)
Armour Class:	20 (+8 size, +2 natural), touch 18, flat-footed 20	17 (+4 size, +3 natural), touch 14, flat-footed 17	16 (+2 size, +4 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+0/-16	+0/-11	+0/-6
Attack:	Slam +8 melee (1d2)	Slam +6 melee (1d2+1)	Slam +4 melee (1d3+3)
Full Attack:	Slam +8 melee (1d2)	Slam +6 melee (1d2+1)	Slam +4 melee (1d3+3)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Consume	Consume	Consume
Special Qualities:	Darkvision 60-ft., elemental traits, immunity to fire, resistance to cold 20	Darkvision 60-ft., elemental traits, immunity to fire, resistance to cold 20	Darkvision 60-ft., elemental traits, immunity to fire, resistance to cold 20
Saves:	Fort +2, Ref +0, Will +0	Fort +4, Ref +0, Will +0	Fort +5, Ref +0, Will +0
Abilities:	Str 11, Dex 10, Con 11, Int 4, Wis 11, Cha 11	Str 12, Dex 10, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 10, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +2	Listen +2, Spot +2	Listen +2, Spot +2
Feats:	Toughness	Toughness	Toughness
Environment:	Quasi-Elemental Plane of Ash	Quasi-Elemental Plane of Ash	Quasi-Elemental Plane of Ash
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—



QUASI-ELEMENTALS

	Ash Quasi-Elemental, Small	Ash Quasi- Elemental, Medium	Ash Quasi-Elemental, Large
	Small Elemental (Extraplanar)	Medium Elemental (Extraplanar)	Large Elemental (Extraplanar)
Hit Dice:	2d8+3 (12 hp)	4d8+8+3 (29 hp)	8d8+24+3 (63 hp)
Initiative:	+0	+0	+0
Speed:	50-ft. (10 squares)	50-ft. (10 squares)	50-ft. (10 squares)
Armour Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16	16 (+6 natural), touch 10, flat-footed 16	16 (–1 size, +7 natural), touch 9, flat-footed 15
Base Attack/ Grapple:	+1/+0	+3/+7	+6/+14
Attack:	Slam +5 melee (1d4+4)	Slam +8 melee (1d6+6)	Slam +10 melee (2d6+6)
Full Attack:	Slam +5 melee (1d4+4)	Slam +8 melee (1d6+6)	2 slams +10 melee (2d6+6)
Space/Reach:	5-ft./5-ft.	5-ft./5-ft.	10-ft./10-ft.
Special Attacks:	Consume	Consume	Consume
Special Qualities:	Darkvision 60-ft., elemental traits, immunity to fire, resistance to cold 20	Darkvision 60-ft., elemental traits, immunity to fire, resistance to cold 20	Damage reduction 5/–, darkvision 60-ft., elemental traits, immunity to fire, resistance to cold 20
Saves:	Fort +3, Ref +0, Will +0	Fort +6, Ref +1, Will +1	Fort +9, Ref +2, Will +2
Abilities:	Str 16, Dex 10, Con 11, Int 4, Wis 11, Cha 11	Str 18, Dex 10, Con 14, Int 4, Wis 11, Cha 11	Str 19, Dex 10, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +5, Spot +6	Listen +7, Spot +8
Feats:	Toughness	Toughness, Weapon Focus (slam)	Toughness, Weapon Focus (slam), Power Attack
Environment:	Quasi-Elemental Plane of Ash	Quasi-Elemental Plane of Ash	Quasi-Elemental Plane of Ash
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

total consumption in flame, being merely burned grey-white as though there is still some combustion to come.

Ash Quasi-Elementals are found at the juncture of the negative energy plane and the elemental plane of fire.

Ash Quasi-Elementals rarely leave the quasi-elemental plane of ash, preferring to savour its cold deadness.

They are sometimes called up by spellcasters to do battle with their distant counterparts the fire elementals, since Ash Quasi-Elementals are themselves immune to fire and yet capable of damaging fiery creatures. When called up to the material plane, an Ash Quasi-Elemental is composed of whichever ash was used to summon it, be it the simple remains of a bonfire or the ash emitted by a volcanic eruption.

QUASI-ELEMENTALS

	Ash Quasi-Elemental, Huge	Ash Quasi-Elemental, Greater	Ash Quasi-Elemental, Elder
	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)
Hit Dice:	16d8+64+3 (139 hp)	21d8+84+3 (181 hp)	24d8+96+3 (207 hp)
Initiative:	+0	+0	+0
Speed:	60-ft. (12 squares)	60-ft. (12 squares)	60-ft. (12 squares)
Armour Class:	16 (-2 size, +8 natural), touch 8, flat-footed 16	17 (-2 size, +9 natural), touch 8, flat-footed 17	18 (-2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+12/+25	+15/+29	+18/+33
Attack:	Slam +16 melee (2d8+7)	Slam +16 melee (2d8+9)	Slam +24 melee (2d8+10)
Full Attack:	2 slams +16 melee (2d8+7)	2 slams +16 melee (2d8+9)	2 slams +24 melee (2d8+10)
Space/Reach:	10-ft. by 10-ft./15-ft.	10-ft. by 10-ft./15-ft.	10-ft. by 10-ft./15-ft.
Special Attacks:	Consume	Consume	Consume
Special Qualities:	Damage reduction 5/-, darkvision 60-ft., elemental traits, immunity to fire, resistance to cold 20	Damage reduction 10/-, darkvision 60-ft., elemental traits, immunity to fire, resistance to cold 20	Damage reduction 10/-, darkvision 60-ft., elemental traits, immunity to fire, resistance to cold 20
Saves:	Fort +14, Ref +5, Will +7	Fort +16, Ref +9, Will +9	Fort +18, Ref +10, Will +10
Abilities:	Str 21, Dex 10, Con 18, Int 6, Wis 11, Cha 11	Str 23, Dex 10, Con 18, Int 8, Wis 11, Cha 11	Str 24, Dex 10, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +12, Spot +12	Listen +27, Spot +27
Feats:	Toughness, Weapon Focus (slam), Power Attack, Cleave, Great Cleave, Iron Will	Toughness, Weapon Focus (slam), Power Attack, Cleave, Great Cleave, Iron Will, Lightning Reflexes, Improved Sunder	Toughness, Weapon Focus (slam), Power Attack, Cleave, Great Cleave, Iron Will, Lightning Reflexes, Improved Sunder, Improved Overrun
Environment:	Quasi-Elemental Plane of Ash	Quasi-Elemental Plane of Ash	Quasi-Elemental Plane of Ash
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—



QUASI-ELEMENTALS

Ash Quasi-Elemental Sizes

Quasi-Elemental	Height	Weight	Bonus damage to Fire creatures for Consume
Fine	½-ft.	¼ lb.	1d4
Diminutive	1-ft.	1 lb.	1d6
Tiny	2-ft.	6 lb.	1d8
Small	4-ft.	50 lb.	1d10
Medium	8-ft.	400 lb.	2d6
Large	16-ft.	3,500 lb.	2d8
Huge	22-ft.	25,000 lb.	3d6
Greater	26-ft.	30,000 lb.	3d6
Elder	30-ft.	35,000 lb.	3d6

Ash Quasi-Elementals with Intelligence scores of 3 or higher can speak Ignan, but rarely do. Their voices are harsh, dry and lifeless.

Combat

Ash Quasi-Elementals attack simply by striking their foes, though against enemies using fire-based light sources such as torches and candles, they will attempt to extinguish the lights so as to make maximum use of their own darkvision against less capable opponents.

Ash Quasi-Elementals are highly unusual in that they are both immune to fire-based attack (being composed entirely of matter that has already been completely consumed by flame) and highly resistant to cold-based attacks. Essentially it is very difficult to adversely affect an Ash Quasi-Elemental with any temperature-based attack, since they are already in their final state.

Consume (Su): Ash Quasi-Elementals instantly extinguish almost any source of fire with which they come into contact, whether mundane or magical. If an Ash

Quasi-Elemental deals damage to a creature which is carrying a burning object such as a torch, the object is immediately exhausted, so that only ash remains. Furthermore, an Ash Quasi-Elemental's melee attacks deal bonus damage to creatures of the Fire subtype, as delineated in the Ash Quasi-Elemental Sizes table.

Dust Quasi-Elemental

Dust Quasi-Elementals resemble mobile mounds of dust. They have no visible heads, though darker shadows in the dust of the upper portion resemble eyes. Dust Quasi-Elementals are capable of extruding arm or tentacle-like limbs, with which they can attack opponents, though these limbs cannot be used for fine manipulation. They move faster than might be expected for such earthy creatures, their dusty forms writhing sinuously over the ground.

Dust Quasi-Elementals are found at the juncture of the negative energy plane and the elemental plane of earth.

Most Dust Quasi-Elementals prefer to remain on the quasi-elemental plane of dust. They are occasionally called to the material plane, particularly by desert sorcerers. When called up to the material plane, a Dust Quasi-Elemental is composed of whichever dust was used to summon it, which might be anything from the fine dry sands of the desert to dust from a mouldering tomb.

Dust Quasi-Elementals with Intelligence scores of 3 or higher can speak Terran, but rarely do. Their voices vary from the faintest sound of dust settling on a hard surface, to the whirl and whirr of a full-scale dust devil.



	Dust Quasi-Elemental, Fine	Dust Quasi-Elemental, Diminutive	Dust Quasi-Elemental, Tiny
	Fine Elemental (Extraplanar)	Diminutive Elemental (Extraplanar)	Tiny Elemental (Extraplanar)
Hit Dice:	¼ d8 (1 hp)	½ d8 (2 hp)	1d8 (4 hp)
Initiative:	+1	+1	+1
Speed:	20-ft. (4 squares)	20-ft. (4 squares)	20-ft. (4 squares)
Armour Class:	21 (+8 size, +1 Dex, +2 natural), touch 19, flat-footed 20	19 (+4 size, +1 Dex, +4 natural), touch 15, flat-footed 18	18 (+2 size, +1 Dex, +5 natural), touch 13, flat-footed 17
Base Attack/ Grapple:	+0/-16	+0/-12	+0/-7
Attack:	Slam +8 melee (1d2)	Slam +4 melee (1d3)	Slam +3 melee (1d4+1)
Full Attack:	Slam +8 melee (1d2)	Slam +4 melee (1d3)	Slam +3 melee (1d4+1)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Choke, dust cloud, eye-sting, reveal invisibility	Choke, dust cloud, eye-sting, reveal invisibility	Choke, dust cloud, eye-sting, reveal invisibility
Special Qualities:	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits
Saves:	Fort +2, Ref +1, Will +0	Fort +2, Ref +1, Will +0	Fort +2, Ref +1, Will +0
Abilities:	Str 10, Dex 13, Con 10, Int 2, Wis 11, Cha 11	Str 11, Dex 13, Con 10, Int 3, Wis 11, Cha 11	Str 12, Dex 13, Con 10, Int 3, Wis 11, Cha 11
Skills:	Listen +2, Spot +2	Listen +2, Spot +2	Listen +2, Spot +2
Feats:	Dodge	Dodge	Dodge
Environment:	Quasi-Elemental Plane of Dust	Quasi-Elemental Plane of Dust	Quasi-Elemental Plane of Dust
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Combat

Dust Quasi-Elementals will use their dust cloud form against multiple opponents, hoping to reduce their enemies' fighting strength as rapidly as possible, then use melee attacks to finish off any who still pose a threat.

Choke (Ex): Any creature dealt damage by a Dust Quasi-Elemental in combat must make a Fortitude save (see the Dust Quasi-Elemental Size table for the DC) or choke from inhaling a lungful of the dust that comprises the quasi-elemental. A creature choking in this way may only perform either a move action or a standard action

each round, being too busy coughing and spluttering to achieve any more than that. A choking creature is also affected by the Dust Quasi-Elemental's Eye-sting attack (see below). A creature which does not need to breathe is unaffected, but will still be affected by the Eye-sting unless otherwise noted. This effect lasts for one round.

Dust Cloud (Su): A Dust Quasi-Elemental of Tiny size or larger can transform itself into a dust cloud once every 10 minutes and remain in that form for up to one round for every 2 HD it has (a Tiny quasi-elemental can remain in this form for the time it takes it to perform either a move or standard action). In



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	Dust Quasi-Elemental, Small	Dust Quasi-Elemental, Medium	Dust Quasi-Elemental, Large
	Small Elemental (Extraplanar)	Medium-size Elemental (Extraplanar)	Large Elemental (Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+1	+1	+1
Speed:	30-ft. (6 squares)	30-ft. (6 squares)	30-ft. (6 squares)
Armour Class:	19 (+1 size, +1 Dex, +7 natural), touch 12, flat-footed 19	20 (+1 Dex, +9 natural), touch 11, flat-footed 19	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+1/-1	+3/+7	+6/+15
Attack:	Slam +4 melee (1d6+3)	Slam +7 melee (1d8+6)	Slam +10 melee (1d6+7)
Full Attack:	Slam +4 melee (1d6+3)	Slam +7 melee (1d8+6)	2 slams +10 melee (1d6+7)
Space/Reach:	5-ft./5-ft.	5-ft./5-ft.	10-ft./10-ft.
Special Attacks:	Choke, dust cloud, eye-sting, reveal invisibility	Choke, dust cloud, eye-sting, reveal invisibility	Choke, dust cloud, eye-sting, reveal invisibility
Special Qualities:	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits	Damage reduction 5/–, darkvision 60-ft., elemental traits
Saves:	Fort +3, Ref +1, Will +0	Fort +6, Ref +2, Will +1	Fort +9, Ref +3, Will +2
Abilities:	Str 15, Dex 13, Con 11, Int 4, Wis 11, Cha 11	Str 18, Dex 13, Con 14, Int 4, Wis 11, Cha 11	Str 21, Dex 13, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +3, Spot +2	Listen +4, Spot +3	Listen +6, Spot +5
Feats:	Dodge	Dodge, Mobility	Dodge, Mobility, Spring Attack
Environment:	Quasi-Elemental Plane of Dust	Quasi-Elemental Plane of Dust	Quasi-Elemental Plane of Dust
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Level Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)

Dust Quasi-Elemental Sizes

Quasi-Elemental	Height	Weight	Choke/Eye-sting Save DC	Dust Cloud Damage	Choking Cloud Size (width x length x height)
Fine	½-ft.	¼ lb.	7	1d2	5-ft. x 5-ft. x 5-ft.
Diminutive	1-ft.	1 lb.	9	1d3	10-ft. x 10-ft. x 5-ft.
Tiny	2-ft.	7 lb.	9	1d4	10-ft. x 10-ft. x 10-ft.
Small	4-ft.	55 lb.	11	1d6	15-ft. x 15-ft. x 10-ft.
Medium	8-ft.	500 lb.	12	1d8	15-ft. x 15-ft. x 15-ft.
Large	16-ft.	4,000 lb.	15	1d10	20-ft. x 20-ft. x 15-ft.
Huge	22-ft.	32,000 lb.	19	2d6	25-ft. x 25-ft. x 15-ft.
Greater	26-ft.	36,000 lb.	22	2d6	25-ft. x 25-ft. x 20-ft.
Elder	30-ft.	40,000 lb.	25	2d6	30-ft. x 30-ft. x 20-ft.

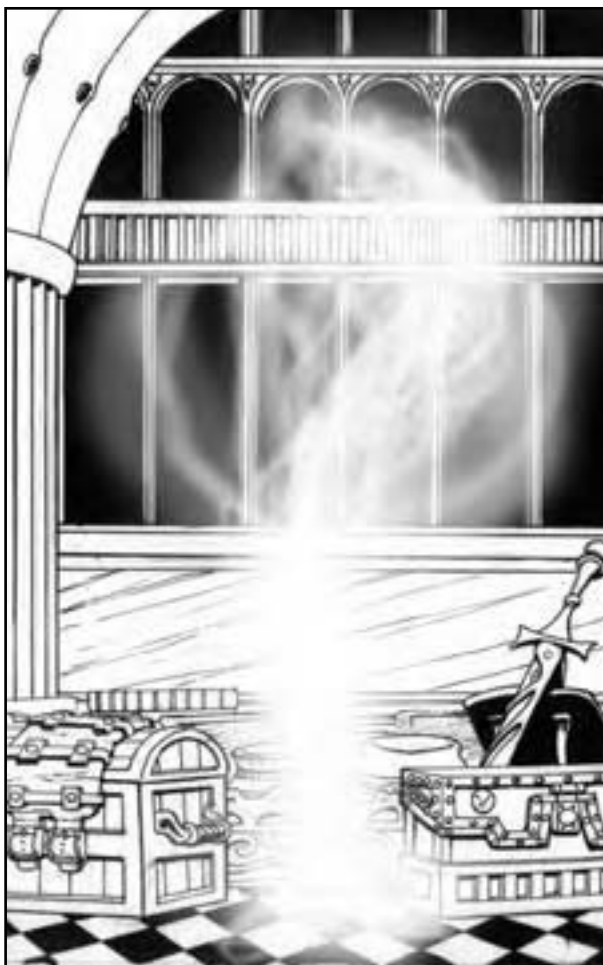
	Dust Quasi-Elemental, Huge	Dust Quasi-Elemental, Greater	Dust Quasi-Elemental, Elder
	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+1	+1	+1
Speed:	40-ft. (8 squares)	40-ft. (8 squares)	40-ft. (8 squares)
Armour Class:	20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19	22 (-2 size, +1 Dex, +13 natural), touch 9, flat-footed 21	24 (-2 size, +1 Dex, +15 natural), touch 9, flat-footed 23
Base Attack/Grapple:	+12/+27	+15/+31	+18/+35
Attack:	Slam +17 melee (1d6+10)	Slam +21 melee (1d6+12)	Slam +25 melee (1d6+13/19-20)
Full Attack:	2 slams +17 melee (1d6+10)	2 slams +21 melee (1d6+12)	slams +25 melee (1d6+13/19-20)
Space/Reach:	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.
Special Attacks:	Choke, dust cloud, eye-sting, reveal invisibility	Choke, dust cloud, eye-sting, reveal invisibility	Choke, dust cloud, eye-sting, reveal invisibility
Special Qualities:	Damage reduction 5/-, darkvision 60-ft., elemental traits	Damage reduction 10/-, darkvision 60-ft., elemental traits	Damage reduction 10/-, darkvision 60-ft., elemental traits
Saves:	Fort +14, Ref +6, Will +5	Fort +16, Ref +8, Will +9	Fort +18, Ref +9, Will +10
Abilities:	Str 25, Dex 13, Con 18, Int 6, Wis 11, Cha 11	Str 27, Dex 13, Con 18, Int 8, Wis 11, Cha 11	Str 29, Dex 13, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +10, Spot +9	Listen +12, Spot +12	Listen +27, Spot +27
Feats:	Cleave, Dodge, Great Cleave, Mobility, Power Attack, Spring Attack	Awesome Blow, Cleave, Dodge, Great Cleave, Iron Will, Mobility, Power Attack, Spring Attack	Awesome Blow, Cleave, Dodge, Great Cleave, Improved Critical (slam), Iron Will, Mobility, Power Attack, Spring Attack
Environment:	Quasi-Elemental Plane of Dust	Quasi-Elemental Plane of Dust	Quasi-Elemental Plane of Dust
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	—	—	—

this form, the elemental may still move at its usual walk speed. It may not fly and must remain in contact with the ground just as though it were walking. The quasi-elemental's movement while in dust cloud

form does not provoke attacks of opportunity, even if the elemental enters the space occupied by another creature. Any creature which enters the dust cloud, or is in a space through which the quasi-elemental moves



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into or through, will be automatically dealt damage according to the quasi-elemental's size, and affected by its choke and eye-sting attacks. They may attempt Fortitude saves, with a successful save halving the damage dealt and negating the choke and eye-sting

attacks. Additional damage is dealt each round, along with additional choke and eye-sting attacks.

Eye-Sting (Ex): Any creature which fails its Fortitude save against the Dust Quasi-Elemental's choke attack also has its eyes filled with dust, causing it pain, discomfort, and difficulty seeing properly. It suffers a -1 penalty to AC, -2 penalty to all Search checks and Dexterity-based checks, -4 penalty to all vision-reliant abilities (such as Spot checks) and a 25% miss chance against any opponent. This effect lasts for one round.

Reveal Invisibility (Ex): A dust elemental can take a standard action to shake dust in a radius around it equal to 5-ft./4 HD (minimum 5-ft.), covering all creatures within the area. This dust outlines and thereby reveals all invisible creatures, giving any creature covered in it a -12 penalty to all Hide checks. These effects last until the dust is somehow removed.

Lightning Quasi-Elemental

This creature appears like a living manifestation of ball lightning, a great glowing sphere of energy. It is usually yellowish-white in colour, though some are blue-white, orange or even red. Darker towards their core, and clothed in bright sparks of lightning, skittering intermittently around their spherical surface.

Lightning Quasi-Elementals are found at the juncture of the positive energy plane and the elemental plane of air.

Lightning Quasi-Elementals are rarely seen on the material plane, but when they are summoned there or have other business with the world of humanity, they are very much feared. The power of the lightning-storm is held within them, and few can stand against it. When called to the material plane, a Lightning Quasi-Elemental is composed of pure electricity.

Lightning Quasi-Elemental Sizes

Quasi-Elemental	Height	Weight	Electrical Field Damage	Lightning Bolts			
				Save DC	Range Increment	Damage	Times/Day
Fine	½-ft.	1/8 lb.	1	11	10-ft.	1	1
Diminutive	1-ft.	¼ lb.	1d2	11	15-ft.	1d2	1
Tiny	2-ft.	½ lb.	1d3	12	20-ft.	1d3	1
Small	4-ft.	1 lb.	1d4	13	30-ft.	1d4	1
Medium	8-ft.	2 lb.	1d6	16	40-ft.	1d6	1
Large	16-ft.	4 lb.	2d6	20	50-ft.	2d6	2
Huge	22-ft.	8 lb.	2d8	26	60-ft.	3d6	3
Greater	26-ft.	10 lb.	2d8	29	70-ft.	4d6	4
Elder	30-ft.	12 lb.	2d8	32	80-ft.	5d6	4

	Lightning Quasi-Elemental, Fine	Lightning Quasi-Elemental, Diminutive	Lightning Quasi-Elemental, Tiny
	Fine Elemental (Extraplanar)	Diminutive Elemental (Extraplanar)	Tiny Elemental (Extraplanar)
Hit Dice:	¼ d8 (1 hp)	½ d8 (2 hp)	1d8 (4 hp)
Initiative:	+5	+5	+6
Speed:	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)
Armour Class:	21 (+8 size, +1 Dex, +2 natural), touch 19, flat-footed 20	18 (+4 size, +1 Dex, +3 natural), touch 15, flat-footed 17	18 (+2 size, +2 Dex, +4 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+0/-19	+0/-14	+0/-10
Attack:	Slam +9 melee (1d2-3 plus 1 electricity)	Slam +5 melee (1d2-2 plus 1d2 electricity)	Slam +4 melee (1d3-2 plus 1d3 electricity)
Full Attack:	Slam +9 melee (1d2-3 plus 1 electricity)	Slam +5 melee (1d2-2 plus 1d2 electricity)	Slam +4 melee (1d3-2 plus 1d3 electricity)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Lightning dominance, lightning bolt	Lightning dominance, lightning bolt	Lightning dominance, lightning bolt
Special Qualities:	Darkvision 60-ft., elemental traits, lightning flash, immunity to electricity, electrical field	Darkvision 60-ft., elemental traits, lightning flash, immunity to electricity, electrical field	Darkvision 60-ft., elemental traits, lightning flash, immunity to electricity, electrical field
Saves:	Fort +0, Ref +3, Will +0	Fort +0, Ref +3, Will +0	Fort +0, Ref +4, Will +0
Abilities:	Str 5, Dex 12, Con 10, Int 2, Wis 11, Cha 11	Str 6, Dex 13, Con 10, Int 3, Wis 11, Cha 11	Str 7, Dex 14, Con 10, Int 3, Wis 11, Cha 11
Skills:	Listen +2, Spot +2	Listen +2, Spot +2	Listen +2, Spot +2
Feats:	Improved Initiative, Weapon Finesse	Improved Initiative, Weapon Finesse	Improved Initiative, Weapon Finesse
Environment:	Quasi-Elemental Plane of Lightning	Quasi-Elemental Plane of Lightning	Quasi-Elemental Plane of Lightning
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Lightning Quasi-Elementals with Intelligence scores of 3 or higher can speak Auran, but rarely choose to do so. They have their own dialect of Auran, though this is sufficiently similar to standard Auran as to cause no great difficulties for communication. The voice of a Lightning Quasi-Elemental crackles and sparks as though a living thing in and of itself.

Combat

Lightning Quasi-Elementals resemble living balls of electrical energy, and so any contact with them can be extremely dangerous. They are well aware of their own power, and will often close to melee range if possible, trusting their opponents will electrocute themselves. If need be, they will



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	Lightning Quasi-Elemental, Small	Lightning Quasi-Elemental, Medium	Lightning Quasi-Elemental, Large
	Small Elemental (Extraplanar)	Medium Elemental (Extraplanar)	Large Elemental (Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+4 (22 hp)	8d8+16 (52 hp)
Initiative:	+6	+8	+10
Speed:	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)
Armour Class:	18 (+1 size, +2 Dex, +5 natural), touch 13, flat-footed 16	20 (+4 Dex, +6 natural), touch 14, flat-footed 16	22 (-1 size, +6 Dex, +7 natural), touch 15, flat-footed 16
Base Attack/Grapple:	+1/-4	+3/+3	+6/+11
Attack:	Slam +4 melee (1d4-1 plus 1d4 electricity)	Slam +7 melee (1d6 plus 1d6 electricity)	Slam +11 melee (1d8+1 plus 2d6 electricity)
Full Attack:	Slam +4 melee (1d4-1 plus 1d4 electricity)	Slam +7 melee (1d6 plus 1d6 electricity)	2 slams +11 melee (1d8+1 plus 2d6 electricity)
Space/Reach:	5-ft./5-ft.	5-ft./5-ft.	10-ft./10-ft.
Special Attacks:	Lightning dominance, lightning bolt	Lightning dominance, lightning bolt	Lightning dominance, lightning bolt
Special Qualities:	Darkvision 60-ft., elemental traits, lightning flash, immunity to electricity, electrical field	Darkvision 60-ft., elemental traits, lightning flash, immunity to electricity, electrical field	Damage reduction 5/-, darkvision 60-ft., elemental traits, lightning flash, immunity to electricity, electrical field
Saves:	Fort +0, Ref +5, Will +0	Fort +2, Ref +8, Will +1	Fort +4, Ref +12, Will +2
Abilities:	Str 8, Dex 15, Con 10, Int 4, Wis 11, Cha 11	Str 10, Dex 19, Con 12, Int 4, Wis 11, Cha 11	Str 12, Dex 23, Con 14, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +8, Spot +7
Feats:	Improved Initiative, Weapon Finesse	Hover, Improved Initiative, Weapon Finesse	Alertness, Hover, Improved Initiative, Weapon Finesse
Environment:	Quasi-Elemental Plane of Lightning	Quasi-Elemental Plane of Lightning	Quasi-Elemental Plane of Lightning
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)

Level Adjustment:

charge in with a 'lightning flash', appearing to move so fast they very nearly teleport into battle.

Perhaps the Lightning Quasi-Elemental's most underestimated power is its ability to take control of lightning-based spells. It has an enormous degree of dominance over local electrical effects, so that

it can either cause them to dissipate harmlessly or 'earth', with deadly effect, through an opponent. Though the Lightning Quasi-Elemental is itself immune to electrical effects, this can prove useful both for protecting any allies it might have and for turning its enemies' spells against them.

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	Lightning Quasi-Elemental, Huge	Lightning Quasi-Elemental, Greater	Lightning Quasi-Elemental, Elder
	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)
Hit Dice:	16d8+48 (120 hp)	21d8+63 (157 hp)	24d8+72 (180 hp)
Initiative:	+12	+13	+14
Speed:	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)
Armour Class:	24 (-2 size, +8 Dex, +8 natural), touch 16, flat-footed 16	26 (-2 size, +9 Dex, +9 natural), touch 17, flat-footed 17	28 (-2 size, +10 Dex, +10 natural), touch 18, flat-footed 18
Base Attack/Grapple:	+12/+22	+15/+26	+18/+30
Attack:	Slam +18 melee (2d6+3 plus 2d8 electricity)	Slam +22 melee (2d6+4 plus 2d8 electricity)	Slam +26 melee (2d6+6 plus 2d8 electricity)
Full Attack:	2 slams +18 melee (2d6+2 plus 2d8 electricity)	2 slams +22 melee (2d6+3 plus 2d8 electricity)	2 slams +26 melee (2d6+4 plus 2d8 electricity)
Space/Reach:	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.
Special Attacks:	Lightning dominance, lightning bolt	Lightning dominance, lightning bolt	Lightning dominance, lightning bolt
Special Qualities:	Damage reduction 5/-, darkvision 60-ft., elemental traits, lightning flash, immunity to electricity, electrical field	Damage reduction 10/-, darkvision 60-ft., elemental traits, lightning flash, immunity to electricity, electrical field	Damage reduction 10/-, darkvision 60-ft., elemental traits, lightning flash, immunity to electricity, electrical field
Saves:	Fort +8, Ref +18, Will +5	Fort +10, Ref +21, Will +7	Fort +11, Ref +24, Will +8
Abilities:	Str 14, Dex 27, Con 16, Int 6, Wis 11, Cha 11	Str 16, Dex 29, Con 16, Int 8, Wis 11, Cha 11	Str 18, Dex 31, Con 16, Int 10, Wis 11, Cha 11
Skills:	Listen +12, Spot +11	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Cleave, Combat Reflexes, Hover, Improved Initiative, Power Attack, Weapon Finesse	Alertness, Cleave, Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Initiative, Power Attack, Weapon Finesse	Alertness, Cleave, Combat Reflexes, Dodge, Flyby Attack, Great Cleave, Hover, Improved Initiative, Power Attack, Weapon Finesse
Environment:	Quasi-Elemental Plane of Lightning	Quasi-Elemental Plane of Lightning	Quasi-Elemental Plane of Lightning
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—



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Electrical Field (Su): A Lightning Quasi-Elemental is electrically charged. This charge can be dangerous to any who attack it. Any creature that deals damage to the Lightning Quasi-Elemental with a conductive melee weapon (including unarmed strikes) will itself be dealt electrical damage depending on the Lightning Quasi-Elemental's size (see the Lightning Quasi-Elemental Sizes table above). There is no saving throw against this damage.

Lightning Dominance (Su): Up to once per round as a free action, a Lightning Quasi-Elemental may nullify or take control of one spell with the Electricity descriptor as it is cast. The spell must have a range other than Touch. The Lightning Quasi-Elemental must have at least as many HD as the spellcaster has caster levels to nullify the spell, or at least 4 HD more to take control of it. A nullified spell acts exactly as though it were counterspelled. If the Lightning Quasi-Elemental is able to take control of the spell instead, it is cast as normal but the quasi-elemental may select the spell's target.

Lightning Bolt (Sp): Once per day as a standard action, a Lightning Quasi-Elemental may shoot a lightning bolt at a single foe. This lightning bolt deals the damage listed in the Lightning Quasi-Elemental Sizes table. The target may attempt a Reflex save for half damage. A Lightning Quasi-Elemental gains one additional lightning bolt per day for every full 5 HD it possesses.

Lightning Flash (Su): Once per hour, a Lightning Quasi-Elemental can fly at twenty times its normal speed (1200-ft.) either as a full-round action or when it makes a charge.

Mineral Quasi-Elemental

A Mineral Quasi-Elemental looks somewhat like a great, stomping, crystalline human, with two enormous stalactite-like spikes instead of arms. Its body is often of a variety of colours, reminiscent of great uncut gems. Facial features are usually delineated only in the crudest manner, with subtle gradations of colour and angle suggesting eyes, nose and toothy maw.

Mineral Quasi-Elementals are found at the juncture of the positive energy plane and the elemental plane of earth.

Mineral Quasi-Elementals do not normally leave their home quasi-elemental plane, but can be found elsewhere as guardians of precious metals and gems for powerful spellcasters, a duty they both enjoy and have an instinctive knack for. When called to the material plane, a Mineral Quasi-Elemental is composed of whichever minerals were used to summon it, usually precious gems and jewels of some kind.

Mineral Quasi-Elementals with Intelligence scores of 3 or higher speak Terran, but rarely choose to do so. Their voices resemble the sharp cracks of a gem-cutter at work, but beneath the cracking sounds the booming, reverberation of a deep cave.

Combat

Mineral Quasi-Elementals usually attack in a reasonably straightforward manner, simply stomping up to their foes and impaling them repeatedly on their spiky arms. They are highly resistant to injury, as their diamond-hard skin is almost impervious to harm, but they are not quite so tough as their earth elemental counterparts when they are injured, due to the tendency of gems to shatter rather than mould to the blow as earth does.

Shatter (Ex): Up to three times per day a Mineral Quasi-Elemental can elect to shatter a portion of its stalactite-like arm into an opponent's body. This must be done immediately after successfully dealing damage with its spike attack. The listed



	Mineral Quasi-Elemental, Fine	Mineral Quasi-Elemental, Diminutive	Mineral Quasi-Elemental, Tiny
	Fine Elemental (Extraplanar)	Small Elemental (Extraplanar)	Tiny Elemental (Extraplanar)
Hit Dice:	¼ d8 (1 hp)	½ d8 (2 hp)	1d8 (4 hp)
Initiative:	-1	-1	-1
Speed:	10-ft. (2 squares)	10-ft. (2 squares)	15ft. (3 squares)
Armour Class:	21 (+8 size, -1 Dex, +4 natural), touch 17, flat-footed 21	19 (+4 size, -1 Dex, +6 natural), touch 13, flat-footed 19	19 (+2 size, -1 Dex, +8 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+0/-16	+0/-11	+0/-6
Attack:	Spike +8 melee (1d2)	Spike +5 melee (1d3+1)	Spike +4 melee (1d4+3)
Full Attack:	Spike +8 melee (1d2)	Spike +5 melee (1d3+1)	Spike +4 melee (1d4+3)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Shatter (1d3)	Shatter (1d4)	Shatter (1d6)
Special Qualities:	Darkvision 60-ft., elemental traits, mineral body (10-60 gp), mineral glide	Darkvision 60-ft., elemental traits, mineral body (20-120 gp), mineral glide	Darkvision 60-ft., elemental traits, mineral body (50-300 gp), mineral glide
Saves:	Fort +2, Ref -1, Will +2	Fort +2, Ref -1, Will +2	Fort +2, Ref -1, Will +2
Abilities:	Str 11, Dex 8, Con 10, Int 2, Wis 11, Cha 11	Str 12, Dex 8, Con 10, Int 3, Wis 11, Cha 11	Str 14, Dex 8, Con 10, Int 3, Wis 11, Cha 11
Skills:	Listen +2, Spot +2	Listen +2, Spot +2	Listen +2, Spot +2
Feats:	Iron Will	Iron Will	Iron Will
Environment:	Quasi-Elemental Plane of Mineral	Quasi-Elemental Plane of Mineral	Quasi-Elemental Plane of Mineral
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	See below	See below	See below
Alignment:	Often neutral	Often neutral	Often neutral
Level Advancement:	—	—	—
Level Adjustment:	—	—	—

damage is dealt as additional damage to the target through the shrapnel-like effect of the tip of the arm shattering into many fragments inside the wound.

There is no saving throw against this additional damage. However, the Mineral Quasi-Elemental is also dealt damage equal to half the additional

Mineral Quasi-Elemental Sizes

Quasi-Elemental	Height	Weight	Shatter	Quasi-Elemental	Height	Weight	Shatter
Fine	½-ft.	½ lb.	1d3	Large	16-ft.	9,000 lb.	3d8
Diminutive	1-ft.	2 ½ lb.	1d4	Huge	22-ft.	72,000 lb.	3d10
Tiny	2-ft.	15 lb.	1d6	Greater	26-ft.	81,000 lb.	3d10
Small	4-ft.	120 lb.	1d10	Elder	30-ft.	90,000 lb.	3d10
Medium	8-ft.	1,125 lb.	2d6				



QUASI-ELEMENTALS

	Mineral Quasi-Elemental, Small	Mineral Quasi-Elemental, Medium	Mineral Quasi-Elemental, Large
	Small Elemental (Extraplanar)	Medium-size Elemental (Extraplanar)	Large Elemental (Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+16 (52 hp)
Initiative:	-1	-1	-1
Speed:	15ft. (3 squares)	15ft. (3 squares)	15ft. (3 squares)
Armour Class:	21 (+1 size, -1 Dex, +11 natural), touch 10, flat-footed 21	22 (-1 Dex, +13 natural), touch 9, flat-footed 22	23 (-1 size, -1 Dex, +15 natural), touch 8, flat-footed 23
Base Attack/Grapple:	+1/+0	+3/+8	+6/+17
Attack:	Spike +5 melee (1d6+4)	Spike +8 melee (1d8+7)	Spike +12 melee (2d8+10)
Full Attack:	Spike +5 melee (1d6+4)	Spike +8 melee (1d8+7)	2 spikes +12 melee (2d8+10)
Space/Reach:	5-ft./5-ft.	5-ft./5-ft.	10-ft./10-ft.
Special Attacks:	Shatter (1d10)	Shatter (2d6)	Shatter (3d8)
Special Qualities:	Darkvision 60-ft., elemental traits, mineral body (200-500 gp), mineral glide	Darkvision 60-ft., elemental traits, mineral body (700-1200 gp), mineral glide	Damage reduction 5/-, darkvision 60-ft., elemental traits, mineral body (500-2,000 gp), mineral glide
Saves:	Fort +3, Ref -1, Will +2	Fort +6, Ref +0, Will +3	Fort +8, Ref +1, Will +4
Abilities:	Str 17, Dex 8, Con 11, Int 4, Wis 11, Cha 11	Str 21, Dex 8, Con 14, Int 4, Wis 11, Cha 11	Str 25, Dex 8, Con 15, Int 6, Wis 11, Cha 11
Skills:	Listen +3, Spot +2	Listen +4, Spot +3	Listen +6, Spot +5
Feats:	Iron Will	Iron Will, Power Attack	Cleave, Iron Will, Power Attack
Environment:	Quasi-Elemental Plane of Mineral	Quasi-Elemental Plane of Mineral	Quasi-Elemental Plane of Mineral
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	See below	See below	See below
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—

damage dealt (rounded down), since it is actually sacrificing part of its own body to harm its enemy. **Mineral Body (Ex):** A Mineral Quasi-Elemental's very body is a form of treasure, comprising a number of raw but valuable uncut gemstones amongst the clear crystal. In effect, each Mineral Quasi-Elemental has approximately as much treasure incorporated into its own body as would be expected to be carried by a creature of its Challenge Rating. The precise value for each quasi-elemental is given in the separate entry for the mineral body special quality. However, this

wealth is not in an easily transportable form. Unless the characters have access to heavy stone-cutting equipment, they will need to carry the entire body of the quasi-elemental with them. A character with Craft (stonemason) or Profession (miner) and appropriate tools can 'mine' 100 gp worth of gems per hour from the quasi-elemental's corpse, up to a maximum of the rolled mineral body value, with a DC 15 skill check. **Mineral Glide (Ex):** A Mineral Quasi-Elemental can glide through stone, metal, or almost any other sort of solid mineral as easily as a fish swims through water.

QUASI-ELEMENTALS

	Mineral Quasi-Elemental, Huge	Mineral Quasi-Elemental, Greater	Mineral Quasi-Elemental, Elder
	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)
Hit Dice:	16d8+48 (120 hp)	21d8+63 (157 hp)	24d8+72 (180 hp)
Initiative:	-1	-1	-1
Speed:	20-ft. (4 squares)	20-ft. (4 squares)	20-ft. (4 squares)
Armour Class:	23 (-2 size, -1 Dex, +16 natural), touch 7, flat-footed 23	25 (-2 size, -1 Dex, +18 natural), touch 7, flat-footed 25	27 (-2 size, -1 Dex, +20 natural), touch 7, flat-footed 27
Base Attack/Grapple:	+12/+29	+15/+33	+18/+37
Attack:	Spike +19 melee (2d10+13)	Spike +23 melee (2d10+15)	Spike +27 melee (2d10+16/19-20)
Full Attack:	2 spikes +19 melee (2d10+13)	2 spikes +23 melee (2d10+15)	2 spikes +27 melee (2d10+16/19-20)
Space/Reach:	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.
Special Attacks:	Shatter (3d10)	Shatter (3d10)	Shatter (3d10)
Special Qualities:	Damage reduction 5/-, darkvision 60-ft., elemental traits, mineral body (2,100-3,000 gp), mineral glide	Damage reduction 10/-, darkvision 60-ft., elemental traits, mineral body (4,100-5,000 gp), mineral glide	Damage reduction 10/-, darkvision 60-ft., elemental traits, mineral body (7,100-8,000 gp), mineral glide
Saves:	Fort +13, Ref +4, Will +7	Fort +15, Ref +6, Will +9	Fort +18, Ref +7, Will +10
Abilities:	Str 29, Dex 8, Con 17, Int 6, Wis 11, Cha 11	Str 31, Dex 8, Con 17, Int 8, Wis 11, Cha 11	Str 33, Dex 8, Con 17, Int 10, Wis 11, Cha 11
Skills:	Listen +10, Spot +9	Listen +12, Spot +12	Listen +27, Spot +27
Feats:	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Power Attack
Environment:	Quasi-Elemental Plane of Mineral	Quasi-Elemental Plane of Mineral	Quasi-Elemental Plane of Mineral
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	See below	See below	See below
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	—	—	—

Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A Mineral Quasi-Elemental may not move through

softer, non-solid substances such as earth or sand using this ability, though it could potentially dig and burrow like any other creature of its size and strength.



QUASI-ELEMENTALS

Radiance Quasi-Elemental

This creature's body is scarcely perceptible, its precise form almost impossible to make out, for it glows with a cosmic radiance so bright as to make staring at the sun seem no more than a candle-flame. It is sometimes possible to discern it if it chooses to mute its brightness, in which case it seems to be a featureless sphere of purest glowing white, with not even a hint of sensory organs or other features.

Radiance Quasi-Elementals are found at the juncture of the positive energy plane and the elemental plane of fire.

Radiance Quasi-Elementals seem too bright and pure to endure the shadows and grime of the material plane for long. They are only rarely summoned to the material plane, save by creatures that do not rely on visual senses. The brightness of a Radiance Quasi-Elemental is almost always a dreadful inconvenience, even if they can be induced to mute this power; it is after all, one of their most powerful weapons. Yet it inevitably affects friend and foe alike if used. That said, dedicated spellcasters with a particular hatred for undead do sometimes have a use for Radiance Quasi-Elementals as shock troops when going up against great hordes of undead creatures. When called to the material plane, a Radiance Quasi-Elemental is a being of pure light, with a body formed from no earthly matter.

Radiance Quasi-Elementals with Intelligence scores of 3 or higher can speak Ignan, but rarely choose to do so. Their voices are high, pure, and clear, seeming omnipresent to the listener.

Combat

Radiance Quasi-Elementals rely on their brightness power to render opponents effectively blind. They then



favour sunflare attacks, especially if going up against undead until these are exhausted. However, a radiance elemental is not afraid of melee combat, again trusting to its brightness to ensure it is a very difficult target to hit.

Brightness (Su): A Radiance Quasi-Elemental gives off a constant dazzling light. This brightness blinds all

Radiance Quasi-Elemental Sizes

Quasi-Elemental	Height	Weight	Brightness/Sunflare		Sunflare	
			Radius	Save DC	Damage	Times/Day
Fine	½-ft.	1/8 lb.	5-ft.	10	1d2/1d4/1d6	1
Diminutive	1-ft.	¼ lb.	5-ft.	10	1d3/1d6/1d10	1
Tiny	2-ft.	½ lb.	5-ft.	10	1d4/1d8/2d6	1
Small	4-ft.	1 lb.	10-ft.	11	1d6/2d6/3d6	1
Medium	8-ft.	2 lb.	20-ft.	12	1d8/2d8/3d8	1
Large	16-ft.	4 lb.	40-ft.	14	1d10/2d10/3d10	2
Huge	22-ft.	8 lb.	80-ft.	18	2d6/4d6/6d6	3
Greater	26-ft.	10 lb.	80-ft.	20	2d8/4d8/6d8	4
Elder	30-ft.	12 lb.	80-ft.	22	3d6/6d6/9d6	4

QUASI-ELEMENTALS

	Radiance Quasi-Elemental, Fine	Radiance Quasi-Elemental, Diminutive	Radiance Quasi-Elemental, Tiny
	Fine Elemental (Extraplanar)	Diminutive Elemental (Extraplanar)	Tiny Elemental (Extraplanar)
Hit Dice:	¼ d8 (1 hp)	½ d8 (2 hp)	1d8 (4 hp)
Initiative:	+4	+4	+5
Speed:	Fly 40-ft. (good) (8 squares)	Fly 40-ft. (good) (8 squares)	Fly 50-ft. (good) (10 squares)
Armour Class:	19 (+8 size, +1 natural), touch 18, flat-footed 19	16 (+4 size, +2 natural), touch 14, flat-footed 16	15 (+2 size, +1 Dex, +2 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+0/-18	+0/-14	+0/-9
Attack:	Slam +8 melee (1d2-2)	Slam +4 melee (1d2-2)	Slam +3 melee (1d3-1)
Full Attack:	Slam +8 melee (1d2-2)	Slam +4 melee (1d2-2)	Slam +3 melee (1d3-1)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Brightness, sunflare	Brightness, sunflare	Brightness, sunflare
Special Qualities:	Darkvision 60-ft., elemental traits, immunity to light, immunity to fire	Darkvision 60-ft., elemental traits, immunity to light, immunity to fire	Darkvision 60-ft., elemental traits, immunity to light, immunity to fire
Saves:	Fort -1, Ref +2, Will +0	Fort +0, Ref +2, Will +0	Fort +0, Ref +3, Will +0
Abilities:	Str 6, Dex 10, Con 10, Int 2, Wis 11, Cha 11	Str 7, Dex 11, Con 10, Int 3, Wis 11, Cha 11	Str 8, Dex 12, Con 10, Int 3, Wis 11, Cha 11
Skills:	Listen +4, Spot +4	Listen +4, Spot +4	Listen +2, Spot +2
Feats:	Alertness, Improved Initiative, Weapon Finesse	Alertness, Improved Initiative, Weapon Finesse	Combat Reflexes, Improved Initiative, Weapon Finesse
Environment:	Quasi-Elemental Plane of Radiance	Quasi-Elemental Plane of Radiance	Quasi-Elemental Plane of Radiance
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

creatures within the listed radius. The blindness lasts for as long as the creature is within range, and for 2d6 minutes thereafter. A creature may attempt a Fortitude save (DC varying by quasi-elemental size) to resist the blindness effect. A creature which succeeds its save will be unaffected by that quasi-elemental's brightness for the remainder of the day. The save DC is Charisma-based. The quasi-elemental can mute its brightness at will. A Radiance Quasi-Elemental also casts light out to a distance equal to four times its brightness.

Sunflare (Sp): Once per day as a standard action, a Radiance Quasi-Elemental may burst into a flare of sunlight. This spell-like effect has an instantaneous duration and is considered to have the Light descriptor for all purposes. All creatures within its brightness radius are dealt the damage listed for the size of quasi-elemental. Three damage numbers are listed for each size of quasi-elemental, the first being the default damage, the second being the damage dealt to creatures to which sunlight is harmful or unnatural,



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	Radiance Quasi-Elemental, Small	Radiance Quasi-Elemental, Medium	Radiance Quasi-Elemental, Large
	Small Elemental (Extraplanar)	Medium Elemental (Extraplanar)	Large Elemental (Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8 (18 hp)	8d8+16 (52 hp)
Initiative:	+5	+7	+9
Speed:	Fly 50-ft. (good) (10 squares)	Fly 50-ft. (good) (10 squares)	Fly 50-ft. (good) (10 squares)
Armour Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	18 (-1 size, +5 Dex, +4 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/-4	+3/+3	+6/+11
Attack:	Slam +3 melee (1d4-1)	Slam +6 melee (1d6)	Slam +10 melee (2d6+1)
Full Attack:	Slam +3 melee (1d4-1)	Slam +6 melee (1d6)	2 slams +10 melee (2d6+1)
Space/Reach:	5-ft./5-ft.	5-ft./5-ft.	10-ft./10-ft.
Special Attacks:	Brightness, sunflare	Brightness, sunflare	Brightness, sunflare
Special Qualities:	Darkvision 60-ft., elemental traits, immunity to light, immunity to fire	Darkvision 60-ft., elemental traits, immunity to light, immunity to fire	Damage reduction 5/-, darkvision 60-ft., elemental traits, immunity to light, immunity to fire
Saves:	Fort +0, Ref +4, Will +0	Fort +1, Ref +7, Will +1	Fort +4, Ref +11, Will +2
Abilities:	Str 9, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 10, Dex 17, Con 11, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Combat Reflexes, Improved Initiative, Weapon Finesse	Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse	Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse
Environment:	Quasi-Elemental Plane of Radiance	Quasi-Elemental Plane of Radiance	Quasi-Elemental Plane of Radiance
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—

and the third being the damage dealt to all undead creatures. A creature caught within the area of effect may attempt a Fortitude saving throw (DC identical to the brightness save DC) to take half damage. A Radiance Quasi-Elemental gains one additional

sunflare per day for every full 5 HD it possesses. **Immunity to Light (Su):** A Radiance Quasi-Elemental is completely immune to the effects of all spells and spell-like abilities with the Light descriptor.

QUASI-ELEMENTALS

	Radiance Quasi-Elemental, Huge	Radiance Quasi-Elemental, Greater	Radiance Quasi-Elemental, Elder
	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)
Hit Dice:	16d8+48 (120 hp)	21d8+63 (157 hp)	24d8+72 (180 hp)
Initiative:	+11	+12	+13
Speed:	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)
Armour Class:	19 (-2 size, +7 Dex, +4 natural), touch 15, flat-footed 12	24 (-2 size, +8 Dex, +8 natural), touch 16, flat-footed 16	25 (-2 size, +9 Dex, +8 natural), touch 17, flat-footed 16
Base Attack/Grapple:	+12/+22	+15/+25	+18/+29
Attack:	Slam +17 melee (2d8+3)	Slam +22 melee (2d8+3)	Slam +26 melee (2d8+4)
Full Attack:	2 slams +17 melee (2d8+3)	2 slams +22 melee (2d8+3)	2 slams +26 melee (2d8+4)
Space/Reach:	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.
Special Attacks:	Brightness, sunflare	Brightness, sunflare	Brightness, sunflare
Special Qualities:	Damage reduction 5/-, darkvision 60-ft., elemental traits, immunity to light, immunity to fire	Damage reduction 10/-, darkvision 60-ft., elemental traits, immunity to light, immunity to fire	Damage reduction 10/-, darkvision 60-ft., elemental traits, immunity to light, immunity to fire
Saves:	Fort +8, Ref +17, Will +7	Fort +10, Ref +20, Will +9	Fort +13, Ref +23, Will +10
Abilities:	Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11	Str 15, Dex 27, Con 16, Int 6, Wis 11, Cha 11	Str 16, Dex 29, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +12, Spot +12	Listen +13, Spot +14
Feats:	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam)	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam)
Environment:	Quasi-Elemental Plane of Radiance	Quasi-Elemental Plane of Radiance	Quasi-Elemental Plane of Radiance
Organisation:	Often neutral	Often neutral	Often neutral
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	—	—	—



QUASI-ELEMENTALS

Salt Quasi-Elementals

This creature is roughly humanoid, though its body is composed entirely of small white crystals of salt. Its eyes are crudely defined as patches of slightly darker salt crystals than the remainder of the creature. It lumbers purposefully and menacingly on two great pillar-like legs, giving an impression of solidity and power.

Salt Quasi-Elementals are found at the juncture of the negative energy plane and the elemental plane of water.

Salt Quasi-Elementals are rarely found outside their home quasi-elemental plane. They are sometimes

called upon by spellcasters seeking a powerful melee combatant or expecting to fight watery creatures. When called to the material plane, a Salt Quasi-Elemental comprises of pure and utterly desiccated sea salt, except for its rock salt eyes.

Salt Quasi-Elementals with Intelligence scores of 3 or higher can speak Aquan, but rarely choose to do so. When they do, their voices are rough and hoarse, as though speaking from an utterly dehydrated, parched throat.

	Salt Quasi-Elemental, Fine	Salt Quasi-Elemental, Diminutive	Salt Quasi-Elemental, Tiny
	Fine Elemental (Salt, Extraplanar)	Diminutive Elemental (Salt, Extraplanar)	Tiny Elemental (Salt, Extraplanar)
Hit Dice:	¼ d8 (1 hp)	½ d8 (2 hp)	1d8 (4 hp)
Initiative:	+0	+0	+0
Speed:	15-ft. (3 squares), swim 60-ft.	15-ft. (3 squares), swim 60-ft.	20-ft. (4 squares), swim 90-ft.
Armour Class:	20 (+8 size, +2 natural), touch 18, flat-footed 20	17 (+4 size, +3 natural), touch 14, flat-footed 17	17 (+2 size, +5 natural), touch 12, flat-footed 17
Base Attack/ Grapple:	+0/-16	+0/-11	+0/-7
Attack:	Slam +8 melee (1d2)	Slam +5 melee (1d2+1)	Slam +3 melee (1d3+1)
Full Attack:	Slam +8 melee (1d2)	Slam +5 melee (1d2+1)	Slam +3 melee (1d3+1)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Dehydrate	Dehydrate	Dehydrate
Special Qualities:	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits
Saves:	Fort +2, Ref +0, Will +0	Fort +2, Ref +0, Will +0	Fort +2, Ref +0, Will +0
Abilities:	Str 11, Dex 10, Con 10, Int 2, Wis 11, Cha 11	Str 12, Dex 10, Con 10, Int 3, Wis 11, Cha 11	Str 13, Dex 10, Con 11, Int 3, Wis 11, Cha 11
Skills:	Listen +2, Spot +2	Listen +2, Spot +2	Listen +2, Spot +2
Feats:	Power Attack	Power Attack	Power Attack
Environment:	Quasi-Elemental Plane of Salt	Quasi-Elemental Plane of Salt	Quasi-Elemental Plane of Salt
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Salt Quasi-Elemental, Small	Salt Quasi-Elemental, Medium	Salt Quasi-Elemental, Large
	Small Elemental (Salt, Extraplanar)	Medium Elemental (Salt, Extraplanar)	Large Elemental (Salt, Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+0	+1	+2
Speed:	20-ft. (4 squares), swim 90-ft.	20-ft. (4 squares), swim 90-ft.	20-ft. (4 squares), swim 90-ft.
Armour Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17	19 (+1 Dex, +8 natural), touch 11, flat-footed 18	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+1/-1	+3/+6	+6/+15
Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	Slam +10 melee (2d8+7)
Full Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	2 slams +10 melee (2d8+7)
Space/Reach:	5-ft./5-ft.	5-ft./5-ft.	10-ft./10-ft.
Special Attacks:	Dehydrate	Dehydrate	Dehydrate
Special Qualities:	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits	Damage reduction 5/-, darkvision 60-ft., elemental traits
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +2, Will +1	Fort +10, Ref +4, Will +2
Abilities:	Str 14, Dex 10, Con 12, Int 4, Wis 11, Cha 11	Str 16, Dex 12, Con 16, Int 4, Wis 11, Cha 11	Str 20, Dex 14, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Quasi-Elemental Plane of Salt	Quasi-Elemental Plane of Salt	Quasi-Elemental Plane of Salt
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—

Combat

Salt Quasi-Elementals are classic melee combatants, closing to hand-to-hand range as rapidly as possible so as to shred and desiccate their foes.

The slam attacks of a Salt Quasi-Elemental are considered to be both bludgeoning and slashing attacks, whichever is more favourable to the Salt Quasi-Elemental, since the salt crystals that make up its limbs are sharp and highly abrasive.

Dehydrate (Ex): Every time the Salt Quasi-Elemental deals damage to an opponent, additional damage is dealt due to the extraordinary dryness of the quasi-elemental, leaching the very moisture from the target's body. This additional damage is dependent on the size of the quasi-elemental (see Salt Quasi-Elemental Sizes table). The creature may attempt a Fortitude saving throw (DC varying by quasi-elemental size) for half damage. The Fortitude save DC is Constitution-based. Creatures with the Aquatic or Water subtypes are dealt double damage. Outsiders, elementals and



QUASI-ELEMENTALS

	Salt Quasi-Elemental, Huge	Salt Quasi-Elemental, Greater	Salt Quasi-Elemental, Elder
	Huge Elemental (Salt, Extraplanar)	Huge Elemental (Salt, Extraplanar)	Huge Elemental (Salt, Extraplanar)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+4	+5	+6
Speed:	30-ft. (6 squares), swim 120-ft.	30-ft. (6 squares), swim 120-ft.	30-ft. (6 squares), swim 120-ft.
Armour Class:	21 (–2 size, +4 Dex, +9 natural), touch 12, flat- footed 17	22 (–2 size, +5 Dex, +9 natural), touch 13, flat- footed 17	23 (–2 size, +6 Dex, +9 natural), touch 14, flat- footed 17
Base Attack/ Grapple:	+12/+27	+15/+31	+18/+35
Attack:	Slam +17 melee (2d10+10)	Slam +21 melee (2d10+12)	Slam +25 melee (2d10+13/19–20)
Full Attack:	2 slams +17 melee (2d10+10)	2 slams +21 melee (2d10+12)	2 slams +25 melee (2d10+13/19–20)
Space/Reach:	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.
Special Attacks:	Dehydrate	Dehydrate	Dehydrate
Special Qualities:	Damage reduction 5/–, darkvision 60-ft., elemental traits	Damage reduction 10/–, darkvision 60-ft., elemental traits	Damage reduction 10/–, darkvision 60-ft., elemental traits
Saves:	Fort +15, Ref +9, Will +7	Fort +17, Ref +14, Will +9	Fort +19, Ref +16, Will +10
Abilities:	Str 24, Dex 18, Con 20, Int 6, Wis 11, Cha 11	Str 26, Dex 20, Con 20, Int 8, Wis 11, Cha 11	Str 28, Dex 22, Con 20, Int 10, Wis 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +12, Spot +12	Listen +27, Spot +27
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will	Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack	Alertness, Cleave, Great Cleave, Improved Critical (slam), Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Environment:	Quasi-Elemental Plane of Salt	Quasi-Elemental Plane of Salt	Quasi-Elemental Plane of Salt
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

Salt Quasi-Elemental Sizes

Quasi-Elemental	Height	Weight	Dehydrate Damage	Dehydrate Fortitude Save
Fine	½-ft.	¼ lb.	1d2	10
Diminutive	1-ft.	1 lb.	1d3	10
Tiny	2-ft.	6 lb.	1d4	10
Small	4-ft.	50 lb.	1d6	12
Medium	8-ft.	400 lb.	1d8	15
Large	16-ft.	3,500 lb.	2d6	18
Huge	22-ft.	25,000 lb.	2d8	23
Greater	26-ft.	30,000 lb.	2d8	25
Elder	30-ft.	35,000 lb.	2d8	27

undead are immune to the dehydrating effect, unless they are also of the Aquatic or Water subtypes, in which case they are dealt double damage as usual.

Steam Quasi-Elementals

A Steam Quasi-Elemental appears as a column or sometimes a cloud of steam, with a pair of wispy, tendril-like eyes extending from its upper surface. It constantly rolls and boils, giving off a faint hiss, but sometimes it suppresses this movement and remains still and quiet.

Steam Quasi-Elementals are found at the juncture of the positive energy plane and the elemental plane of water.

Steam elementals are rarely found on the material plane. They are sometimes summoned by artificers intrigued by the prospect of using them to power their machines, or as guardians for forges and workshops which manufacture such items. When called to the material plane, a Steam Quasi-Elemental comprises

a great cloud of steam or vapour, as produced from the flash boiling of a huge quantity of water.

Steam Quasi-Elementals with Intelligence scores of 3 or higher speak Aquan, but rarely choose to do so. Their voices hiss, blow and whistle, with all the characteristics of a fluid undertone.

Combat

Steam Quasi-Elementals may attack by ambush, appearing

as innocuous-looking clouds of vapour. Once in combat they command the battlefield, knocking their opponents down and repeatedly pummeling or scalding any who attempt to rise. A Steam Quasi-Elemental that knows it is about to be destroyed will often slay itself in a sudden transition to a superheated state, hoping to kill a number of its enemies as it does so.

Scald (Ex): Every attack by a Steam Quasi-Elemental deals additional heat damage due to the scalding effect of the steam.

Expansive Force (Ex): If a Steam Quasi-Elemental hits with its slam attack, it can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to counter-trip the Steam Quasi-Elemental. Furthermore, the Steam Quasi-Elemental gains a +4 check modifier to all bull's rush and overrun attacks.

Steam Quasi-Elemental Sizes

Quasi-Elemental	Height	Weight	Superheat		
			Save DC	Heat Damage	Radius
Fine	½-ft.	1/6 lb.	10	1d2	5-ft.
Diminutive	1-ft.	1 lb.	10	1d3	5-ft.
Tiny	2-ft.	5 lb.	10	1d6	5-ft.
Small	4-ft.	34 lb.	12	2d6	10-ft.
Medium	8-ft.	280 lb.	14	4d6	20-ft.
Large	16-ft.	2,250 lb.	17	8d6	30-ft.
Huge	22-ft.	18,000 lb.	22	16d6	40-ft.
Greater	26-ft.	21,000 lb.	24	21d6	40-ft.
Elder	30-ft.	24,000 lb.	26	24d6	40-ft.



QUASI-ELEMENTALS

	Steam Quasi-Elemental, Fine	Steam Quasi-Elemental, Diminutive	Steam Quasi-Elemental, Tiny
	Fine Elemental (Extraplanar)	Diminutive Elemental (Extraplanar)	Tiny Elemental (Extraplanar)
Hit Dice:	¼ d8 (1 hp)	½ d8 (2 hp)	1d8 (4 hp)
Initiative:	+0	+0	+0
Speed:	30-ft. (6 squares), fly 20-ft. (average) (4 squares)	30-ft. (6 squares), fly 20-ft. (average) (4 squares)	40-ft. (8 squares), fly 30-ft. (average) (6 squares)
Armour Class:	19 (+8 size, +1 natural), touch 18, flat-footed 19	16 (+4 size, +2 natural), touch 14, flat-footed 16	16 (+2 size, +4 natural), touch 12, flat-footed 16
Base Attack/ Grapple:	+0/-15	+0/-10	+0/-6
Attack:	Slam +9 melee (1d2+1 + expansive force + scald 1d2)	Slam +6 melee (1d2+3 + expansive force + scald 1d2)	Slam +4 melee (1d2+3 + expansive force + scald 1d3)
Full Attack:	Slam +9 melee (1d2+1 + expansive force + scald 1d2)	Slam +6 melee (1d2+3 + expansive force + scald 1d2)	Slam +4 melee (1d2+3 + expansive force + scald 1d3)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Superheat, scald, fire resistance 20, expansive force	Superheat, scald, fire resistance 20, expansive force	Superheat, scald, fire resistance 20, expansive force
Special Qualities:	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits	Darkvision 60-ft., elemental traits
Saves:	Fort +2, Ref +0, Will +0	Fort +2, Ref +0, Will +0	Fort +2, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 10, Int 2, Wis 11, Cha 11	Str 14, Dex 10, Con 10, Int 3, Wis 11, Cha 11	Str 15, Dex 10, Con 11, Int 3, Wis 11, Cha 11
Skills:	Listen +2, Spot +2	Listen +2, Spot +2	Listen +2, Spot +2
Feats:	Power Attack	Power Attack	Power Attack
Environment:	Quasi-Elemental Plane of Steam	Quasi-Elemental Plane of Steam	Quasi-Elemental Plane of Steam
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Superheat (Ex): A Steam Quasi-Elemental can force its ‘body’ temperature to incredible degrees, but this process inevitably destroys it. Changing to a superheated state is a standard action, which deals the listed heat damage to all creatures within

the listed radius, but also instantly kills the Steam Quasi-Elemental. The creatures affected may make Fortitude saves for half damage. The save DC is varied by the elemental’s size and is Constitution-based.

QUASI-ELEMENTALS

	Steam Quasi-Elemental, Small	Steam Quasi-Elemental, Medium	Steam Quasi-Elemental, Large
	Small Elemental (Extraplanar)	Medium Elemental (Extraplanar)	Large Elemental (Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+0	+0	+0
Speed:	40-ft. (8 squares), fly 30-ft. (average) (6 squares)	40-ft. (8 squares), fly 30-ft. (average) (6 squares)	40-ft. (8 squares), fly 30-ft. (average) (6 squares)
Armour Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16	17 (+7 natural), touch 10, flat-footed 17	17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+1/-0	+3/+7	+6/+16
Attack:	Slam +5 melee (1d6+4 + expansive force + scald 1d4)	Slam +7 melee (1d8+6 + expansive force + scald 1d6)	Slam +11 melee (2d8+9 expansive force + scald 1d8)
Full Attack:	Slam +5 melee (1d6+4 + expansive force + scald 1d4)	Slam +7 melee (1d8+6 + expansive force + scald 1d6)	2 slams +11 melee (2d8+9 expansive force + scald 1d8)
Space/Reach:	5-ft./5-ft.	5-ft./5-ft.	10-ft./10-ft.
Special Attacks:	Superheat, scald, expansive force	Superheat, scald, expansive force	Superheat, scald, expansive force
Special Qualities:	Darkvision 60-ft., fire resistance 20, elemental traits	Darkvision 60-ft., fire resistance 20, elemental traits	Damage reduction 5/-, fire resistance 20, darkvision 60-ft., elemental traits
Saves:	Fort +4, Ref +0, Will +0	Fort +6, Ref +1, Will +1	Fort +9, Ref +2, Will +2
Abilities:	Str 16, Dex 10, Con 12, Int 4, Wis 11, Cha 11	Str 18, Dex 10, Con 15, Int 4, Wis 11, Cha 11	Str 22, Dex 10, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +3, Spot +4	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Power Attack	Improved Overrun, Power Attack	Cleave, Improved Overrun, Power Attack
Environment:	Quasi-Elemental Plane of Steam	Quasi-Elemental Plane of Steam	Quasi-Elemental Plane of Steam
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—



QUASI-ELEMENTALS

	Steam Quasi-Elemental, Huge	Steam Quasi-Elemental, Greater	Steam Quasi-Elemental, Elder
	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+0	+1	+2
Speed:	50-ft. (10 squares), fly 40-ft. (average) (8 squares)	50-ft. (10 squares), fly 40- ft. (average) (8 squares)	50-ft. (10 squares), fly 40- ft. (average) (8 squares)
Armour Class:	16 (–2 size, +8 natural), touch 8, flat-footed 16	17 (–2 size, +1 Dex, +8 natural), touch 9, flat- footed 16	18 (–2 size, +2 Dex, +8 natural), touch 10, flat- footed 16
Base Attack/ Grapple:	+12/+28	+15/+32	+18/+36
Attack:	Slam +18 melee (2d10+12 + expansive force + scald 1d10)	Slam +22 melee (2d10+13 + expansive force + scald 1d10)	Slam +26 melee (2d10+15 + expansive force + scald 1d10)
Full Attack:	2 slams +18 melee (2d10+12 + expansive force + scald 1d10)	2 slams +22 melee (2d10+13 + expansive force + scald 1d10)	2 slams +26 melee (2d10+15 + expansive force + scald 1d10)
Space/Reach:	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.
Special Attacks:	Superheat, scald, expansive force	Superheat, scald, expansive force	Superheat, scald, expansive force
Special Qualities:	Damage reduction 5/–, darkvision 60-ft., fire resistance 20, elemental traits	Damage reduction 10/ –, darkvision 60-ft., fire resistance 20, elemental traits	Damage reduction 10/–, darkvision 60-ft., fire resistance 20, elemental traits
Saves:	Fort +14, Ref +5, Will +7	Fort +16, Ref +10, Will +9	Fort +18, Ref +12, Will +10
Abilities:	Str 26, Dex 10, Con 18, Int 6, Wis 11, Cha 11	Str 28, Dex 12, Con 18, Int 8, Wis 11, Cha 11	Str 30, Dex 14, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +12, Spot +12	Listen +27, Spot +27
Feats:	Cleave, Great Cleave, Power Attack, Improved Bull Rush, Improved Overrun, Iron Will	Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack	Cleave, Great Cleave, Dodge, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Environment:	Quasi-Elemental Plane of Steam	Quasi-Elemental Plane of Steam	Quasi-Elemental Plane of Steam
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

Vacuum Quasi-Elementals

A Vacuum Quasi-Elemental is an absence, not a presence; completely invisible to the eye, it cannot be detected save by anything other than hints at its presence, such as a slightly cold feeling around it, or the occasional inaudible but perceptible 'pop' of vanishing air if it shifts position.

Vacuum Quasi-Elementals are found at the juncture of the negative energy plane and the elemental plane of air.

Vacuum Quasi-Elementals do not usually leave their home quasi-elemental plane. For those who can summon them, though, they can serve excellently as assassins and silent killers, stalking through the material plane with the utmost stealth and silence. When called to the material plane, a Vacuum Quasi-Elemental is comprised of quite literally nothing at all, the living embodiment of empty space, yet alive with an elemental consciousness.

Vacuum Quasi-Elementals with Intelligence scores of 3 or higher can speak Auran, but do not usually do so. They have hollow, empty voices, deep but distant.

	Vacuum Quasi-Elemental, Fine	Vacuum Quasi-Elemental, Diminutive	Vacuum Quasi-Elemental, Tiny
	Fine Elemental (Extraplanar)	Diminutive Elemental (Extraplanar)	Tiny Elemental (Extraplanar)
Hit Dice:	¼ d8 (1 hp)	½ d8 (2 hp)	1d8 (4 hp)
Initiative:	+2	+2	+3
Speed:	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)
Armour Class:	21 (+8 size, +2 Dex, +1 natural), touch 20, flat-footed 19	18 (+4 size, +2 Dex, +2 natural), touch 16, flat-footed 16	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-18	+0/-13	+0/-9
Attack:	Slam +10 melee (1d2-2 + 1d2 implosion)	Slam +6 melee (1d2-1 + 1d3 implosion)	Slam +5 melee (1d3-1 + 1d4 implosion)
Full Attack:	Slam +10 melee (1d2-2 + 1d2 implosion)	Slam +6 melee (1d2-1 + 1d3 implosion)	Slam +5 melee (1d3-1 + 1d4 implosion)
Space/Reach:	½-ft./0-ft.	1-ft./0-ft.	2-1/2-ft./0-ft.
Special Attacks:	Implosion	Implosion	Implosion
Special Qualities:	Darkvision 60-ft., elemental traits, natural invisibility, silent movement	Darkvision 60-ft., elemental traits, natural invisibility, silent movement	Darkvision 60-ft., elemental traits, natural invisibility, silent movement
Saves:	Fort +0, Ref +4, Will +0	Fort +0, Ref +4, Will +0	Fort +0, Ref +5, Will +0
Abilities:	Str 7, Dex 14, Con 10, Int 2, Wis 11, Cha 11	Str 8, Dex 15, Con 10, Int 3, Wis 11, Cha 11	Str 9, Dex 16, Con 10, Int 3, Wis 11, Cha 11
Skills:	Listen +2, Spot +2	Listen +2, Spot +2	Listen +2, Spot +2
Feats:	Flyby Attack, Weapon Finesse	Flyby Attack, Weapon Finesse	Flyby Attack, Weapon Finesse
Environment:	Quasi-Elemental Plane of Vacuum	Quasi-Elemental Plane of Vacuum	Quasi-Elemental Plane of Vacuum
Organisation:	Solitary, gang (2-7) or swarm (8-18)	Solitary or gang (2-5)	Solitary or gang (2-4)
Challenge Rating:	1/8	1/4	1/2
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—



QUASI-ELEMENTALS

	Vacuum Quasi-Elemental, Small	Vacuum Quasi-Elemental, Medium	Vacuum Quasi-Elemental, Large
	Small Elemental (Extraplanar)	Medium Elemental (Extraplanar)	Large Elemental (Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8 (18 hp)	8d8 (36 hp)
Initiative:	+3	+9	+11
Speed:	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)
Armour Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	18 (+5 Dex, +3 natural), touch 15, flat-footed 13	20 (-1 size, +7 Dex, +4 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+1/-3	+3/+3	+6/+11
Attack:	Slam +5 melee (1d4 + 1d4 implosion)	Slam +8 melee (1d6 + 1d6 implosion)	Slam +12 melee (2d6+1 + 2d6 implosion)
Full Attack:	Slam +5 melee (1d4 + 1d4 implosion)	Slam +8 melee (1d6/1d6 implosion)	2 slams +12 melee (2d6+1 + 2d6 implosion)
Space/Reach:	5-ft./5-ft.	5-ft./5-ft.	10-ft./10-ft.
Special Attacks:	Implosion	Implosion	Implosion
Special Qualities:	Darkvision 60-ft., elemental traits, natural invisibility, silent movement	Darkvision 60-ft., elemental traits, natural invisibility, silent movement	Damage reduction 5/-, darkvision 60-ft., elemental traits, natural invisibility, silent movement
Saves:	Fort +0, Ref +6, Will +0	Fort +1, Ref +9, Will +1	Fort +2, Ref +13, Will +2
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11	Str 11, Dex 21, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 25, Con 10, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Flyby Attack, Weapon Finesse	Flyby Attack, Improved Initiative, Weapon Finesse	Combat Reflexes, Flyby Attack, Improved Initiative, Weapon Finesse
Environment:	Quasi-Elemental Plane of Vacuum	Quasi-Elemental Plane of Vacuum	Quasi-Elemental Plane of Vacuum
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—

Combat

Vacuum Quasi-Elementals tend to attack with stealth to begin with, but once one is in action the results of its attacks are plain for all to see.

Implosion (Su): A Vacuum Quasi-Elemental that successfully hits an opponent in melee causes a series of small implosions to blast through the opponent's body. This deals additional damage as specified in the statistics blocks, and forces the target to make a Fortitude save or be stunned

for one round. The save DC is given in the Vacuum Quasi-Elemental Sizes table. The stun save DC is Strength-based.

Natural Invisibility (Ex): This ability is constant, allowing a Vacuum Quasi-Elemental to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* or *see invisibility* spells and spell-like abilities.

Silent Movement (Ex): No sound passes through the Vacuum Quasi-Elemental's body, and so it makes no sound whether walking or flying, so long as it moves no faster than 20-ft. per round.

QUASI-ELEMENTALS

	Vacuum Quasi-Elemental, Huge	Vacuum Quasi-Elemental, Greater	Vacuum Quasi-Elemental, Elder
	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)	Huge Elemental (Extraplanar)
Hit Dice:	16d8 (72 hp)	21d8 (94 hp)	24d8 (108 hp)
Initiative:	+13	+14	+15
Speed:	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)	Fly 60-ft. (good) (12 squares)
Armour Class:	21 (-2 size, +9 Dex, +4 natural), touch 17, flat-footed 12	26 (-2 size, +10 Dex, +8 natural), touch 18, flat-footed 16	27 (-2 size, +11 Dex, +8 natural), touch 19, flat-footed 16
Base Attack/Grapple:	+12/+21	+15/+25	+18/+29
Attack:	Slam +19 melee (2d8+1 + 2d6 implosion)	Slam +23 melee (2d8+3 + 2d6 implosion)	Slam +27 melee (2d8+4 + 2d6 implosion)
Full Attack:	2 slams +19 melee (2d8+1 + 2d6 implosion)	2 slams +23 melee (2d8+3 + 2d6 implosion)	2 slams +27 melee (2d8+4 + 2d6 implosion)
Space/Reach:	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.	15-ft. by 15-ft./15-ft.
Special Attacks:	Implosion	Implosion	Implosion
Special Qualities:	Damage reduction 5/-, darkvision 60-ft., elemental traits, natural invisibility, silent movement	Damage reduction 10/-, darkvision 60-ft., elemental traits, natural invisibility, silent movement	Damage reduction 10/-, darkvision 60-ft., elemental traits, natural invisibility, silent movement
Saves:	Fort +5, Ref +19, Will +5	Fort +9, Ref +22, Will +9	Fort +10, Ref +25, Will +10
Abilities:	Str 13, Dex 29, Con 10, Int 6, Wis 11, Cha 11	Str 15, Dex 31, Con 10, Int 8, Wis 11, Cha 11	Str 17, Dex 33, Con 10, Int 10, Wis 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse	Alertness, Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse	Alertness, Combat Reflexes, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse
Environment:	Quasi-Elemental Plane of Vacuum	Quasi-Elemental Plane of Vacuum	Quasi-Elemental Plane of Vacuum
Organisation:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Often neutral	Often neutral	Often neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

Vacuum Quasi-Elemental Sizes

Quasi-Elemental	Height	Weight	Implosion DC	Quasi-Elemental	Height	Weight	Implosion DC
Fine	½-ft.	1/8 lb.	8	Large	16-ft.	4 lb.	15
Diminutive	1-ft.	¼ lb.	9	Huge	22-ft.	8 lb.	19
Tiny	2-ft.	½ lb.	9	Greater	26-ft.	10 lb.	22
Small	4-ft.	1 lb.	11	Elder	30-ft.	12 lb.	25
Medium	8-ft.	2 lb.	12				



THE ELEMENTAL PLANES

This chapter covers the habitat and lairs for each elemental type separately, giving preferred defences, typical layouts and guard creatures or other allies. Armed with the information and elementals provided herein, the Games Master will be able to set up whole colonies and settlements of elementals with ease. Players will also benefit from the chance to read up on the typical defences of the different types of elemental when encountered on their home planes.

BETWEEN AND BEYOND THE ELEMENTAL PLANES

Depending on the Games Master's planned cosmogony, there may or may not be additional planes that define the borders between the various elemental and energy planes in your campaign. For practical purposes though, there is little difference between a borderland region between the elemental plane of fire and the positive energy plane, and the quasi-elemental plane of radiance. Once it is assumed that it is possible to wander between the two planes and that there is some kind of border area between them which derives some of the qualities from both, the question of whether or not to call that area a quasi-

plane, demi-plane, para-plane or plane in its own right is one best left to the academics of your campaign world.

Purely for purposes of convenience, then, this chapter will refer to the 'plane of radiance', 'plane of ooze' and so forth when speaking of the places inhabited by the following creatures.

ELEMENTAL PLANE OF AIR

The expansive open spaces of the elemental plane of air do not seem like a natural site for fortresses or other forms of protection. Despite this, many creatures native to the plane manage to incorporate some kind of climate feature or other into their defensive plans.

Air Elementals

The smaller, less intelligent air elementals do not tend to bother with defences at all, simply drifting on the ever-present, ever-changing winds of the plane. However, the larger ones, particularly greater and elder air elementals, often create settlements and even cities within the plane. Inevitably, these bear no especial resemblance to human cities; rather, they are simply regions where large numbers of air elementals and related creatures congregate to trade goods and news.

Rather than using walls to protect the city as an earthly settlement might, more powerful elementals work closely with arcane spellcasting sylphs and other creatures to devise powerful winds and storms that surround their

homes and render all approaches dangerous and difficult.

The additional Wind Effects on the elemental plane of air table below shows some of the more powerful wind conditions that can be found on this plane. The entire range of wind conditions given



Additional Wind Effects on the Elemental Plane of Air					
Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons ¹	Creature Size ²	Wind Effect on Creatures	Fort Save DC
Elemental Tornado, Minor	300-400 mph	Impossible/impossible	Huge or smaller	Blown away	35
			Gargantuan	Knocked down	
			Colossal	Checked	
Elemental Tornado	400-500 mph	Impossible/impossible	Gargantuan or smaller	Blown away	40
			Colossal	Knocked down	
			Colossal +1 or higher	Checked	
Elemental Tornado, Major	500+ mph	Impossible/impossible	Colossal or smaller	Blown away	50
			Colossal +1	Knocked down	
			Colossal +2 or higher	Checked	

¹ The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

² Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5-ft.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10-ft.

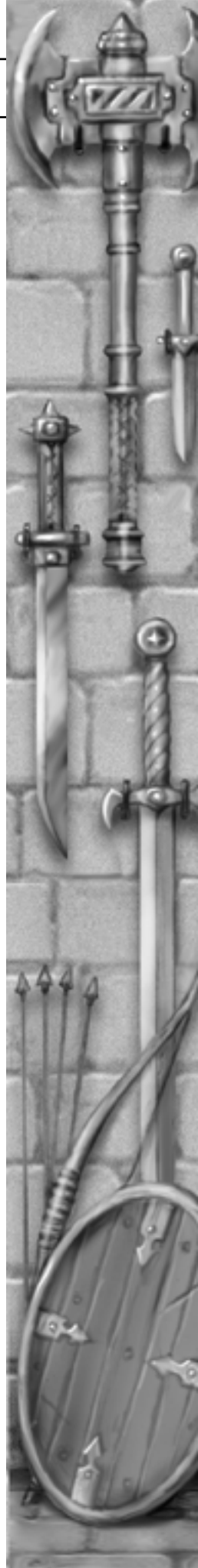
Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10-ft., taking 1d4 points of non-lethal damage per 10-ft. Flying creatures are blown back 2d6×10-ft. and take 2d6 points of non-lethal damage due to battering and buffeting.

Creatures with the Air subtype should be regarded as two size categories larger than their actual size are for wind effect purposes, since they are so used to the wind and indeed are at least to some extent composed of it themselves.

in *Core Rulebook II* also sometimes exists here. Air elementals also sometimes employ invisible stalkers as sneaky guardians of their homes.

Many air elementals prefer to live alone. Their level of energy and activity is such that they feel they cannot be

fenced in by even the most open-plan of ‘cities’ as the sheer number of other entities in close contact causes them to feel claustrophobic. These more nomadic air elementals favour the vast open skies and fresh breezes that can be found far from their own kind, though they will often set up temporary meeting places.



THE ELEMENTAL PLANES

Belkers

Belkers often lair in the clouds that frequently scud across the endless sky of the elemental plane of air. Being vaporous in nature themselves, they are able to hide themselves from passing travellers in this manner.

Invisible Stalkers

Invisible stalkers are sufficiently intelligent and powerful as to be very much in demand both as companions and as guards or assassins, both on and off their home plane. Thus they are welcomed at the great cities of the air elementals and sylphs, as well as being often employed to deal with particularly troublesome enemies. However, they rarely settle in any one place themselves, preferring to drift in the wind, taking in the sights of their plane.

Stormborns

Stormborns sometimes have their own, temporary settlements or 'Councils', in which important matters of the moment are discussed. Generally each Council invites only stormborns of one or two closely compatible alignments. For defence, they tend to simply use their own, not inconsiderable, powers, though sometimes a particular major 'Council' meeting will use guards from other air elemental types such as invisible stalkers or wind serpents.

Sylphs

Sylphs are the great city-folk of the elemental plane of air, often responsible for organising and running the settlements mentioned above. They also tend to scout out new sites for settlements, searching for areas with

Metallic Vein Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Metallic vein (3-ft. thick)	10	600	60
Metallic vein (6-ft. thick)	10	2000	90
Metallic door-boulder (6-ft. thick)	10	1500	80

The above materials represent typical metal veins, as might be used either for natural barriers or with the help of powerful magic as deliberate fortifications.

good natural defences such as surrounding gales or concealment, such as vast cloud-banks. Finally, those sylphs with spellcasting abilities make maximum use of their spells to deal with any travellers who might attempt to attack or raid a city, relying on the Empower and Enlarge effects on such spells while on the elemental plane of air.

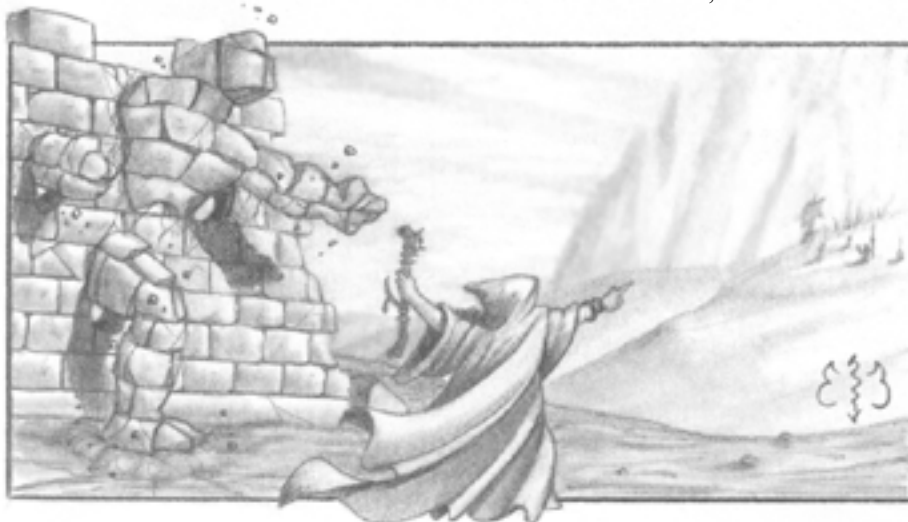
Wind Serpents

Wind serpents tend to lair alone, though the court of their god-king, Ehecatl, is said to be guarded by a dozen powerful wind serpent clerics and a number of sylphs and stormborns. This court is highly elusive and must either move around a great deal or be in an extremely obscure location. It is thought to be well concealed by a great bank of cloud, wherever it might be found.

ELEMENTAL PLANE OF EARTH

The elemental plane of earth is made for fortification. Most creatures from other planes will find it impossible to move at all on the plane and, if they require air to breathe, will soon be smothered too, not to mention the

danger of being crushed by the sheer weight of earth around them. Even creatures native to the plane can be stopped by layers of metallic ores within the rock and earth. Therefore, some other native creatures have exploited this to create their own cities and castles on the plane.



Compressed Flame Boulders as Weapons

Simple Weapon	Size	Damage	Critical	Range Increment	Weight	Type	Creature Size
Compressed fire boulder	Two-handed	1d8 + 1d8 fire	x2	20-ft.	20 lb.	Bludgeoning	Medium
Compressed fire boulder	Two-handed	2d6 + 1d8 fire	x2	40-ft.	80 lb.	Bludgeoning	Large
Compressed fire boulder	Two-handed	3d6 + 1d8 fire	x2	60-ft.	320 lb.	Bludgeoning	Huge

Chthonic Bulls

Chthonic bulls roam freely within the elemental plane of earth, awaiting the call that will send them into action at the behest of powerful celestial forces. They rarely bother to construct fortresses or strongholds of any kind, preferring to rely on their own strong combat capabilities to deal with almost any foe they are likely to encounter.

Earth Elementals

Earth elementals do create cities deep within the earth and are often proud of themselves for taking advantage of natural barriers such as veins of metal and other impenetrable material. Earth elemental cities and settlements can be found throughout the elemental plane of earth, for these creatures often cluster together.

Earth Jaguars

Earth jaguars live to hunt and they often do so in packs. This can make them one of the most useful sources of information on the elemental plane of earth, since they wander so far afield. Earth elementals and gnomides often attempt to cultivate the friendship of earth jaguars who might be in their area for a while, so as to glean as much news about passers-by or unusual events as possible from them.

Gnomides

Like most earth elementals, gnomides prefer company to solitude and so will often inhabit cities of their own or those built by other earth elementals.

Gnomide cities are commonly shaped with great care by gnomide spellcasters using a variety of earth-moving and stone-shaping magic, so that impenetrable strands of metallic ore are carefully placed around each city. Though one might expect a spherical shape to be the most efficient for a gnomide city, these creatures prefer harsh angles, sharp edges and polished facets. For this reason they will often build their homes in great cubes or gem-like shapes.

Gnomides will happily socialise with other earth elementals, especially given the additional levels of security such a friendship can bring. Gnomide cities often have almost as many earth elementals of various sizes as gnomides themselves, along with occasional visiting chthonic bulls and earth jaguars.

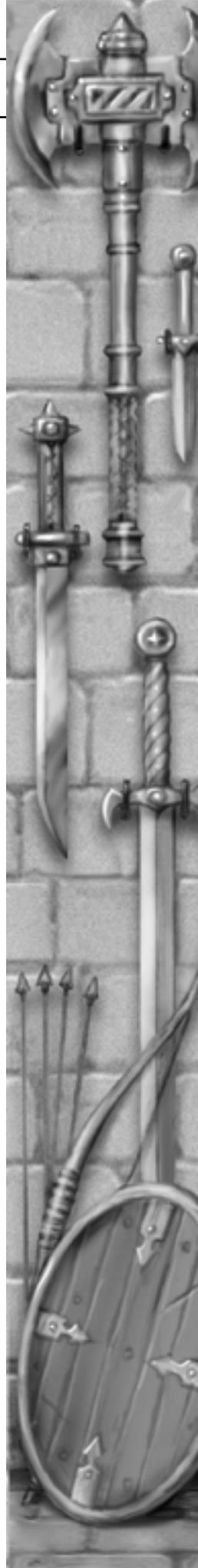
ELEMENTAL PLANE OF FIRE

The heat and flame of this place are so intense as to provide deadly danger to almost any creature visiting the plane from elsewhere. However, they are only one hazard and a relatively easy one to deal with at that. Spells and magical items that provide total protection from fire damage are not uncommon here.

Compressed Flame Structure Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Internal compressed flame door	6	15	15
External compressed flame door	6	25	25
Compressed flame wall (1-ft. thick)	6	75	30
Compressed flame wall (3-ft. thick)	6	450	45

Objects made from compressed flame always deal 1d8 fire damage per round to any creature that touches them. This includes creatures attempting to break them down or weapons used to hack through them.



THE ELEMENTAL PLANES

The danger with this is that anyone who has any intention of staging a deliberate expedition or attack on this plane will already be prepared to be unaffected by both the innate hazards of the place and by most of the forms of attack its denizens will use. Though fire elementals of every kind are deadly on the material plane, they are no more deadly than the environment on their home plane and intelligent foes will certainly exploit this. Intelligent fire elementals of any kind have to counteract that exploitation or else exploit it in turn.

Fire Elementals

When a fire elemental is enthusiastic, it is highly enthusiastic, so it is quite common for a fire elemental city or town to be constructed from the layers of hardened flame to be found at 'ground level' on the plane. These can be reshaped by several days of hard work into walls, roofs and fortresses. Often the fire elementals' need for constant change in their lives will mean they do not bother to wait around forever in the same place and long-abandoned fortresses and settlements are a common enough sight around the elemental plane of fire.

Fire elemental fortresses closely resemble those of the material plane, with the more sophisticated making use of artificial mounds, concentric lines of defence and other features. A castle or fortified city occupied by well-organised fire elementals will often have a collection of rock-like thrown weapons made of the hardened compressed flame from which the castle itself is wrought. The advantage with these is that they deal not just fire damage (which as already mentioned is likely to be useless against most enemies) but also bludgeoning damage of a purely physical nature from their sheer weight and bulk.

Flame Lions

Flame lions generally avoid combat or too much mingling with other fire elementals, though they will certainly wander through fire elemental and royal salamander settlements. Generally they are admired, though some royal salamanders regard them with disdain, recognising them as serious rivals to their claims of fire elemental nobility. Flame lions will still assist the royal salamanders and other fire elementals with the defence of their homes, however, if they happen to be in the area.

Environmental Hazards on the Elemental Plane of Water

For the most part, these dangers can be resolved using one or other variation on the rules for Flowing Water conditions and Water Dangers, in *Core Rulebook II*. The Games Master may wish to adjust the Swim DCs considerably for situations such as strong currents or undersea whirlpools. Often, too, intelligent opponents will make careful use of such undersea currents to entrap their enemies, using ambush tactics or spells to deal with anyone dragged away from their cohorts by the waters.

Some regions of this elemental plane are also unusually hot, cold or pressurised. Again *Core Rulebook II* provides suitable rules for this, other than scaldingly hot waters which are simply treated as dealing heat damage each round (1d4 or 1d6, usually), with a DC 20 Fortitude save for half damage. This heat damage is in addition to any other hazards associated with those particular conditions, such as the usual potential problems of currents, high pressure or darkness. Areas close to the border with the elemental plane of earth may well have geothermal dangers, such as vast volcanic vents, from that plane open up onto the elemental plane of water plane.

Magmins

Magmins can occasionally be found in fire elemental cities, but usually as visitors rather than permanent residents. Here they can be a mildly useful temporary addition to the city's fighting forces, though their tendency toward cowardice somewhat reduces this usefulness. Magmins themselves



rarely bother with settlements as such, roaming the elemental plane of fire for their own purposes rather than staying in one place and building a village.

Royal Salamanders

Royal salamanders often share the same cities as other fire elementals, usually as their overlords. Many a settlement or fortress is ruled by a royal salamander, for good or for ill.

With regard to the defences of a fire elemental city, the royal salamanders present have one main duty. They rarely get involved in the construction of the fortifications personally, preferring to leave the grunt work to lowly fire elementals, though they may assist in a supervisory or design capacity. However, whenever the city is attacked, royal salamander spellcasters are crucial. More about their precise tactics can be found in the Methods of Warfare chapter, but suffice it to say that using some form of countering or dispelling magic to neutralise their enemies' fire protection is crucial. That way, the plane itself can kill them, with little further action necessary on the part of its defenders.

of the plane. These settlements are drifting, changeable affairs, usually focused around collections of jetsam. They tend to have little in the way of defences, other than the inhabitants themselves and whatever environmental hazards happen to be close by at the time. Spellcasting undines will often take steps to retain those hazards as permanent defences, using spells to either gather the hazards close to the settlement as it drifts off or to anchor the settlement in place.

Water Elementals

Water elementals tend to feel less of a need to have a settlement than their undine cousins do, though they will often visit undine cities and a fair few live there permanently under the lordship of the undines themselves.

Wave Eagles

Wave eagles, like all kerubic elementals, prefer a certain degree of nomadism to even the most loosely defined life of an undine city. Very few bother with permanent homes on the elemental plane of water, knowing their celestial business could take them anywhere in the multiverse at very little notice.

ELEMENTAL PLANE OF WATER

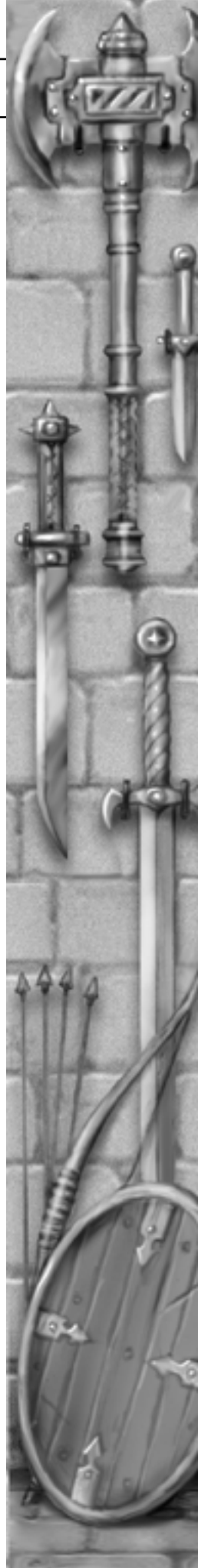
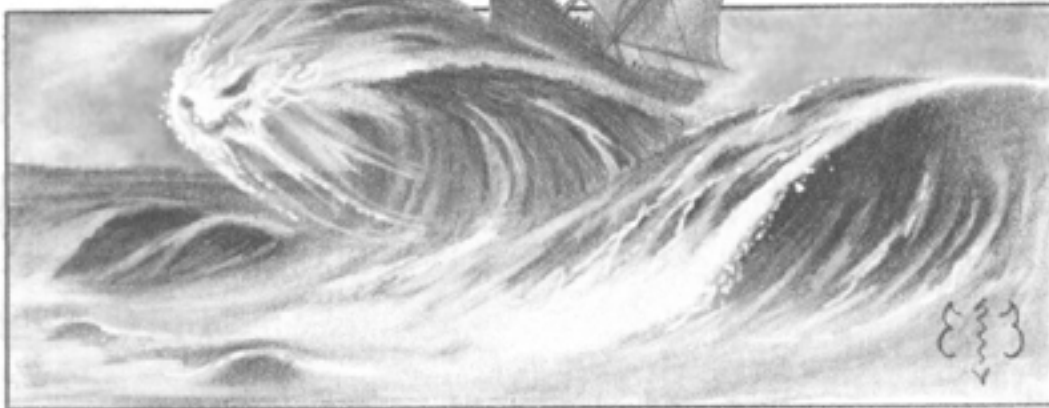
The water plane may appear relatively benign to the traveller that can breathe water, but in fact it can be extremely dangerous, particularly given the strength of some of the currents. In much the same way as the denizens of the elemental plane of air use the natural winds and other atmospheric phenomena to assist in the defence their homes, those of the elemental plane of water employ the ebb and flow of the great waters, as well as whirlpools, eddies, waves and currents to deal with potential foes.

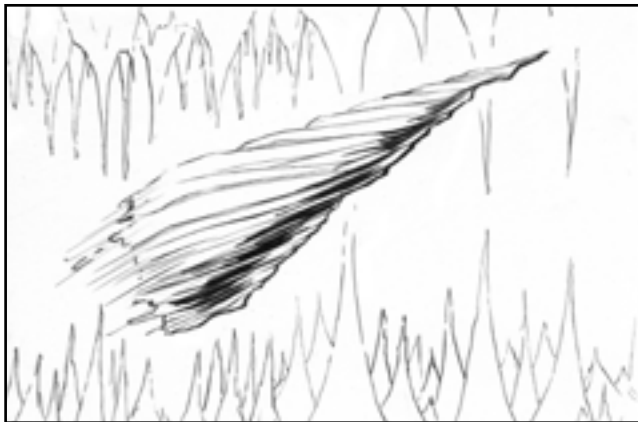
ELEMENTAL DEMIPLANE OF ICE

The elemental demiplane of ice is for the most part, composed of solid, infinitely thick ice. Occasionally there are regions of soft, dusty snow and even a few relatively open spaces, resembling crevasse-ridden ice-caves whose ceilings are festooned with icy stalactites.

Undines

As the most intelligent creature common to the elemental plane of water, undines typically rule the underwater settlements





The environment is intensely cold (below -20° F), sufficient to cause extreme cold damage as listed in *Core Rulebook II*. Furthermore, travellers trapped beneath the ice will find themselves suffocating and possibly crushed by the weight of the solid ice around them. Even in a cave there is a danger from slippery ice floors (see *Core Rulebook II*), crevasses and pits and a risk of spear-like icicles dropping on one's head.

Ice Demiplane Traits

The elemental demiplane of ice has the following traits.

- † *Enhanced Magic*: Spells and spell-like abilities with the cold descriptor are enlarged and maximised (as if the Enlarge Spell and Maximise Spell metamagic feats had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already enlarged and/or maximised are unaffected by this benefit.
- † *Impeded Magic*: Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are impeded, suffering a 50% reduction to their range and all of the spell's variable numeric effects are reduced to their base minimum..
- † *Finite Shape*: The ice demiplane has defined borders with the elemental plane of water and the elemental plane of air.

Ice Shards

Ice shards live in the various ice caves of their demiplane, rather than beneath the solid ice. Often they will be encountered hanging from the ceiling, resembling the stalactites of ice so common in this type of cave. There they await unwary travellers. Ice shards can also occasionally be found on the elemental plane of air, though almost never on the elemental plane of water.

ELEMENTAL DEMIPLANE OF MAGMA

This demiplane is a mix of earth and fire, as might be expected. Some of the plane is solid volcanic rock, but great streams of molten lava are constantly tunnelling through this, as a result the entire plane is extremely hot and choked with sulphurous clouds of fumes. There are entire seas and other vast expanses made purely from lava.

Characters capable of somehow surviving within the sections of volcanic rock temporarily untouched by lava flows are damaged as though in conditions of extreme heat (see *Core Rulebook II*) and risk being struck by a new lava river at any time, since the tunnels constantly change direction and shape according to weird currents within the molten rock itself. Any character touched by molten lava is dealt 2d6 heat damage or 20d6 if totally immersed. Furthermore, there is no clean air on the plane, either within the lava or the rock and characters without some kind of independent air supply will begin to suffocate at once.

Magma Demiplane Traits

The elemental demiplane of magma has the following traits.

- † *Enhanced Magic*: Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are enlarged (as if the Enlarge Spell metamagic feat had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already enlarged are unaffected by this benefit.
- † *Impeded Magic*: Spells and spell-like abilities with the cold descriptor (including spells of appropriate domains) are impeded, suffering a 50% reduction to their range and all of the spell's variable numeric effects are reduced to their base minimum.
- † *Finite Shape*: The magma demiplane has defined borders with the elemental plane of earth and the elemental plane of fire.

Thoqquas

Thoqquas inhabit the magma demiplane, the elemental plane of fire and less frequently the elemental plane of earth. On the magma demiplane they search out the scant mineral resources that can be found buried deep within the volcanic rock. Their tunnels often become filled with magma themselves and so a burrowing thoqqua can be an additional hazard to anyone attempting to move through the rock while avoiding lava. Thoqquas generally are neither

intelligent enough to come up with decent defences, nor especially worried about the prospect of attack, so they rarely bother with structures or lairs of any kind.

ELEMENTAL DEMIPLANE OF MUD

The mud demiplane is composed of endless, shifting layers of mud. It has an ill-defined ‘ground level’ of thick, compacted mud that leads directly to the elemental plane of earth, if one can tunnel down deep enough. Its layers vary in consistency from almost solid clay to sections that are no more than muddy water. Like the elemental plane of water, it has some very hot regions and a few very cold.

The main danger of the mud demiplane is suffocation, but it is also almost impossible to see or hear anything through the thick mud. Any character or creature that can breathe water will be able to breathe muddy water, though as the mud gets more and more viscous this will become difficult and eventually impossible. Much the same applies to swimming, which is the only way to get around for large areas of the plane. In the more solid regions, tunnelling is an option, though it is almost impossible to effectively shore up tunnels here – the delver will face a constant battle to stop his excavation simply collapsing back in upon itself.

Mud Demiplane Traits

The elemental demiplane of mud has the following traits.

- † *Finite Shape:* The mud demiplane has defined borders with the elemental plane of water and the elemental plane of earth.

Mudmen

Mudmen make lairs in the more solid regions of the demiplane of mud, but they venture all over it in search of new potential homes. Stealth and traps rather than strong walls usually defend their homes, so attackers can expect to have to deal with quicksand and similar hazards.

ELEMENTAL DEMIPLANE OF SMOKE

This demiplane is formed entirely of smoke of varying consistencies. There is no ordinary air, just writhing smoke clouds ranging in thickness and quality from mist-like vapour to scalding-hot gases or acrid miasma.

Those who visit the demiplane of smoke must have some independent means of breathing or no need to breathe at all. Flying creatures are definitely at an advantage here. Being unable to fly is not necessarily lethal in itself as there is nothing to ‘fall’ into, though a non-flying character will find it difficult to avoid the more hazardous fumes of this plane.

Smoke Demiplane Traits

The elemental demiplane of smoke has the following traits.

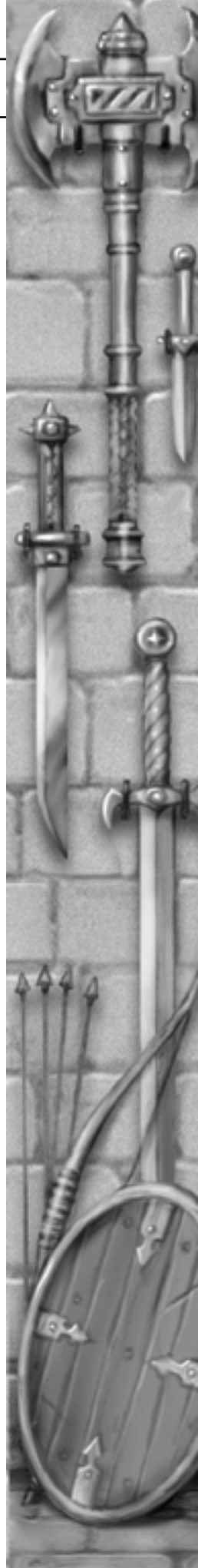
- † *Subjective Directional Gravity:* Inhabitants of the plane determine their own ‘down’ direction. Objects not under the motive force of others do not move.
- † *Finite Shape:* The smoke demiplane has defined borders with the elemental plane of fire and the elemental plane of air.

Smoke-Ghosts

These creatures have little interest in lairs, not that there is much of an opportunity to build homes or

Smoke Types on the Elemental Demiplane of Smoke

Smoke Type	Visibility	Side Effects	Save
Wispy vapour	80-ft.	-	-
Thin smoke	50-ft.	-	-
Smoke	20-ft.	-	-
Thick smoke	5-ft.	-	-
Acrid smoke	5-ft.	Irritant; deals 1d3 damage per round and blinds the target while in the smoke and for 1d6 rounds after leaving it	Fortitude negates, DC 22 to 30
Scalding gas	20-ft.	1d6 fire damage per round of exposure	Fortitude halves, DC 20 to 25



Life-Draining Effects of Negative Energy Quasi-Planes

It is well known that the negative energy plane itself rapidly sucks the life-force from any that travel to it unprotected. As it is also generally accepted that there is quite a good deal of variation in terms of terrain and other conditions in each plane, it seems reasonable to assume, therefore, that such conditions as life-draining also vary.

These effects can be found on the four quasi-elemental planes closely bordering the negative energy plane, that is, the planes of ash, dust, salt and vacuum. The precise strength of each effect in each region can typically be gauged from outside the region itself; there is a strong 'feeling' that life-draining effects should be avoided, which seems to be sensed by almost every creature that might be affected.

Some regions may for whatever reason be impossible to sense. These can be extremely dangerous to a party that has so far successfully avoided other such areas.

Note that the *death ward* spell protects against all the hazards of these life-draining effects as usual. A character that is killed by the effects of a life-draining area immediately crumbles into ash, salt, dust or vanishes into nothingness, as appropriate for the quasi-elemental plane he is on. At the Games Master's discretion, this ash, salt, dust or vacuum may immediately and spontaneously spawn a quasi-elemental of an appropriate type.

Minor Life Draining Area: Any animal, giant, humanoid, ooze, plant or vermin moving into this region must make a Fortitude save (DC 15) each hour or suffer 1d6 damage and become *fatigued* (-2 to Strength and Dexterity, cannot run). Success negates both the damage and the *fatigued* status.

An already *fatigued* character that fails a save becomes *exhausted* (-6 to Strength and Dexterity, moves at half speed) as usual. An already *exhausted* character that fails a save is dealt an additional 2d6 subdual damage.

Life Draining Area: Any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant or vermin moving into this region must make a Fortitude save (DC 20) each minute or else be dealt 1d6 damage and become *fatigued* (-2 to Strength and Dexterity, cannot run). Success halves the damage and negates the *fatigued* status.

An already *fatigued* character that fails a save becomes *exhausted* (-6 to Strength and Dexterity, moves at half speed) as usual. An already *exhausted* character that fails a save is dealt an additional 2d6 damage.

Major Life Draining Area: This region is even more severe than most regions of the negative energy plane itself. Areas like this are scarce on the negative energy plane and even more so on the quasi-elemental planes that border it.

Any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant or vermin, as well as any elemental or outsider who does not have a subtype (air, cold, earth, fire or water) matching the area, risks damage and even death by moving into this region. He must make a Fortitude save (DC 25) each round or else be dealt 1d6 damage, become *exhausted* (-6 to Strength and Dexterity, moves at half speed) and gain one negative energy level. Success halves the damage and negates both the exhaustion and the gaining of the negative energy level.

An already *exhausted* character that fails a save is dealt an additional 2d6 damage.

found cities on a plane of shifting smoke. They prefer the thinner regions of the plane, where they can more easily blend into the patterns of smoke.

ELEMENTAL QUASI-PLANE OF ASH

The plane of ash seems an utterly dead place. The ground is formed from hardened, compacted ash in

some places and fine, quicksand-like ash in others. Some areas may be volcanic ash, which tends to be both harder and sharper than other forms of ash, with caltrop-like effects on the feet of those walking over it.

The atmosphere is choked with clouds of ash constantly drifting on faint atmospheric currents with very little in the way of actual air. Creatures without some independent means of breathing will begin to suffocate (see *Core Rulebook II*) almost immediately.

Some regions have much the same life-draining properties as the negative energy plane, though not usually with quite such a strong effect.

Ash Quasi-Plane Traits

The quasi-elemental plane of ash has the following traits.

- † *Partially Negative-dominant:* Most areas within the plane are not negative-dominant, but large regions are either minor negative-dominant, major negative-dominant or have the alternate life-draining effects given in this chapter (see sidebar).
- † *Enhanced Magic:* Spells and spell-like abilities that use negative energy are maximised (as if the Maximise Spell metamagic feat had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already maximised are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +5 bonus on the roll to determine Hit Dice affected.

Spells and spell-like abilities with the cold descriptor are enlarged (as if the Enlarge Spell metamagic feat had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already enlarged are unaffected by this benefit.

- † *Impeded Magic:* Spells and spell-like abilities with the fire descriptor (including spells of the fire domain) are impeded, suffering a 50% reduction to their range and all of the spell's variable numeric effects are reduced to their base minimum..
- † *Finite Shape:* The ash quasi-plane has defined borders with the elemental plane of fire and the negative energy plane.

Ash Quasi-Elementals

Ash Quasi-Elementals sometimes use the hardened ash of their plane's ground level to make ditches, mounds, ridges and even occasionally walls and other common fortifications. Though they are not sociable in any human sense of the word, they do

value strength in numbers and will usually be found in number if encountered on their home plane.

ELEMENTAL QUASI-PLANE OF DUST

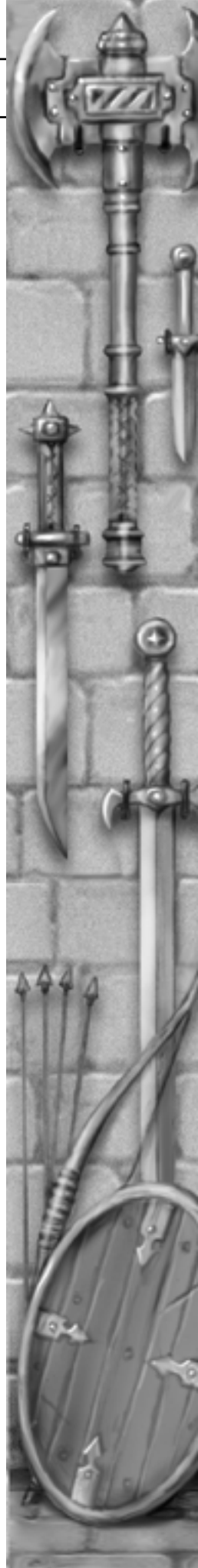
From the sandy floor of this plane, up through layers of shifting dust and into swirling dust-clouds, this place seems to contain little but dust. A closer inspection or longer visit will reveal that in fact the quasi-elemental plane of dust is unusual in that it is not composed solely of dust. Dust, after all, is usually found in a context, making other things dusty or floating mote-like in a sunbeam. For this reason, the plane of dust includes a defined ground level of sandy earth, through which a dedicated delver might someday tunnel their way through to the elemental plane of earth. It also includes a somewhat thin atmosphere of conventional, if heavily laden, air.

The dust plane includes every variety of dust, from flakes of graveyard dust drifting in from the negative energy plane to diamond dust, fine sand and occasionally powdered ash (in regions closer to the quasi-plane of ash).

The main hazard for visitors is the dust's tendency to infiltrate every possible cavity or orifice. Most creatures will be constantly uncomfortable, with dust in their eyes, noses, ears and mouths, much of it unpleasantly gritty. It also enters one's clothes, causing intolerable itching, as well as getting into scabbards, bow cases and any mechanical objects such as telescoping spyglasses. It tends to scour away at any object less resistant than diamond, scratching paintwork or glassware and corroding swords.

The casual traveller will also choke and cough in moments, for though there is a little air here it is difficult to avoid gagging on a lungful of gritty dust.

The Games Master should assume that characters who do not have eye and mouth protection of some kind will be constantly affected by a choking and blinding dust cloud as though from a Fine Dust Quasi-Elemental. Furthermore, all items carried which are less durable than gemstones or adamantite must make a Fortitude saving throw each day spent here (DC 17) or else be scratched or corroded in some way. The precise effects of such minor damage are up to the Games Master. While most items will not become inoperable they will suffer a -1 penalty to any rolls related to activities performed with them. Glassware or mechanical objects may cease to function at all.



Dust Quasi-Plane Traits

The quasi-elemental plane of dust has the following traits.

- † *Partially Negative-dominant.* Most areas within the plane are not negative-dominant, but large regions are either minor negative-dominant, major negative-dominant or have the alternate life-draining effects given in this chapter (see sidebar).
- † *Enhanced Magic:* Spells and spell-like abilities that use negative energy are maximised (as if the Maximise Spell metamagic feat had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already maximised are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +5 bonus on the roll to determine Hit Dice affected.
- † *Light Gravity:* The dust of this quasi-plane is constantly swirling and shifting due to the relatively minor effects of gravity.
- † *Finite Shape:* The dust quasi-plane has defined borders with the elemental plane of earth and the negative energy plane.

Dust Quasi-Elementals

Dust Quasi-Elementals tend to be ill-tempered and will devote much of their energy to tracking down and destroying interlopers on their plane. Thus they do not so much have settlements as patrols. These groups will be quite small in size, perhaps comprising less than a dozen quasi-elementals (usually of similar size to one another). However, if a major threat is encountered they will send out signals, usually by giving off coloured or scented clouds of dust. These can be spotted for several miles by creatures native to the plane and can be used to rapidly bring in vast numbers of additional forces. For a particularly serious invasion or attack from outside the plane, the signals will be passed on by all that observe them, allowing an enormous quantity of Dust Quasi-Elementals to be summoned.

ELEMENTAL QUASI-PLANE OF LIGHTNING

The elemental quasi-plane of lightning is extraordinarily dangerous to travellers. Though some of its traits may seem to superficially resemble those of the elemental plane of air, the lightning quasi-plane is probably as hazardous as the elemental plane of fire, being filled as it is with electrical energy.

There is a base level of ‘residual’ electrical energy that fills the plane, dealing 1d6 electrical damage per round to any creatures present. They may attempt Fortitude saves (DC 20) for half damage, however, lightning bolts constantly streak across the plane and every minute a character spends here there is a base 10% chance that a character will be struck by lightning. This has the effect of a *lightning bolt* spell cast by a caster of caster level 1d10+4. Some regions are more dangerous still (see Electrical Activity on the Quasi-Elemental Plane of Lightning table).

Bear in mind that these regions of high and low electrical activity may also correspond with regions of minor or major positive energy (see Lighting Quasi-Plane traits, below).

Lightning Quasi-Plane Traits

The quasi-elemental plane of lightning has the following traits.

- † *Partially Positive-dominant:* Most areas within the plane are not positive-dominant, but large regions are either minor positive-dominant or major positive-dominant. Settlements of non-elementals tend to be on the borders of major positive-dominant and minor positive-dominant areas, with the denizens constantly moving between the two to avoid either exploding due to a surfeit of temporary hit points or dying due to electrical damage.
- † *Enhanced Magic:* Spells and spell-like abilities that use positive energy, including *cure* spells, are maximised (as if the Maximise Spell metamagic feat had been used on them, but the spells do not require

Electrical Activity on the Quasi-Elemental Plane of Lightning

Electrical Activity of Region	Base Damage	Fort. Save DC	Lightning bolt chance	Lightning bolt caster level
Low Activity	1d2	15	1%/minute	1d4+4
Typical Activity	1d6	20	10%/minute	1d10+4
High Activity	2d6	22	10%/round	2d6+8
Extreme Activity	3d6	25	50%/round	2d4+12

higher-level slots). Spells and spell-like abilities that are already maximised are unaffected by this benefit. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)

Spells and spell-like abilities with the electricity descriptor are both maximised and enlarged (as if the Maximise Spell and Enlarge Spell metamagic feats had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already maximised or enlarged are unaffected by this benefit.

- † *Subjective Directional Gravity*: Inhabitants of the plane determine their own 'down' direction. Objects not under the motive force of others do not move.
- † *Finite Shape*: The lightning quasi-plane has defined borders with the elemental plane of air and the positive energy plane.

Lightning Quasi-Elementals

Lightning Quasi-Elementals revel in their freedom, streaking across the sky like lightning bolts themselves. They do form communities, but feel little need for structures such as cities. Their communities are as mobile as the lightning itself, flashing through the plane, its inhabitants riding the astonishing electrical energies that can be found here and seeking out the most high-voltage regions.

ELEMENTAL QUASI-PLANE OF MINERAL

The quasi-elemental plane of mineral resembles its neighbouring elemental plane of earth, but the influence of the positive energy plane has solidified and purified the soft earth of the elemental plane into solid rock and a great many high-grade mineral deposits such as metals and gemstones.

The hazards here closely resemble those on the elemental plane of earth, crushing, immobility and suffocation. However, these are all intensified here, where the surrounding matter is much more dense and solid.

Mineral Quasi-Plane Traits

The quasi-elemental plane of mineral has the following traits.

- † *Partially Positive-dominant*: Most areas within the plane are not positive-dominant,

but large regions are either minor positive-dominant or major positive-dominant.

- † *Enhanced Magic*: Spells and spell-like abilities that use positive energy, including *cure* spells, are maximised (as if the Maximise Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximised are unaffected by this benefit. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)

Spells and spell-like abilities that manipulate or create stone are enlarged (as if the Enlarge Spell metamagic feat had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already maximised or enlarged are unaffected by this benefit.

- † *Heavy Gravity*: The incredible, impenetrable mass of minerals that make up this plane render it almost impossible to move for most visitors.
- † *Finite Shape*: The mineral quasi-plane has defined borders with the elemental plane of earth and the positive energy plane.

Mineral Quasi-Elementals

Mineral Quasi-Elementals love strongholds, though they are only rarely troubled by attackers. Though the wealth that can be found in their bodies is well known, few travellers are undaunted by the difficulties of mounting any kind of attack here. The fortresses of the Mineral Quasi-Elementals' are vast structures of hard metals and even diamond-like stone and these eternal cities have been occupied since the dawn of creation.

These fortresses are not the usual air-filled, hollow affairs of the material plane, though. Even the gaps between the walls are filled with hard stone and the walls themselves enclose vast cubic spaces, usually incorporating only a single small door. After all, the natives of this plane can all glide through metal or hardened stone quite easily, so that the door is only necessary to admit the occasional visiting earth elemental unable to penetrate metal.

ELEMENTAL QUASI-PLANE OF RADIANCE

This area closely resembles the surface layers of a great sun, radiating the most intense light, but almost no heat whatsoever. The quasi-plane of radiance is heated just enough to provide the kind of faint warmth a winter



sun might give off when its rays break through the clouds. This might sound an appealing place to stay, were it not for the staggering brightness of the place.

Any creature, which has eyes or other visual sensory organs, must make a Fortitude save (DC 20) each round or be temporarily blinded. This blindness lasts for the remainder of the character's stay on the elemental quasi-plane of radiance and for 1d6 hours thereafter. Any creature that has failed the save and remains on the quasi-elemental plane for more than one hour must make a second Fortitude save (DC 25) or else be permanently blinded.

Radiance Quasi-Plane Traits

The quasi-elemental plane of radiance has the following traits.

- † *Partially Positive-dominant:* Most areas within the plane are not positive-dominant, but large regions are either minor positive-dominant or major positive-dominant.
- † *Enhanced Magic:* Spells and spell-like abilities that use positive energy, including *cure* spells, are maximised (as if the Maximise Spell metamagic feat had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already maximised are unaffected by this benefit. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)

Spells and spell-like abilities with the light descriptor are both maximised and enlarged (as if the Maximise Spell and Enlarge Spell metamagic feats had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already maximised or enlarged are unaffected by this benefit.

- † *Finite Shape:* The radiance quasi-plane has defined borders with the elemental plane of fire and the positive energy plane.

Radiance Quasi-Elementals

These creatures cluster about in the upper layers of their sun-like home when at rest or float about above it when active. They do not usually have much in the way of defences, having no permanent structures and no expectation of any great attack.

ELEMENTAL QUASI-PLANE OF SALT

The salt quasi-plane is a featureless expanse of crusted salt. There is no surface to it, but occasionally caverns and tunnels may be found running through it.

The main hazard of this place is the leaching, drying effect of the salt itself. Anyone whose flesh comes into contact with salt from this plane is affected each round as though by the dehydrate special attack of a Fine Salt Quasi-Elemental (see pg. 60). Furthermore, organic objects in contact with the salt will tend to dry and crack. Typically a pair of leather shoes will disintegrate after 1d6 hours of walking here, and clothing and baggage will fare little better.

Salt Quasi-Plane Traits

The quasi-elemental plane of salt has the following traits.

- † *Partially Negative-dominant:* Most areas within the plane are not negative-dominant, but large regions are either minor negative-dominant, major negative-dominant or have the alternate life-draining effects given in this chapter (see sidebar).
- † *Enhanced Magic:* Spells and spell-like abilities that use negative energy are maximised (as if the Maximise Spell metamagic feat had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already maximised are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +5 bonus on the roll to determine Hit Dice affected.
- † *Impeded Magic:* Spells and spell-like abilities with the water descriptor (including spells of the water domain) are impeded, suffering a 50% reduction to their range and all of the spell's variable numeric effects are reduced to their base minimum..
- † *Finite Shape:* The salt quasi-plane has defined borders with the elemental plane of water and the positive energy plane.

Salt Quasi-Elementals

Salt Quasi-Elementals tunnel out various caves and underground fortresses to live in. These are defended by the quasi-elementals themselves and sometimes by salty traps such as boulders of salt or similar dangers.

For the most part these traps can be treated as any other trap listed in *Core Rulebook II*, but bear in mind that any contact with salt (from a rolled boulder,

for example) will have the usual dangerous side-effects. Note that it is possible to carve or mould the salt into spikes or blades, if the crystals are large enough and the chunk of salt hefty enough. Even raw salt can be quite abrasive and damaging to flesh

ELEMENTAL QUASI-PLANE OF STEAM

This plane has no solid material in it at all, just scalding-hot steam throughout. The steam does vary in thickness and heat to some extent, but it is all dangerous to the casual visitor.

Any creature not native to this place will be dealt 1d8 heat damage per round unless completely covered over with some reasonably heat-proof material. A Fortitude save (DC 15) is allowed for half damage.

Steam Quasi-Plane Traits

The quasi-elemental plane of steam has the following traits.

- † *Partially Positive-dominant:* Most areas within the plane are not positive-dominant, but large regions are either minor positive-dominant or major positive-dominant.
- † *Enhanced Magic:* Spells and spell-like abilities that use positive energy, including *cure* spells, are maximised (as if the Maximise Spell metamagic feat had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already maximised are unaffected by this benefit. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)
- † *Subjective Directional Gravity:* Inhabitants of the plane determine their own 'down' direction. Objects not under the motive force of others do not move.
- † *Finite Shape:* The steam quasi-plane has defined borders with the elemental plane of water and the negative energy plane.

Steam Quasi-Elementals

Steam Quasi-Elementals tend to drift throughout the plane. They rarely make permanent settlements, given the shifting and insubstantial nature of the place, though a few may drift along together in something resembling a long-term community. Few other living creatures exist here at all.

ELEMENTAL QUASI-PLANE OF VACUUM

Nothing. This is a featureless black plane, with not even so much as a ground level to walk upon. There is no air to breathe and visitors from elsewhere will certainly begin to suffocate immediately if they lack some alternate means of drawing breath.

At the Games Master's discretion, the whole vacuum plane or merely some regions may tear visitors apart due to the lack of air pressure. A Fortitude save (DC 25) each round to avoid 2d6 damage can best simulate this. Success negates the damage completely.

Vacuum Quasi-Plane Traits

The quasi-elemental plane of vacuum has the following traits.

- † *Partially Negative-dominant:* Most areas within the plane are not negative-dominant, but large regions are either minor negative-dominant, major negative-dominant or have the alternate life-draining effects given in this chapter (see sidebar).
- † *Enhanced Magic:* Spells and spell-like abilities that use negative energy are maximised (as if the Maximise Spell metamagic feat had been used on them, but the spells do not require higher-level slots). Spells and spell-like abilities that are already maximised are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +5 bonus on the roll to determine Hit Dice affected.
- † *Subjective Directional Gravity:* Inhabitants of the plane determine their own 'down' direction. Objects not under the motive force of others do not move.
- † *Impeded Magic:* Spells and spell-like abilities with the air descriptor (including spells of the air domain) are impeded, suffering a 50% reduction to their range and all of the spell's variable numeric effects are reduced to their base minimum..
- † *Finite Shape:* The vacuum quasi-plane has defined borders with the elemental plane of air and the negative energy plane.

Vacuum Quasi-Elementals

Vacuum Quasi-Elementals are as harmful to other life forms as is their home and rather than attempting to find or somehow build a specific place to live here they prefer to wander the plane, dealing with any wandering travellers as they find them.



ELEMENTAL SOCIETY

The various elemental races do not generally have anything so structured or formal as a 'society', though some of the higher elementals come close with their great cities and fortifications. Elementals simply are; they know exactly what they are and what they are for. They have no illusions about their worth and so tend to have very little in the way of ambition to achieve greater things. The higher elementals, gnomides, royal salamanders, sylphs and undines, are somewhat different, perhaps partly because they each have so much more potential for specialisation than their more structured elemental counterparts do. Higher elementals do play the political game and so are considerably less predictable than other elementals.

CHARACTER

For the most part, elementals' personalities are strongly tied to the particular element they are constructed from. It must always be remembered, however, that each type of elemental will be at least a little different from each other, so that an invisible stalker will typically be more arrogant than most air elementals, for example. There is not a huge range of personalities within each type of elemental, however, so one invisible stalker is likely to be much like any other.

The following descriptions of elemental character cover the four main elemental subtypes, rather than going into detail about each individual elemental race. Those elementals partaking of two different elemental subtypes partake likewise of some of the personality traits of both constituent elements. To get an idea as to the characters of quasi-elementals, take a look at their 'main' elemental type and modify it by the notes in the Quasi-Elemental Character sidebar.

Air

Sylphs and other air elementals are regarded as highly active, just like the wind. However, they can also be somewhat flighty, fickle and frivolous. A sylph may change its mind and its allegiance, if any, with barely a moment's thought.

Earth

Gnomides are regarded as having a precise and expert knowledge of all the mineral veins and buried treasures of the earth. It was for this knowledge that they are most commonly called upon. Their very name derives from the Greek word 'gnosis' meaning 'knowledge', though knowledge is not usually regarded as a characteristic of earth elementals! This knowledge comes from the great desire to keep the gems and minerals exactly where they are. This attitude is often interpreted as materialism. Gnomides and other earth elementals are also considered to be extremely hard-working, reliable and focused.

Fire

Royal salamanders and other fire elementals are believed to be highly energetic and exuberant, though this can sometimes become corrupted into anger and aggression. This is perhaps inevitable in a creature that has the potential to be so destructive. They have notoriously short tempers and do not suffer fools gladly.

Water

For undines and other water elementals, the key word to describe their personalities is flexible. They are able to accommodate almost any point of view or possibly



Quasi-Elemental Characters

The quasi-elementals tend to be similar to their 'pure' elemental counterparts, but the admixture of positive or negative energy into an elemental's nature soon alters their personality too. For this reason, the basic elemental personality types must be examined in conjunction with the following modifiers for energy type to determine the character of a quasi-elemental of any kind.

Positive Energy

Elemental creatures from a region bordering on the positive energy plane tend to be far more lively than their purer elemental counterparts. In the case of an already highly active elemental such as an air or fire elemental, an admixture of positive energy exacerbates those traits. Lightning and radiance elementals are two of the most exuberant elemental types in existence. Likewise steam elementals tend to be rather more active than their watery counterparts. Even mineral elementals are active in comparison to earth elementals and it is said that the rich veins of minerals that run through the material plane's soil were formed by the activities of primal elemental creatures or are echoes of their activities.

Negative Energy

Elementals from the quasi-elemental planes close to the negative energy plane often have a malevolent streak that may be absent from the standard elementals. They delight in slaying and destroying, removing life from their victims in whatever way they can. This does not necessarily make them evil, though more of the inhabitants of the negative-energy quasi-elemental planes are evil than those of the elemental planes themselves.

several simultaneously. This can make them useful allies, though its benefits are somewhat balanced by the extreme laziness that so many water elementals demonstrate. Used to being simply carried along by tide and current, they rarely seem interested in activity.

ELEMENTAL LEADERS

Not all elementals organise into societies at all, but even those that do not, will often have natural leaders. In elemental society, the leader is usually fairly obvious. Quite simply, the largest elemental present will almost invariably be the leader, whether chosen explicitly or an implicit, natural leader. Of course, this only works for elementals that grow larger as they grow older, which is

the case for all the creatures with the word 'elemental' in their names rather than simply as their type.

Choosing a Leader

The higher and kerubic elementals are somewhat different to other elementals, in that size matters somewhat less among them. This is perhaps inevitable in that they do not simply grow in size as they become more experienced and so a Small royal salamander might turn out to be a high-level fighter, quite a shock for a Large fire elemental that might assume itself to be inherently superior to him.

Higher elementals, then, have a need to choose their rulers in some way other than simple dimension. Because most are of at least human intelligence, they have as many different means of choosing a leader as humans do.

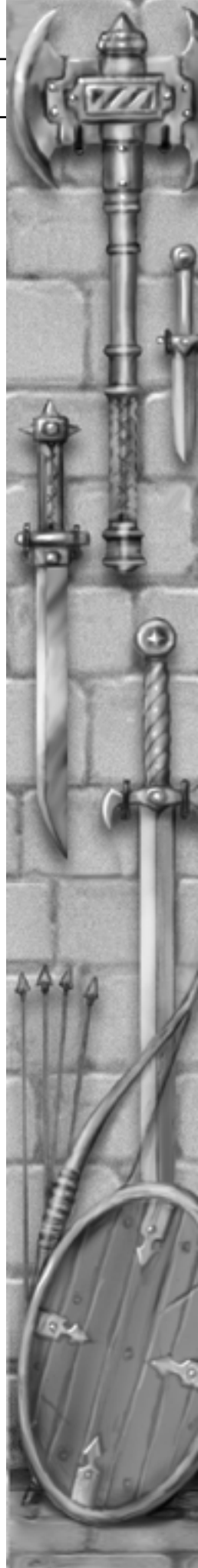
Thus a city or fortress of higher elementals will choose a ruler, by whatever means, be it election, assassination, coup or consensus.

That said, a single elemental rules over each elemental plane, a higher elemental who, in theory at least, is the overlord of every entity on the plane. This ruler is more or less a god and their word is law. In fact, the kerubic elementals tend to have their own rulers, equally divine, but claiming sovereignty over both the kerubs and a number of other creatures not of the elemental planes, such as fiends or angels. The two Aztec-style elemental creatures, earth jaguars and wind serpents, each have a king of their own in addition to the higher elemental king of the plane.

RELIGION

Elementals have little enough need for faith. They know the 'supernatural' exists. In many respects, they are the supernatural. They know what their universe is made up of: the four elements, the two energies and nothing more than that. For this reason, it is perhaps true that religion is one of the least important factors in the lives of most elementals. Those elementals that are religious, though, are generally highly committed. This includes the clerics of the higher elementals, who almost invariably have the appropriate elemental domain along with another domain suited to their particular interests, such as Protection, Strength, Travel or War.

For the most part, if elementals have a faith at all, it is in the higher elemental who rules their plane. Kerubic elementals are as ever something of a special



case, revering their own leaders and whichever deity they work for, with earth jaguars and wind serpents each worshipping their own god-king.

ARCANE MAGIC

It is quite rare for an elemental to be a true spellcaster, though a fair few have spell-like abilities. Those higher elementals and a few oddities such as the mudmen can gain arcane spells, however. For this reason, arcane spellcasters are highly respected among other elementals. This is particularly the case for those who can employ offensive elemental magic from planes other than their own: a royal salamander wizard who can bring a *cone of cold* to the elemental plane of fire is not someone other fire elementals will lightly cross.

CROSS-ELEMENTAL RELATIONS

The classical oppositions form the main guide to relations between two types of elemental. That is, earth elementals tend to hate air elementals and vice versa; water elementals tend to hate fire elementals and vice versa. These hatreds are far stronger than any other feelings elementals might have for other elementals of a different subtype.

Most of the main four types of elementals have no strong feelings either way for the 'other two' main elemental types that are not specifically hostile. There is certainly no love lost between them, for they have quite literally nothing in common; since each is composed of a pure element, there is no way any of them can relate to one another.

That said, the elemental planes do meet, either as demiplanes in their own right or simply as border regions. Elementals dwelling or spending a great deal of time in such regions will inevitably tend to be better disposed towards their 'neighbouring' elementals, but they are certainly not the norm. Of course, some elementals such as the thoqqua, mudmen, ice shards and smoke-ghosts almost always live in the border areas and partake of two elements. These usually get on well enough with

both their neighbouring elemental types, though these kinds of relationships can be as fluid and changeable as those of any two nations that share a border.

Other elementals are for the most part somewhat suspicious of quasi-elementals, even (and sometimes particularly) those that share the same elemental subtype as them. The addition of positive or negative energy is immediately obvious to an elemental and wariness is perhaps a perfectly rational reaction, just as a human would be wary of an undead creature. Some of the elementals have a great deal in common with the quasi-elementals, for example Mineral Quasi-Elementals and earth elementals. These often associate quite closely and form strong bonds once any initial awkwardness is overcome.



METHODS OF WARFARE

Those elementals presented in *Core Rulebook III* orientate themselves, for the most part, towards melee combat. They prefer simply to wade into combat, burning, bashing, blowing or drowning their foes, secure in the knowledge that they are some of the toughest creatures alive and that even if 'killed', they will simply return automatically to their home planes.

A few of the new creatures found in this book are somewhat different, having powerful ranged magical abilities and occasionally more mundane ranged attacks. This book also introduces 'leader' types for elementals, rulers and military commanders who can organise their forces into something even more dangerous than a collective of mere melee combatants.

SPECIFIC METHODS OF WARFARE BY ELEMENTAL RACE

This section details any special tactics and strategies used by particular elemental races. For battles where elementals are in defence of their homes, this section should be read in conjunction with the appropriate entry in the Elemental Planes chapter. Most of the entries here concentrate on methods of group warfare, since individual tactics are already hinted at in the individual descriptions of the creature.

Air Elemental

Against multiple opponents that are individually smaller in size than itself or are flying, a lone air elemental will usually enter Whirlwind form at the earliest opportunity. A group of air elementals in the same situation will probably have only one or at most two of their number in Whirlwind form, while the others engage with slam attacks in melee.

Ash Quasi-Elemental

Ash Quasi-Elementals prefer to simply make melee attacks against most enemies. However, they will also use their Consume special attack in a carefully calculated manner. They will certainly leave alone any fires that are inconvenient or damaging to their foes, but may, if appropriate attempt to extinguish

light sources before attacking. This is especially the case if there are several Ash Quasi-Elementals, and many bands welcome smaller Ash Quasi-Elementals into their number solely to act as light-snuffers while their larger compatriots pound their enemies.

Belker

Most belkers prefer to use their smoke form to begin a combat, particularly on those rare occasions when a belker is actually on the offensive or seeking out a particular foe. This allows for a great deal of stealth when making an approach, as well as slipping, unseen, into an enemy stronghold through a gap in its defences.

In addition, a belker in smoke form is quite difficult to harm due to its *gaseous form* qualities, making it particularly effective when attacking. A belker that can no longer sustain its smoke form will attack with wings, claws and bite, continuing to target whichever opponent it has already hit with its smoke claws, taking advantage of the damage still being dealt by them.

Chthonic Bull

A herd of chthonic bulls will usually attack much like a single one, charging their enemies at full pelt to begin with, possibly reinforced by *stoneskin* spells. They prefer to fight 'honourably', attacking their enemies one-on-one, but against more powerful opponents they will combine to attack the weaker ones first, particularly those foes that are capable of spell use. *Slow* spells will be employed against opposing combat characters and spellcasters alike.

Dust Quasi-Elemental

Outnumbered Dust Quasi-Elementals will make maximum use of their dust cloud form to attack multiple opponents at once, but otherwise this creature will simply strike in melee combat where possible. A group of Dust Quasi-Elementals facing a similar number of foes will have one or two of their number take dust cloud form while the others attack in melee.

Earth Elemental

Even more so than any other elementals, those of the earth are deeply unsubtle in combat. Attempting to sunder an enemy's weapon is about as sophisticated as their combat style gets.

Earth Jaguar

A pack of earth jaguars will start out by simply rushing an opponent. As with most animals that run



METHODS OF WARFARE

in packs, they have no feeling for fair combat and will savage a single foe relentlessly, even if attacked by a group, dealing with one threat before moving on to another. Almost the only time they will show anything resembling mercy is when they know they have won and even then it is typically only to 'play' with their food, like a cat with a half-dead mouse.

Fire Elemental

Fire elementals love to see things burn and this can make them slightly less than calculating in combat. Attacking an enemy who is wearing flammable robes rather than a foe in flameproof steel plate is one example of a situation in which their gleeful pyromania may be a tactical disadvantage.

Flame Lion

Flame lions often clamber atop hills or other vantage points from which to blast their foes with a variety of long-range incendiary attacks. If attacked in such a high place, they will divide their forces, some of them continue with their ranged attacks while the strongest hold off their closest foes.

Gnomide

Despite their powerful spell-like abilities, gnomides prefer face-to-face melee combat, much like their earth elemental counterparts. The one thing they will almost always do at the start of a fight is to each call up earth elementals or thoqquas to assist.

Occasionally a strategic genius will arise among them who will make careful use of powers like *earthquake* and similar spells or spell-like abilities to deal massive damage to large groups of foes, but they are distinctly rare.

Ice Shard

Ice shards are no more intelligent than most animals and so usually use animalistic tactics. However, they can be quite cunning, attacking from ambush while 'disguised' as icicles is a common tactic (see the Elemental Planes chapter).

Outside of an ambush situation, their very high speed, whether flying or 'swimming', is enough to bring them into swift and deadly contact with their foes. Often they will fly in at speed, then fly out again after making an attack, making it almost impossible for their foes to engage them in drawn-out combat.

Invisible Stalker

These creatures prefer stealth over force and even when on the defensive they will treat most situations as though offence would be the best form of defence, sneaking into enemy groups and attacking them from surprise wherever possible.

Lightning Quasi-Elemental

When pro-active, a Lightning Quasi-Elemental will initially rely on two primary tactics; the *lightning bolt* and lightning flash. Though it cannot use the former very frequently, it is a highly effective attack when it is employed and the fast movement of the latter will take it out of range of most retaliatory enemy attacks. A Lightning Quasi-Elemental will also keep a constant watch for any attempt by its foes to use electrical based spells so it can subvert these spells to its own ends.

Magmin

A group of magmins will simply bundle their way into melee as rapidly as possible. Generally they prefer to attempt to attack each enemy at least once, not out of



any sense of fair play but to ensure all their enemies have to deal with the distraction and damage of burning garments. Against foes that are resistant to fire magmins will become furiously angry, ganging up on them, one enemy at a time and pounding them into submission.

Metal Elemental

Metal elementals will fight in melee combat with great glee, particularly against foes foolish enough to attack it with metal weapons.

Mineral Quasi-Elemental

Though Mineral Quasi-Elementals will occasionally attack, using their mineral glide special quality to burst out of the rock in a deadly ambush, once in combat they tend to simply fight. Their shatter special attack will usually be employed only when under serious threat already.

Mudman

Mudmen can be quite well-organised, knowing as they do that they cannot afford to get involved in protracted combats. They tend to know the terrain in their local area well and even when not attacked in their homes, they may lead foes into dangerous quicksand pits or muddy rivers.

Once in combat they will use their more advanced, high-level combatants much as human members of the same classes would be used, while their ordinary warriors attack normally for mudmen. If they outnumber their enemies, they will tend to aim to grapple or corral them, the majority of their number change into solid forms around their targets while a few continue the attack.

Radiance Quasi-Elemental

When a group of Radiance Quasi-Elementals attack, they will often send one or two of their number into the centre of their foes to use the Sunflare attack, ensuring they get every enemy within their range. The remainder will make a frontal assault.

Royal Salamander

Royal salamanders take great delight in fiery destruction and almost as a great delight in getting their outsider namesakes, the salamanders, to execute that destruction for them. A prelude to any fight will almost always be the summoning of a salamander.

Once in combat, royal salamanders will use their powerful spell-like abilities in preference to melee combat, though if they have any high-level fighters,

barbarians or other combat-oriented characters among them, these will certainly not hesitate to enter combat.

Salt Quasi-Elemental

As with so many elementals, particularly the 'ill aspected' quasi-elementals that inhabit the planes close to the negative energy plane, Salt Quasi-Elementals prefer to simply smash, slash and desiccate their foes into a dehydrated mess rather than use any more subtle tactics.

Smoke-Ghost

Smoke-ghosts usually all cluster around a single opponent, hoping to slay him as rapidly as possible so that one of them can possess his corpse and assist in killing the remainder.

Steam Quasi-Elemental

Steam Quasi-Elementals usually prefer melee combat, having few special attacks useful outside of melee. An outclassed group of Steam Quasi-Elementals will certainly sacrifice several of their number to make superheated steam attacks, particularly if they are badly injured already.

Stormborn

Stormborns are not cowardly and will not stint if brought to melee combat, but they do regard themselves as inherently superior to most foes and this impacts upon their tactics to an unprecedented degree. They would rather be literally 'above' their foes, shooting them full of deadly, often magical, arrows at long range.

Prior to combat, stormborns will always try to keep close tabs on their surrounding environment by making use of *prying eyes* as efficiently as possible, whether in their homes or not. A group of stormborns will stagger their use of the spell-like ability so as to be kept almost constantly informed.

Sylph

Sylphs are intelligent, powerful and efficient, a deadly combination. They will certainly call up air elementals or invisible stalkers to assist with their fighting, but rather than expecting their minions to do all the hard work, the sylphs themselves will quickly get involved as well, using their dangerous spell-like abilities to begin with and then wading in with more substantial blows. Often sylphs will travel with other elementals with the Air subtype, so they may have strong allies available even before they begin their summonings.



METHODS OF WARFARE

Thoqqua

Thoqqas rarely go looking for trouble and are almost never found in groups. In general they only fight if accidentally uncovered in their burrowings, but in this case they will fight quite ferociously.

Undine

Undines have some of the least powerful spell-like abilities and other special attacks of all the higher elementals. They know this and so have determined to become all the more cunning and tactically capable. Never travelling anywhere without a number of water elementals and other extraplanar allies in tow, they defend their homes in a similarly strong manner.

Furthermore, when undines select character classes, they usually select some of the more combat-capable ones, such as fighters, barbarians, clerics and sorcerers.

Vacuum Quasi-Elemental

Stalking their foes, potentially for hours at a time, Vacuum Quasi-Elementals bring a great deal of patience to their attacks. When the attack does come, it is swift, deadly and vicious, for these creatures despise almost every other living thing.

Water Elemental

Water elementals can be formidable combatants in almost any environment, but inevitably they are at their deadliest in the sea. Here they prosecute something of a vendetta against land-creatures arrogant enough to believe they can survive in an aquatic setting. Those who bring ships to the sea in the mistaken belief that they are safe from its turbulent depths are particularly despised, and no water elemental ever seems to take greater pleasure than when sinking an enemy's vessel.

Wave Eagle

A band of wave eagles will make use of *antipathy* and *sympathy* to befuddle and scare off their enemies while more combat-oriented wave eagles strike in a whirl of devastating claws, beaks and tails.

Wave eagles would generally prefer to fight with their powerfully destructive spells rather than get engaged in melee combat, though they will certainly go head-to-head, if need be.

Wind Serpent

Groups of wind serpents will use combat-enhancing spells such as *greater magic weapon*, *bull's strength* and

so forth to boost the power of those among them who are most effective in combat, as well as blasting their foes with lightning bolts and other offensive magic.

Wood Elemental

The main difference between a group of wood elementals and a loner in combat is that the former will co-operate carefully in ambushes when disguised as trees. The most common tactic here is to encircle a glade, so that passers-by may choose to camp there or at least pass through, at which point they can be attacked on all sides.

ELEMENTAL FEATS

Elementals usually select combat-oriented feats, though depending on their subtype they may favour melee combat or attacks from a distance. Most of the new feats presented here are intended to improve an elemental's combat abilities. All these feats have an (Elemental) qualifier, meaning only a creature of Elemental type may select them. A few also have a subtype qualifier, such as [fire]. These may only be selected by an elemental of the appropriate subtype.

Elemental Mastery Effects

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a creature with air mastery.

Earth Mastery (Ex): A creature with earth mastery gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the creature with earth mastery takes a -4 penalty on attack and damage rolls.

Water Mastery (Ex): A creature with water mastery gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the creature with water mastery takes a -4 penalty on attack and damage rolls. A creature with water mastery can be a minor hazard to a ship that crosses its path. A Diminutive or Tiny creature with water mastery can stop some small boats (up to 5-ft. long for a Diminutive or 10-ft. long for a Tiny creature). Even larger boats (up to 5-ft. long for a Fine, 10-ft. long for a Diminutive or 20-ft. long for a Tiny creature) can be slowed to half speed. A Small or larger elemental can easily overturn small craft (5-ft. of length per Hit Die of the elemental) and stop larger vessels (10-ft. long per HD). Even large ships (20-ft. long per HD) can be slowed to half speed.

Elemental Mastery (Elemental)

Your mastery of your own element is almost complete.

Prerequisites: Elemental type; at least one subtype from among the following elements: earth, air or water; 4 or more Hit Dice; must not already have the appropriate Mastery special quality (air mastery, earth mastery or water mastery).

Benefit: You gain either air mastery, earth mastery or water mastery as a special quality, as appropriate to your subtype. See the sidebar for the full effects.

Special: You may select this feat more than once, if you have more than one appropriate subtype. The effects do not stack. Each time you select it you must choose a different subtype.

Improved Elemental Mastery (Elemental)

Your mastery of your own element is peerless.

Prerequisites: Elemental type; must have a elemental mastery special quality (air mastery, earth mastery or water mastery).

Benefit: The bonuses gained from your elemental mastery special quality are doubled to +2 to attack and damage when in contact with the appropriate element. In the case of air mastery, the penalty to attack and damage rolls by airborne creatures is increased to -2 instead. Furthermore, a creature with water mastery is treated as one size category larger than it actually is (for purposes of being a hazard to shipping only).

Special: You may select this feat more than once, if you have more than one appropriate elemental mastery. The effects do not stack. Each time you select it you must choose a different subtype.

Improved Platonic Form (Elemental)

You may take on a Platonic form more or less at will.

Prerequisites: Elemental type; at least one subtype from among the following elements: fire, earth, air or water; 12 or more Hit Dice; Platonic Form.

Benefit: You may change to Platonic form or back again as a free action up to once per round.

Special: If you have taken the Platonic Form feat more than once, this feat applies to any use of the specific platonic elemental form.

Improved Vortex (Elemental) [water]

When you take on vortex form, you can also make slam attacks.

Prerequisites: Elemental type; water subtype; 10 or more Hit Dice; vortex special attack.

Benefit: When in vortex form, you may also make slam attacks as usual. You still do not threaten the area around yourself.

Improved Whirlwind (Elemental) [air]

When you take on whirlwind form, you can also make slam attacks.

Prerequisites: Elemental type; air subtype; 10 or more Hit Dice; whirlwind special attack.

Benefit: When in whirlwind form, you may also make slam attacks as usual. You still do not threaten the area around yourself.

Inferno (Elemental) [fire]

The heat of your flames is far more intense than most.

Prerequisites: Elemental type; fire subtype; must not have earth or air subtype in addition; 10 HD or more; burn special attack.

Benefit: Your Burn special attack does +1d8 fire damage in addition to its usual fire damage.

Platonic Form (Elemental)

As one of the more powerful elementals of your element, you are capable of taking on a new, idealised form, that of an appropriate Platonic Solid.

Prerequisites: Elemental type; at least one subtype from among the following elements: fire, earth, air or water; 8 or more Hit Dice.

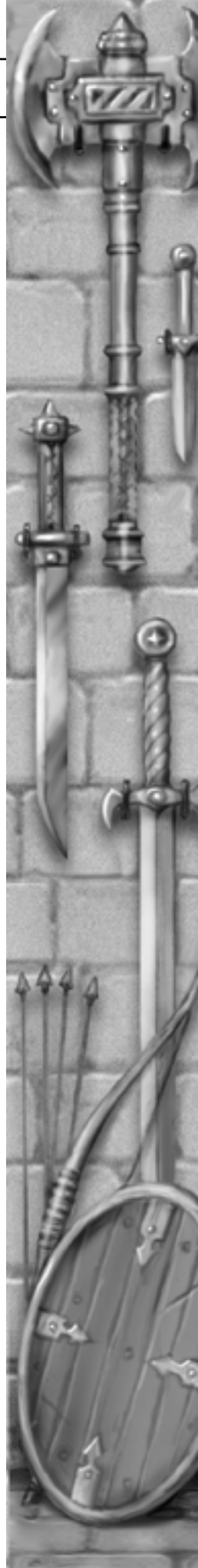
Benefit: Choose one subtype which you possess from among the following elements: fire, earth, air or water. As a full-round action, you may change form to the appropriate Platonic form for that element (see sidebar) or back again. There is no restriction on the number of times per day this may be done.

Special: You may select this feat more than once, if you have more than one appropriate subtype. The effects do not stack. Each time you select it you choose a different subtype.

White Heat (Elemental) [fire]

The heat of your flames is sufficiently intense as to be capable of melting most metal items on contact.

Prerequisites: Inferno; elemental type; fire subtype; must not have earth or air subtype in addition; 10 HD or more; burn special attack.



Platonic Forms by Element

Each elemental that can take on a specific Platonic form gains certain advantages while in that form, but also takes on certain restrictions. Other than the restrictions specified here, an elemental in Platonic form acts as normal.

Air: Octahedron, The Windblast

An air elemental in octahedral form blows its opponents back whenever it strikes them with its slam attack. The opponent must make a Fortitude save (DC = 10 + 1/2 elemental's Hit Dice + elemental's Strength modifier) or be blown back 1d6 x 5-ft. If it strikes a solid object during this involuntary movement, both it and the object are dealt 1d6 damage, or 2d6 if the air elemental is of Huge size or larger. If not, it is dealt the same damage on striking the ground. An air elemental in octahedron form has its Constitution temporarily reduced by 2.

Earth: Cube, The Fortress

An earth elemental in cubic form gains a +2 increase to natural armour class. Furthermore, it gains Damage Reduction 15/bludgeoning. However, it moves only at half speed and may only make one attack per round, even if that attack is not a full attack action.

Fire: Tetrahedron, The Flame

A fire elemental in tetrahedral form expands at an enormous rate as it burns up other objects or creatures, growing in much the same way a fire grows. For every 200 lb. of material it sets fire to, including creatures damaged by its burn attack or surfaces it walks over, it gains +1d8 temporary hit points, up to an absolute maximum of twice its usual hit points.

These temporary hit points remain while the elemental remains in Flame form, but are reduced by 2 hit points per round once it returns to its natural form, until its hit points return to normal. However, it may not move when in Flame form, unless if it moves into a square adjacent to at least one object it has set on fire.

Water: Icosahedron, The Waterworld

A water elemental in icosahedral form may *teleport without error* as a move action up to once per round, as though by the spell cast by a 20th level spellcaster, but with the restriction that the place to which it teleports must be under water. However, that is the only way it can move when in this form, which means that (among other things) it may not make a 5-ft. step.

Benefit: If you make a sunder attack, you deal an additional +1d8 fire damage against the object you are attacking. Furthermore, any metal weapon that strikes you in melee combat must make a Fortitude save (DC = 10 + 1/2 your Hit Dice + your Constitution modifier) or be instantaneously melted into slag.

WAR MAGIC

When elementals are encountered on their home planes, they have one priority when it comes to war magic. That is dispelling or otherwise counteracting whichever protective spells or items their opponents are using to survive in the hostile environment of the elemental plane. An enemy who has to deal with getting crushed to death, drowned or burnt to a cinder by his environment is not going to be an effective

combatant. Even an enemy deprived of flight on the elemental plane of air will be something of a sitting duck, drifting aimlessly and unable to flee or aid his companions as they are picked off one by one.

Elementals abroad tend to favour protective magic, particularly spells that will neutralise their vulnerabilities. For example, royal salamanders will attempt to protect themselves and their fire elemental allies with spells that render them invulnerable to cold-based attacks, knowing that intelligent enemies will be prone to use these against them.

Once more, countermagic type spells are also useful, since again, intelligent opponents who know they are facing elementals will often protect themselves with appropriate spells: whether *protection from fire*

against royal salamanders or the crude but effective *stoneskin* to protect against the powerful blows of an earth elemental.

Bard Spells

Since bardic spells are rarely useful for protection or countermagic, emphasis will be placed on illusions such as *silent image*, *minor image* and *mirror image* and spells that assist one's allies, such as *rage* and *heroism*. At higher levels information-gathering magic such as *scrying* and *legend lore* will be preferred.

Cleric Spells

Clerics have some of the most powerful dispelling and protective magic around. Spells like *shield of faith*, *resist energy*, *protection from energy* and *magic vestment* have obvious and clear benefits, while *dispel magic* and *antimagic field* can render even the most powerful enemy defences worthless.

At the Games Master's discretion, the spells *dismissal* and *banishment* might work on creatures native to the material plane that wander onto the elemental or quasi-elemental planes. This could have a devastating effect on a small party of adventurers who suddenly lose their best fighter or worse, the spellcaster, who is their only means of getting home.

Druid Spells

Like clerics, druids have plenty of protective spells of the *endure elements* and *protection from energy* type. Furthermore they have rather more offensive spells, often damaging enemies with powerful elemental effects. Again these can be used to attack enemies expecting different elements, thus bypassing the foes' *protection from energy* and similar spells.

Paladin Spells

With only a limited number of spells available, the elemental paladin must focus on maximum utility. *Endure elements* is a must for fire elemental paladins and *dispel magic* is always potentially useful (if somewhat reduced in effectiveness by the low caster level), but otherwise the elemental paladin is best with spells that make him and his allies even more powerful in melee: *divine favour*, *bull's strength*, *greater magic weapon* and *holy sword*.



Ranger Spells

With an excellent array of protective spells in the form of *endure elements*, *resist energy* and *protection from energy*, the ranger is well served in terms of fighting cunning foes from the material plane. *Magic fang* can be very useful to an allied elemental that relies, as most do, on slam attacks.

Sorcerer and Wizard Spells

With by far the broadest selection of spells of any character, the elemental sorcerer or wizard has a number of powerful choices.

The usual elementally protective spells are available, but for maximum effectiveness the arcane spellcaster should consider the likes of *dispel magic*, *lesser globe of invulnerability*, *greater dispel magic*, *globe of invulnerability*, *spell turning* (after all, an attacker facing a fire elemental may have some kind of protection from fire, but is unlikely to be protected from the *cone of cold* being redirected against him), *dimensional lock* and *disjunction*.

SCENARIO HOOKS

The following scenario hooks are intended to illustrate various aspects of elemental culture and the elemental planes.

END OF AN ERA

Strange portents are afoot; cows give birth to two-headed calves, weird lights are seen in the sky and strange beings walk the land. This culminates with the arrival of a lone earth jaguar, wishing to speak to the characters. His king has instructed him that his kind will soon be destroying the entire planet... it turns out that those legends of the first four creations being destroyed by titanic elemental forces were a prediction, not prehistory. While others of his kind seek the destruction of all human life, he has come to warn of the impending

apocalypse. Only the characters can avert disaster but, they must travel to the elemental plane of earth and petition directly to the earth jaguar king. At best, they will avert Armageddon for another cycle, after which another earth jaguar will likely approach a similar group of heroes to stave off humanity's destruction.

This scenario hook is best played with the protagonists meeting a godlike entity to and plead for the survival of all humanity. One-on-one gladiatorial combats against strange elemental humanoids are almost certainly a part of the negotiation process.

FURY OF THE ELEMENTS

This can be any one of several different scenarios. One of the main legendary incarnations of the elements is angry with humanity, for one reason or another. The battling 'dragons' buried deep beneath Vortigern's planned castle site in Arthurian legend, that must be freed before his construction will stay up, are one example of this. In effect, the thoughtless excavations of Vortigern's builders angered earth elementals.

Another possibility would be to have water elementals angered by pollution, over-fishing or an increase of sea traffic in a region. Air elementals or fire elementals might be annoyed also, perhaps the use of too many windmills is draining away the magical powers of the wind or humanity's control of flames for domestic and industrial purposes such as baking and metalworking is deemed unworthy or degrading.

In any case, the elementals are angry and angry elementals can be a danger to the very existence of the material plane. After enough builders have been battered to death, ships sunk, windmills blown down or blacksmiths burned, the characters are called upon to determine the cause of the problem. They may end up battling the elementals themselves until a truce can be called, even then an accord may be hard to reach, for humanity is fond of its recent harnessing of the raw power of the elements.



THE POWER WITHIN

The action revolves around the obsession of the wizard and loremaster Parabolus with the idea that if he can but acquire regular, fresh elemental material direct from its home plane, he can create a number of potions and tinctures capable of curing almost any illness or injury. Of course, any half-competent cleric can make a *potion of cure light wounds*, but it is completely beyond the reach of arcane spellcasters. Parabolus is determined to discover if this restriction is absolute or if there is indeed a way to make arcane cures and it is simply undiscovered as yet. He feels that the ancient theory of the Four Humours might be the way to break free of this restriction once and for all.

According to alchemists, every living creature, including humans, is made up of the elements in greater or lesser proportion. Altering the proportions a little can cure all diseases and even wounds. This can be done by drawing off certain bodily fluids, associated with one element or another, or, more to Parabolus' taste, by giving doses of elementally pure material internally, altering the balance of the elements and reducing the domination that element within of the patient

Parabolus wants the characters to travel to each of the four elemental planes and bring back an elder elemental; alive. Such creatures withstand even his most potent summoning magic, but by using a *plane shift* spell a party of brave adventurers could steal into its home and lead the creature back.

In truth, Parabolus has no real interest in the theory of the Four Humours, other than out of academic curiosity. Instead only power and personal aggrandisement motivate him. He has convinced himself that his motives are pure; he wants to rule the kingdom and forge it into an empire, so as to ensure the rule of rational law holds sway over the entire known lands. To that end he is creating a vast construct that will be infused and given life by the power of all four elements, mixed and merged in perfect harmony in the form of the captive elementals. He plans to ride this huge construct's back, guiding it as it destroys whichever kings and armies might attempt to stand in his way.



IN FINISHING

Obviously these ideas are merely the tip of a far greater iceberg, and with even the slightest degree of imagination a Games Master can create exciting and unusual adventures to challenge his players. The primeval forces at play in any fantasy setting provide a wealth of opportunity to stretch the boundaries of reality, incorporating elementalism and its constituent parts to develop a more rounded backdrop for your campaigns.

If this work has inspired you then you may also be interested in its sister work, *Encyclopaedia Arcane: Elementalism - The Primordial Force*, also available from Mongoose Publishing.

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THE
SLAYER'S
GUIDE
TO

ELEMENTALS

Primal Fury

Elementals are among the most primal forces in the mythology of many cultures, raw elements given life. This in turn has gifted them a firm place in many a campaign world. Some authorities believe all matter to be made from the four elements, with even humans and other sentient creatures being possessed of an elemental nature.

Fighting an elemental is like fighting a whirlwind, a raging inferno, a mountain or the sea itself. You can try and, if you are powerful enough, possibly even succeed, but there is a certain implacable quality to the elements. All can seem unstoppable forces and the earth elemental might also be regarded as an immovable object. Anyone who battles with such powers must fear being overcome, unless they can employ similarly strong forces themselves.

The Slayer's Guide to Elementals compiles knowledge drawn from scholarly works alongside tactics and survival tips offered by adventurers who have fought with the elementals and lived to tell the tale. Games Masters will learn many intricate details about elemental life and culture, while players themselves may learn a thing or two that might just save the lives of their characters.

Continuing this series of supplements, *The Slayer's Guide to Elementals* is designed for use in all fantasy-based d20 games and takes an exhaustive look at these fascinating creatures, thoroughly detailing their beliefs, society and methods of warfare.

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