

LEGENDS & LAIRS™

d20
system

ELEMENTAL LORE™



A BESTIARY OF ELEMENTALS
AND ELEMENTAL
CREATURES

Requires the use of the
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ELEMENTAL LORE

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DEFINITION OF ELEMENTAL TYPE

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Hit Die: d8

Attack Bonus: As cleric (Total HD×3/4)

Good Saving Throws: Fortitude (earth, water) or Reflex (air, fire)

Skill Points: 2 + Int modifier per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An elemental possesses the following traits.

—Darkvision out to 60 feet.

—Immunity to poison, sleep effects, paralysis, and stunning.

—Not subject to critical hits or flanking.

—Can only be returned to life with *limited wish*, *wish*, *miracle*, or *true resurrection*.

—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 armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals

are proficient with shields if they are proficient with any form of armor.

—Elementals do not eat, sleep, or breathe.

Air Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Earth Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

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

Water Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

WELCOME!

Fantasy Flight Games is pleased to present *Elemental Lore*, the latest softcover book in our **Legends & Lairs** line of sourcebooks for the d20 System. *Elemental Lore* is a collection of elemental creatures and beings with connections to the elemental planes or elemental energy; among their number are creatures suited for use by any DM.

In this book, you'll find monsters to fill many roles in your game. Each was designed for a specific purpose, explained below.

The first and most classic type of monsters are "grudge monsters." These are meant to be simply powerful foes, and can either be used as mid-level encounters or as major enemies. The grudge monsters in this book include: aethon swimmer, backdraft, carnage elementals, drought, harbor horror, last breath, plague wind, primal earth, and rime wraith.

The next largest category in this book is comprised of creatures that may be used by NPCs, PCs, or other powers to act as guardians, hirelings, or mercenaries. Such "servant creatures" might be encountered as part of a normal dungeon delve, having been placed there eons ago by long-dead masters, or may be minions of current friends or foes. Examples are the earthen maw, guardian elementals, isolin, mercur, sacred crocodile, and sacred flood.

A third category of beings are those creatures that act as adventure goals as well as adversaries. These "chase creatures" may possess particularly valuable treasure, or they may be especially suited for domestication. The gate snake might be required by the PCs to get to one of the elemental planes, while the ice rook swarm could be necessary for the magic weapons it sometimes sheds. The vein slider, while difficult to tame and control, would be a highly valued tool for underground travel, and even the heated rage of the pyre revenant might be braved for the boost its ashes give to evocation spells.

Finally, a few of the monsters in this book may bring roleplaying plots and opportunities with them when introduced into a campaign. You can easily create an adventure around one of these "plot creatures" when short on ideas. The golem bane could raise interesting moral questions on the creation of golems, and fight

either against the PCs or with their help. Haunt elementals are useful as amusing sidetracks, letting the PCs have a shot at ridding the common folk of minor, yet devious, pests. Noble elementals may introduce PCs to the alien intrigues of the elemental courts, and telkhines may ally themselves with or oppose PCs searching for rare and hidden magic items. Finally, the most powerful creatures presented, primal spirits, are raw forces of nature themselves, and may be approached for their knowledge, dissuaded or distracted from killing thousands of innocents, or harnessed as a cause for good.

Finally, the prestige classes presented in the appendix are available for creatures with the appropriate elemental subtypes. They may be PCs or NPCs, and may be allies, enemies, or simply peripheral players in the story of your campaign.

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AETHON SWIMMER

Huge Elemental (Earth, Extraplanar, Fire)

Hit Dice: 12d8+72 (126 hp)

Initiative: +7

Speed: 10 ft. (2 squares), swim 40 ft.

AC: 26 (–2 size, +3 Dex, +15 natural),
touch 11, flat-footed 23

Base Attack/Grapple: +9/+23

Attack: Tentacle +13 melee (1d8+6)

Full Attack: 4 tentacles +13 melee (1d8+6 and
2d6 fire) and bite +11 melee (1d8+3 and 2d6
fire)

Space/Reach: 15 ft./10 ft. (20 ft. with tenta-
cles)

Special Attacks: Augmented grapple, fiery
aura, improved grab

Special Qualities: Blindsight 100 ft., elemen-
tal traits, immune to fire, vulnerable to cold

Saves: Fort +14, Ref +7, Will +6

Abilities: Str 22, Dex 16, Con 22, Int 8, Wis 14,
Cha 16

Skills: Listen +9, Sense Motive +7, Spot +9

Feats: Alertness, Improved Initiative,
Multiattack, Power Attack, Snatch

Climate/Terrain: Mountains, volcanoes and
underground

Organization: Solitary, pair, or school

(3–5)

Challenge Rating: 7

Treasure: No coins, half goods (gems only),
no magic

Alignment: Usually neutral

Advancement: 13–24 HD (Huge), 25–36 HD
(Gargantuan)

Shuddering waves of heat precede the creature as it lumbers forward, dragging itself by four ribbon-like tentacles toward the pool of lava.

Aethon swimmers are a sentient race that dwell on the borderlands between the elemental planes of earth and fire. Over 12 feet long, the entire beast appears to be formed of a supple yet hard black stone with four ribbon-like tentacles radiating out from the torso, each at least 20 feet long. Shorter tentacles extend up and down the length of both sides of the body.

Aethon swimmers can barely maneuver on land, nor can they burrow or move freely through earth or stone. Instead they swim through caverns and passages of molten rock, typically those occurring naturally. If no such avenues of transportation are available, aethon swimmers make their own pools of molten rock in which to travel. While clumsy and nearly immobile on land, the aethon swimmer is surprisingly agile in lava, maneuvering its lengthy form around using its muscular body and tail as well as its shorter tentacles. These side tentacles generate the majority of the heat that the aethon swimmer uses to melt rock and sand alike to form the lava within which it prefers to live.

COMBAT

Aethon swimmers that happen onto the Material Plane become powerful predators, and their territorial nature makes them a hazard for anyone attempting to pass nearby. The aethon swimmer strikes smaller targets with its tentacles to draw them into its molten home, while it attempts to flee from creatures that are its own size or larger.

Augmented Grapple (Ex): The aethon swimmer is not considered grappled when grappling with its tentacles. It can grapple with its tentacles without taking any penalties on other attacks, and it need not take the –20 penalty on grapple checks to be considered not grappled. Once a target has been grappled, it may be transferred to the aethon swimmer's mouth as a move action, freeing up the four front tentacles for regular combat. A grappled

creature in the aethon swimmer's mouth automatically takes bite damage each round, but is probably in more danger from the lava that it is submerged in. Up to two targets can be grappled in this way without reducing the number of tentacle attacks the aethon swimmer is capable of each round.

Improved Grab (Ex): When the aethon swimmer hits with its tentacles, it can attempt to start a grapple as a free action without provoking an attack of opportunity.

Fiery Aura (Ex): Merely touching or being touched by an aethon swimmer deals 2d6 points of fire damage.

Blindsight (Ex): Using nonvisual senses, including sensitivity to vibrations, acute hearing, and echolocation (in lava and air), the aethon swimmer maneuvers and fights as well as sighted creatures. Invisibility and darkness are irrelevant, though the aethon swimmer still can't discern ethereal beings. The creature does not need to make Spot or Listen checks to notice creatures within 100 ft.

Melting (Ex): As a move-equivalent action, an aethon swimmer can generate enough heat to melt through nearby rock and stone. Each action so spent melts an amount of rock equal to the aethon swimmer's space in a direction of its choosing. Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion, which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). Immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava.

AMALGAM

Huge Elemental (Earth)

Hit Dice: 25d8+125 (237 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

AC: 23 (-2 size, -2 Dex, +17 natural), touch 6, flat-footed 23

Base Attack/Grapple: +18/+39

Attack: Slam +29 melee (4d6+13)

Full Attack: 2 slams +29 melee (4d6+13) or rock +14 ranged (2d10+13)

Space/Reach: 15 ft./20 ft.

Special Attacks: Crushing blow, rock slide, spell-like abilities, stone vortex

Special Qualities: Elemental traits, damage reduction 15/adamantine, tremorsense 60 ft., vulnerabilities

Saves: Fort +19, Ref +6, Will +8

Abilities: Str 36, Con 20, Dex 7, Int 10, Wis 10, Cha 12

Skills: Intimidate +29, Jump +27, Knowledge (nature) +14

Feats: Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (Slam), Improved Sunder, Power Attack, Weapon Focus (Slam)

Environment: Any mountain, hill, or Elemental Plane of Earth

Organization: Solitary

Challenge Rating: 14

Treasure: None

Alignment: Usually neutral

Advancement: Gargantuan (26–32 HD), Colossal (33–39 HD)

The massive rocks before you move and take on a life of their own, as they come together to form a creature birthed from stone.

When the mountains themselves rise up against a threat, it is usually the amalgam that manifests. This hulking elemental creature is



stronger and more resilient than a common earth elemental, since it is composed entirely of massive boulders and the powerful elemental spirit that holds them together. It is rumored that a variant of this creature exists that may be the size of a mountain by itself.

The amalgam is also called the mountain king by the savage humanoid races that worship it. It often appears as if the rocks of its body are carefully balanced on one another to form its body, but in fact it is as strong and sturdy as the earth from which it was born. It has no apparent eyes and its head is often just a combination of large stones, making it look like a humanoid, but for no other reason than to intimidate anyone who would awake it from its deep sleep.

Amalgams pass in and out of existence without warning. One moment a pile of boulders lies inanimate on the mountainside; the next, an amalgam has formed. None know their purpose or their goals, but they tend to attack any creatures that seem intent on destroying their natural surroundings on any large scale.

Amalgams speak Terran.

COMBAT

The amalgam usually begins combat with its slam attacks, saving its crushing blow for truly powerful enemies. If it cannot reach its foes, it hurls pieces of its own body at them. Thrown rocks have a range increment of 120 ft.

Crushing Blow (Ex): Once every 1d4 rounds, the amalgam can attack with a crushing blow against an opponent that is smaller than it. In order to initiate this powerful attack, the amalgam must sacrifice all attacks for the round, instead performing a single melee attack as a full-round action. If the amalgam hits, the target must make a Fortitude save (DC 35) or be killed or destroyed. Even constructs, elementals, and corporeal undead are subject to this effect, their physical forms obliterated by the sheer size of the crushing rock and the elemental energies charged within it. Only oozes and incorporeal beings are immune. A successful save results in normal slam damage. The save DC is Strength-based.

Rock Slide (Ex): This attack can only be performed by the amalgam once per day. As a full round action, the amalgam literally throws itself at its enemies, creating a moving wall of massive stones that crushes and maims anyone within the 30-ft.-long by 15-ft.-wide area directly in front of it. This attack deals 12d12 points of crushing damage. Targets

may make a DC 27 Reflex save for half damage. It takes the amalgam 1d4 rounds to reassemble itself so that it may attack again; during this time, the amalgam is not helpless but is vulnerable to attack, as it can do nothing while willing the rocks of its body back together. The save DC is Constitution-based.

Spell-like Abilities: At will—*stone shape, stone tell*. 3/day—*spike stones, wall of stone*. 1/day—*stone to flesh, transmute mud to rock*. Caster level 20th.

Stone Vortex (Su): Three times per day, an amalgam can create a vortex of crushing rocks by breaking apart and slinging the stones that make up its body through the air with telekinetic force. This strikes any creature within a 60-ft. radius, dealing 6d12 points of crushing damage. A DC 27 Reflex save halves the damage. The save DC is Constitution-based.

Vulnerabilities: The amalgam is extremely susceptible to the spell *transmute rock to mud*. The creature takes 1d6 points of damage per caster level, but receives a Fortitude save against the spell to take only half damage. It is also particularly vulnerable to *disintegrate* spells, suffering a -4 penalty to saves against them.

BACKDRAFT

Medium Elemental (Air, Fire)

Hit Dice: 10d8+10 (55 hp)

Initiative: +8

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

AC: 18 (+4 Dex, +4 deflection), touch 18, flat-footed 14

Base Attack/Grapple: +7/+7

Attack: Touch +7 melee (3d6 fire)

Full Attack: Touch +7 melee (3d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Conflagration, explosion

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold

Saves: Fort +7, Ref +13, Will +3

Abilities: Str 10, Con 12, Dex 19, Int 12, Wis 10, Cha 17

Skills: Spot +15, Listen +15, Intimidate +16

Feats: Alertness, Dodge, Improved Initiative, Lightning Reflexes

Environment: Any land or Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 11–20 HD (Large), 21–30 (Huge)

Some say that backdrafts are created when powerful fire evocation spells go awry and create a life of their own. While this rumor is popular among learned scholars, it has never actually been proven, nor has anyone of magical might been able to create a backdraft through ritual. In effect, the backdraft could be explained as the representation of magical fire whereas normal fire elementals represent the mundane flames of nature. This creature is considered an abomination by most fire creatures, who avoid it, while some evokers have been known to summon and bind backdrafts into their service to act as powerful guardians.

A backdraft appears as a floating 4-foot-diameter sphere of swirling red, green, yellow, and white flames. It flies using the limited power it has over the element of air. Backdrafts speak the whispering fire language of Ignan.



COMBAT

Backdrafts are fairly innocuous in melee, and prefer to use their special attacks via surprise. They tend to hide in large fires, using them as cover before attacking.

Conflagration (Su): Three times per day, a backdraft can encase an opponent within 30 ft. in an aura of flames as a standard action. The aura lasts 1d4 rounds and deals 3d6 points of fire damage per round as the heat radiates

inward to blacken the flesh of the victim inside. The victim may make a DC 18 Fortitude save each round to halve the damage. This effect clings to the creature and moves with him. Anyone attempting to heal or attack the enclosed individual during this time also takes 3d6 points of fire damage from contact with the

flames. Since the fire is magical in origin, water cannot be used to quench it. Any cold intense enough to damage the victim negates fire damage from the conflagration (and vice versa) on a point-for-point basis.

Explosion

(Su): The most fearsome attack of the backdraft is its ability to explode outward with tremendous force and heat. This attack is preempted by a full-round action as the backdraft consumes all of the oxygen within 60 ft. in preparation for releasing its attack. During this round, any enemies of Medium size or smaller within 60 ft. must roll a DC 18 Reflex save or be pulled 10 ft. toward the backdraft and knocked prone by the rushing wind.

The backdraft explodes outward in a ferocious 60-ft.-radius fireball on its next initiative. The explosion deals 10d6 points of fire damage; victims may make a DC 18 Reflex save for half damage. The backdraft must use a full-round action the following round to reform its body. The reformed backdraft appears at the point of explosion. Save DCs are Charisma-based.



CARNAGE ELEMENTALS

As armies clash upon the field of battle, warriors are torn limb from limb and trampled under the hooves of cavalry and the feet of infantry formations, their blood sacrificed upon the earth in a twisted sacrament of carnage and death. With each drop of blood spilled in battle, the earth becomes tainted by violence and gore, until finally it can no longer hold within it the atrocities committed on its surface. It is then, in a shower of earth and blood, that the carnage elemental is born, thrown bodily out of its earthen womb.

CARNAGE ELEMENTAL, LESSER

Medium Elemental (Earth, Evil, Water)

Hit Dice: 8d8+24 (60 hp)

Initiative: +4

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

AC: 24 (+4 Dex, +10 natural), touch 14, flat-footed 20

Base Attack/Grapple: +6/+9

Attack: Slam +9 melee (1d8+3 and pain)

Full Attack: 2 slams +9 melee (1d8+3 and pain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bleeding, death knell, pain, sneak attack +2d6

Special Qualities: Earth glide, elemental traits, memory thief

Saves: Fort +9, Ref +6, Will +2

Abilities: Str 16, Dex 18, Con 16, Int 16, Wis 6, Cha 14

Skills: Hide +15, Listen +8, Move Silently +15, Spot +8, Search +14

Feats: Diehard, Endurance, Iron Will, Power Attack

Climate/Terrain: Any field of battle

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 9–16 HD (Medium), 17–24 HD (Large)

The being rises from the bloody earth, trailing bones, limbs, and blood from its emaciated mass. A wicked grin cracks in the midst of its stony face as its claws lunge toward you.

Appearing as a black, vaguely humanoid form of earth and blood, the lesser carnage elemental is named for its size. It may, however, be

more dangerous than its larger cousin. Whereas the greater carnage elemental is a beast of pure rage and destruction, the lesser carnage elemental moves with thought and purpose, making it a foe of more devastating potential and greater evil. For whereas the greater is born with the mindless rage and pain of those that died to create its mass, the lesser is born with their memories and cold, calculating hate. Those memories point to two specific targets for vengeance: the commanders of the opposing armies, those who order the deaths of thousands with a wave of their hands.

COMBAT

Lesser carnage elementals rise in the darkness, after the field of battle has been abandoned. They use the memories of the dead of both sides of a combat to pinpoint the location of the commanders' tents or command posts, burrow deep beneath enemy lines, and assassinate their targets in their sleep. Once a commander has been killed, his bodyguards and lieutenants are fair game if they are close by. Whereas most lesser carnage elementals are sated with the death of the two commanders, and cease to exist after that purpose is fulfilled, some carry their vengeance further: They trace the memories of the killed all the way back to higher generals and even heads of state, and in so doing, find new targets for their vengeance.

Bleeding (Su): Any wound caused by a lesser carnage elemental bleeds prolifically, unable to be staunched except by exceptional curative magic. A creature wounded by the elemental loses one additional hit point each round for each wound suffered. The wound does not heal naturally and resists healing spells; while a *heal* spell cures the wound automatically, the caster of any *cure* spell must succeed on a DC 19 caster level check, or the spell has no effect on the injured character. The check DC is Constitution-based.

Death Knell (Su): The lesser carnage elemental draws forth the life forces of creatures and uses them to fuel its own power. Any creature reduced to -1 or fewer hit points by an attack (not including the bleeding power) of a carnage elemental must make a DC 19 Will save, or die immediately. Each creature slain by the carnage elemental in this way grants it 1d8 temporary hit points and a +1 bonus to Strength, and all save DCs for the carnage elemental's abilities increase by 1. These effects last for 1 hour.

Memory Thief (Ex): Whenever a creature is slain by the lesser carnage elemental's death knell ability, the victim must make a DC 19 Will save or have a small portion of its memories absorbed by the carnage elemental. If the carnage elemental absorbs the memories of a half-dozen officers from the same force in a battle, it will have absorbed enough knowledge to identify the location and identity of the supreme commander of the army, or even possibly its liege or head of state, as well as any of their knowledge about those individuals' defenses, bodyguards, and daily habits.

Earth Glide (Ex): A lesser carnage 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 ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing carnage elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it makes a DC 15 Fortitude save.

Pain (Su): Any living creature struck by the lesser carnage elemental's natural attacks must make a DC 19 Fortitude save or suffer from powerful magical agonies that cause a -4 penalty on all attack rolls and saves for 1d6 rounds after the attack. The results of multiple pain attacks do not stack.

Sneak Attack (Ex): This ability is identical to the rogue's sneak attack ability, and is used primarily when attacking the leaders of the warring armies with surprise from under the earth. The lesser carnage elemental deals 2d6 additional points of damage on a sneak attack.

CARNAGE ELEMENTAL, GREATER

Large Elemental (Earth, Evil, Water)

Hit Dice: 12d8+84 (138 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

AC: 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19

Base Attack / Grapple: +9/+12

Attack: Slam +16 melee (1d10+8)

Full Attack: 2 slams +16 melee (1d10+8)

Space/Reach: 10 ft./10 ft.

Special Attacks: Absorb body, frenzy, rend, siphon blood

Special Qualities: Earth glide, elemental traits

Saves: Fort +13, Ref +5, Will +3

Abilities: Str 27, Dex 12, Con 24, Int 5, Wis 4, Cha 14

Skills: Listen +4, Spot +4

Feats: Ability Focus (siphon blood), Cleave, Great Cleave, Great Fortitude, Power Attack

Climate/Terrain: Fields of battle

Organization: Solitary, pair or orgy (2–12)

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 13–24 HD (Huge), 25–36 HD (Gargantuan)

This hulking brute appears as a twisted and bloody earth elemental with an only vaguely humanoid shape, possessing powerful arms and legs built of stone, earth, discarded weapons, blood, and the corpses of dead soldiers.

This version of the carnage elemental, less subtle than its kindred, arises from mounds of dead bodies and blood-drenched earth and immediately begins killing any living creature it can find. Greater carnage elementals speak Terran and can speak halting Common through the human heads that dot their skin. However, most cannot expect anything from the elemental other than pain-driven gibberish, insults, and threats of harm.

COMBAT

Greater carnage elementals begin attacking by using their siphon blood ability, then rampaging among their weakened foes.

Absorb Body (Ex): When a creature is slain by the greater carnage elemental, it is absorbed into the elemental's body as a free action. Adjacent characters may prevent the absorption by beating the elemental with an opposed Dexterity check, and may pull the body away entirely with an opposed Strength check. If the victim is absorbed, the elemental gains bonus hit points equal to the Hit Dice of the absorbed creature. Bonus hit points do not fade; instead, when a greater carnage elemental has absorbed 13 Hit Dice worth of creatures, it advances by one HD. Creatures absorbed in this manner may be returned from the dead as normal if the elemental is destroyed and a *consecrate* spell is cast on the body to be raised.

Earth Glide (Ex): A greater carnage 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 ripple or other signs of its presence. A *move earth* spell cast on an area

containing a burrowing carnage elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Frenzy (Ex): A greater carnage elemental can launch into a murderous frenzy twice per day. This is treated in all ways as the barbarian rage ability, temporarily granting the elemental a +4 morale bonus to Strength and Constitution and a +2 morale bonus to Will saves, but causing a –2 penalty to Armor Class. The increase in Constitution increases the carnage elemental's hit points by 2 points per Hit Die, but these hit points go away at the end of the frenzy when its Constitution score drops back to normal. Unlike a barbarian, a carnage elemental is not fatigued at the end of the frenzy. A typical carnage elemental with a Con of 16 frenzies for 8 rounds.

Rend (Ex): When a target is struck by both slam attacks on the same round by a greater carnage elemental, the target is automatically bashed and rended by the creature's fists, dealing an additional 2d10+12 points of damage.

Siphon Blood (Su): The greater carnage elemental was born in blood, and the lifeblood of others responds to its pain-ridden call. Every 1d4 rounds as a full-round action, a greater carnage elemental may emit a bloody mist from its body in a 60-ft. radius. The mist limits visibility as per the spell *obscuring mist*. Creatures must make a DC 20 Fortitude save each round they are within the mist or watch as the mist seeps into their lungs, pulls out their blood, and siphons it into the carnage elemental's form. Victims suffer 2d4 points of Constitution damage with a slight (15%) chance that 2 points of that damage are Constitution drain. A successful save results in no Constitution damage that round. Save DC is Charisma-based.

DROUGHT

Large Undead

Hit Dice: 20d12 (130 hp)

Initiative: +3

Speed: 20 ft. (4 squares)

AC: 22 (–1 size, +3 Dex, +10 natural), touch 12, flat-footed 19

Base Attack/Grapple: +10/+12

Attack: Hoof +8 melee touch (1d6 fire plus 1d4 Constitution drain)

Full Attack: 2 hooves +8 melee touch (1d6 fire plus 1d4 Constitution drain) and bite +3 melee touch (1d6 fire plus 1d4 Constitution

drain)

Space/Reach: 10 ft./5 ft.

Special Attacks: Breath weapon, Constitution drain, desiccating emanation, spell-like abilities

Special Qualities: Air walk, damage reduction 10/bludgeoning, immortality, immunity to cold, electricity, and fire, resistance to acid 15, spell resistance 27, undead traits.

Saves: Fort +6, Ref +9, Will +15

Abilities: Str 6, Dex 16, Con —, Int 5, Wis 16, Cha 24

Skills: Concentration + 30, Listen +5, Spot +5

Feats: Alertness, Empower Spell-like Ability (*scorching ray*), Greater Spell Penetration, Quicken Spell-like Ability (*ray of enfeeblement*), Quicken Spell-like Ability (*scorching ray*), Spell Focus (necromancy), Spell Penetration.

Environment: Any

Organization: Solitary

Challenge Rating: 15

Treasure: None

Alignment: Usually neutral evil

Advancement: 21–34 HD (Large)

The draft horse slowly plods on, the weight of its fatigue making it unable to lift its hooves above the heat haze covering the ground. As it moves forward, you can see that its withered skin is drawn tight around the framework of barely visible ivory bones. Glaring eyes of red flame stare out of the desiccated skull.

Droughts look like massive, desiccated draft horses. They range from six to eight feet tall at the shoulder. The process of transformation into a drought darkens their hides to sooty black, no matter what color they were in life. Their manes also turn dark, usually either burnt brown or black. Everything soft weathers away from these creatures when they rise from the grave, leaving behind only hard bone, leathery

skin, and flickering flames.

Living creatures that come within 60 ft. of the drought feel the furnace heat radiating from its body. They can also smell the dry, dusty scent it carries with it. Creatures that come closer can see that its hooves have cracked, leaving only stubs that bleed fire at the ends of its legs. In truth, the drought cannot walk at all. Instead, it stumbles above the ground on a distorting wave of heat. Its passing dries up creeks and parches fertile farmland, and even the most verdant of landscapes fall into dusty ruin should the monstrosity linger there.

These unfortunate, tormented creatures appear at random intervals. Not even the greatest necromancers know for sure how they come into being.

Many speculate that they appear when thousands of animals die of thirst due to unnaturally long droughts. Others feel that they may be punishments sent into the world by particularly demented gods.

Droughts can speak Abyssal, Celestial, and Infernal. Their voices sound like the hissing of a thousand vents of steam, whispering at each other even as the creature forces the words out. For the most part, droughts do not communicate with mortals. These creatures seem to limit themselves to a single region or nation, sometimes remaining in a devastated region for millennia, preventing re-inhabitation of the land. Other tales tell of a drought wandering for a single season, then vanishing.

COMBAT

Droughts are physically weak and slow, only able to harm the most defenseless of opponents with their physical attacks. Their other abilities are fearsome, however: The pounding heat from their bodies slowly weakens anyone standing close to them, and they use spell-like abilities to great effect.



Breath Weapon (Su): Every 1d4 rounds, the drought may breathe an 80-ft. cone of intense, blistering heat that evaporates all moisture in its path. Creatures caught in the cone take 14d10 points of damage; half of the damage is from heat (fire resistance applies), the other half is from the desiccating effect of the dry air as it drains moisture from the creature's body. Fortitude DC 27 for half. Save DC is Charisma-based.

Constitution Drain (Su): The touch of a drought deals 1d4 points of Constitution drain to a living foe. The drought heals 2 hit points per point of Constitution drained.

Desiccating Emanation (Su): Living creatures within 120 ft. of the drought must make a DC 27 Fortitude save each round or suffer 1d4 points of Constitution drain. Whether the target successfully saves or not, he is exhausted while within the area of effect due to the extreme heat. *Endure elements* does not offer protection against these effects, but more powerful spells and effects like *resist elements (fire)* or any amount of fire resistance allows the target to ignore the exhaustion. Because the Constitution drain is caused by dehydration, it cannot be defended against. The save DC is Charisma-based.



Spell-like Abilities (Sp): At will—*animate dead*, *control winds* (DC 27), *ray of enfeeblement* (DC 19), *scorching ray*, *stinking cloud* (DC 20); 3/day—*antilife shell*, *cloudkill* (DC 22), *disintegrate* (DC 23), *freedom of movement*, *fire shield*, *slow* (DC 20); 1/day—*acid fog*, *create undead*, *creeping doom*, *finger of death* (DC 24), *horrid wilting* (DC 27), *incendiary cloud* (DC 27). Caster level 16th. Save DCs are Charisma-based.

Air Walk (Su): Droughts usually walk at ground level, but may plod along above ground to get past obstacles or across rivers and chasms. They are continually under the effect of an *air walk* spell as if cast by a 16th-level caster.

Immortality (Su): Droughts cannot be permanently destroyed by any known means, even *wishes* or *miracles*. When a drought is reduced to 0 hit points, it collapses in a heap of bones and hide that immediately bursts into flames. Upon the next sunrise, the creature reforms at the same spot at which it was destroyed, and continues its plodding path.

EARTHEN MAW

Colossal Elemental (Earth)

Hit Dice: 30d8+393 (528 hp)

Initiative: -5

Speed: 0 ft (0 squares)

AC: 22 (-8 size, -5 Dex, +25 natural), touch 0, flat-footed 22

Base Attack/Grapple: —/—

Attack: —

Full Attack: —

Space/Reach: 30 ft./0 ft.

Special Attacks: Closure

Special Qualities: Damage reduction 15/—, elemental traits, immunities, tremorsense 60 ft.

Saves: Fort +32, Ref —, Will +23

Abilities: Str—, Dex—, Con 36, Int 12, Wis 18, Cha 16

Skills: Diplomacy +19, Hide +40, Knowledge (any 2) +20

Feats: Ability Focus (closure), Alertness, Diehard, Endurance, Great Fortitude x2, Iron Will x2, Skill Focus (Knowledge 1), Skill Focus (Knowledge 2), Toughness

Climate/Terrain: Mountains, hills, broken lands or underground

Organization: Solitary

Challenge Rating: 15 as creature, 6 as trap

Treasure: Standard

Alignment: Any

Advancement: 31–50 HD (Colossal)

When a major gate to the Elemental Plane of Earth is created, the seed of an earthen maw is planted. The raw energy of the living primordial earth infuses into the rock around the point of the gate, slowly investing in it a transformative process that brings the land itself to life. The end of this transformation is the earthen maw, a massive living crevasse or other opening into the earth that marks the location of the planar gate. The earthen maw itself is a sessile, sentient mass of earth and stone. The earthen maw is neither hostile nor benevolent towards most life forms, although it is generally friendly towards other earth elemental creatures (or at least those entities, earthen or not, that can speak Terran). Once one is formed around a gate, the denizens of the portal who become aware of its presence typically nurture it with information and friendship and the earthen maw becomes a powerful defender of the gate itself.

Typically, however, this slow transformation (usually taking a century or so to complete) is only finished long after the gate that triggered it has closed. These maws know nothing of their origin, and circumstance becomes the master of their destiny. Those forming in badlands occupied by crass and hostile goblinoid races often become crass and violent themselves, or just hostile enough to destroy anyone foolish enough to enter the maw's domain. On the other hand, some maws have formed near or even within communities of less hostile creatures; some young earthen maws have been befriended by elves, and there are tales of at least one dwarven stronghold that has a truly ancient earthen maw acting as both an elder and last line of defense for the dwarven homes themselves.

COMBAT

An earthen maw is a massive creature, at least 30 feet square on the surface (and much larger below). The earthen maw is fairly helpless to attack any who do not wander directly on top of its form, but since it is generally stationed as a guardian of some sort, the enemies tend to come to it.

Closure (Ex): An earthen maw does not look like any sort of creature, instead seeming to be simply a narrow fault or a wide crevice, depending on its state. When it detects large numbers of unsuspecting creatures, the maw may enter its open state, the better to crush those passing through. The crevice is generally 10 feet wide, 30 feet long (running diagonally across the maw's space), and 30 feet deep. Against unsuspecting creatures within the fault, the maw gains surprise, and may begin grinding the fault closed at whim. Creatures in the crevice take a cumulative 2d6 points of crushing damage each round they remain in the maw, so creatures in the maw for two rounds take 2d6 points of crushing damage on the first round, 4d6 points of crushing damage on the second round, and so on until they escape. The maw may be escaped with a Climb check of DC 20, +2 for each round since the fault began grinding closed, or by flying out.

If the maw is in its closed state, any creature standing on the area where the crevice opens may make a DC 22 Reflex save to avoid the opening maw. Those that succeed may jump to safety; those that fail fall inside, sustaining damage from the 30-foot fall. The following round, the maw begins grinding the fault closed. The save DC is Dexterity-based.

Immunities: The earthen maw, as a creature of mostly pure elemental earth and stone, takes damage from energy effects and ranged attacks as if it were an object: acid and sonic as normal, electricity and fire do half damage, and cold attacks do one-quarter damage. Ranged weapons, unless they are siege engines or something similar, do half damage before applying damage reduction.

Skills: The earthen maw gains a +12 circumstance bonus on all Hide checks (already calculated above) due to its natural stone and earth structure. Knowledgeable characters may identify an earthen maw with a Knowledge (nature) check opposing the Hide check, rather than a Spot check.



GATE SNAKE

Huge Magical Beast

Hit Dice: 6d10+24 (57 hp)

Initiative: -1

Speed: 50 ft. (10 squares)

AC: 17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17

Base Attack/Grapple: +6/+21

Attack: Bite +13 melee (2d6+10)

Full Attack: Bite +13 melee (2d6+10)

Space/Reach: 15 ft./10 ft.

Special Attacks: Breath weapon

Special Qualities: Form gate, magical aura, spell absorption

Saves: Fort +9, Ref +4, Will +8

Abilities: Str 24, Dex 8, Con 18, Int 20, Wis 18, Cha 18

Skills: Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (the planes) +17, Perform +13, Sense Motive +13, Spellcraft +16, Use Magic Device +16

Feats: Iron Will, Magical Aptitude, Skill Focus (Knowledge [the planes])

Environment: Any (non aquatic)

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral good

Advancement: 7-12 HD (Huge), 13-20 HD (Gargantuan)

The massive snake's green and blue scales shimmer with inner light as it slithers forward. Sparks of lightning dance between the long row of spikes running down its back. The creature's wise, shining blue eyes look deep into yours. Its voice, a hiss as loud as thunder, rushes forth along with a faint glowing mist.

Gate snakes look like unnaturally large pythons, with shocking blue scales and a faint glow that constantly follows them. The smallest of them measure 15-ft. long and weigh more than 300 lbs. The largest stretch out to nearly 40 ft. and weigh in at slightly below 1,000 lbs. Most of these creatures are male; female gate snakes are increasingly rare. Gate snakes can live for up to 2,000 years before eventually dying of natural causes.

Despite their fearsome appearance and tremendous strength, gate snakes do not fight if they can help it. These sophisticated and wise creatures developed a peaceful culture years ago. Their inability to use tools forced them to develop a sophisticated oral tradition, one filled with music and poetry. They traded these songs with elves and men in exchange for knowledge and crafted goods.

Unfortunately, gate snakes have the incredible ability to create gates to various planes when charged with enough magical energy. This ability has made the snakes a much-sought-after tool for those who study the arcane, especially those whose curiosity outweighs their moral compunctions. After centuries of abuse as tools in countless wizards' laboratories, gate snakes as a race went into hiding.

Gate snakes speak Celestial, Common, Draconic, Elven, and Infernal. They typically try to reason with intelligent creatures before fighting.

COMBAT

Despite their combat prowess, gate snakes generally avoid conflict. If backed into a corner, the gate snake attempts to bargain for its life. They know full well that such bargaining is usually futile; the creatures that hunt them have no intention of killing them, just enslaving them for the rest of their natural lives.

GOLEM BANE

If forced to fight, the gate snake attacks with its bite. If struck by a spell with an appropriate descriptor, the snake unleashes a breath weapon. Gate snakes invariably flee from powerful spellcasting foes, rather than risk being frozen into gate form.

Breath Weapon (Sp): Gate snakes can release stored magical energy as a breath weapon that takes the form of a 60-ft. cone of magically charged mist. Creatures in the cone take 1d6 points of damage per spell level released. Those in the area of effect may make a DC 17 Reflex save for half damage. Once a spell level is discharged as a breath weapon, it is no longer considered stored for the purposes of the form gate ability, below. The save DC is Constitution-based.

Form Gate (Su): If the gate snake ever stores twice its HD in spell levels, and at least one of those spells had an elemental descriptor, the snake immediately begins a painful transformation. On the first round, the creature twists around itself and bites its own tail. On the second round, all of its back spines begin to glow. On the third round, the creature turns to stone (hardness 10) and a *gate* appears within the circle of its body.

The gate opens to a plane that most closely corresponds to the elemental descriptor of the highest level spell that the snake has absorbed. Some have discovered energies that open *gates* to other planes, but the following list of planes are the only confirmed reliable destinations:

Spell Type	Gate Plane
Acid	Elemental Plane of Earth
Cold	Elemental Plane of Water
Electrical	Elemental Plane of Air
Fire	Elemental Plane of Fire

The *gate* uses up one spell level per hour. The gate snake is immobile but aware during this time, and in extreme pain. When all spell levels have been used, the gate snake transforms to its normal form and is stunned for 2d6 rounds.

Spell Absorption (Su): Gate snakes absorb magical energy exactly like a *rod of spell absorption*, except that the spell level must be equal to or less than the gate snake's HD; if it is higher, it affects the gate snake normally. Spells are automatically absorbed, whether the snake wishes them to be or not. The absorbed spells cannot be cast back, but have special effects as described above.

Medium Elemental

(Air, Earth, Extraplanar, Fire, Water)

Hit Dice: 13d8+26 (85 hp)

Initiative: +6

Speed: Fly 90 ft. (perfect) (18 squares)

AC: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

Base Attack/Grapple: +9/+13

Attack: Slam +13 melee (1d6+5+2d6 energy)

Full Attack: 2 slams +13 melee (1d6+5+2d6 energy) or elemental missile +11 ranged (2d6 energy)

Space/Reach: 5ft./5ft.

Special Attacks: Disable construct, elemental burst, invade

Special Qualities: Catalyze berserk, damage reduction 15/—, detect golem, elemental traits, immunities

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

Abilities: Str 20, Dex 15, Con 14, Int 16, Wis 15, Cha 14

Skills: Disable Device +19, Intimidate +18, Knowledge (arcana) +19, Open Lock +11, Search +19, Survival +11

Feats: Dodge, Improved Initiative, Mobility, Spring Attack, Track

Environment: Any land or elemental plane

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually lawful neutral

The humanoid-shaped creature looks to be created from crystal or glass. Its body seems filled with fantastic images of fiery tornadoes, churning landslides, rushing rivers, and destructive lightning.

When a spellcaster creates a golem, he traps the essence of an elemental (usually earth or water) to give the otherwise useless creation lifelike animation and the ability to follow spoken commands. The creatures of power that dwell in elemental planes find these practices to be reprehensible, and an abuse of the elements they command and are responsible for. In order to combat this defilement, noble elementals created a type of servant from all four elements that has only one mission in life: freeing trapped elementals from their golem prisons.

The golem bane's body is shaped to resemble a smooth, transparent humanoid. Its glass-like skin contains an interior filled with elemental energies. The ele-



mental vistas within change from roiling storm clouds to raging fires to gently cascading snow or soil, all depending on the creature's current mood and what sort of power it is calling upon at the time. Because they are spawned from a combination of all four elements, golem banes feel themselves to have a personal responsibility to protect and preserve the natural balance between the sentient races, the world they live on, and the elemental planes themselves.

Golem banes speak all elemental languages (Ignan, Aquan, Auran, and Terran) as well as Common.

COMBAT

The golem bane's special abilities generally make fights against golems short affairs. The golem bane ignores any creatures that aren't constructs unless attacked by them. While a capable combatant against non-golems, it prefers to flee such encounters. The one exception to this, and a potent exception it is, is when faced with a spellcaster that has obviously created golems. When encountering such beings, the golem bane enters a homicidal rage. Because they are ashamed of such displays, and because they know that the trapped elementals will relish the opportunity for revenge, golem banes generally use their catalyze berserk ability to let the golem itself destroy the creator.

Detect Elemental (Su): A golem bane can detect golems with unerring accuracy within five miles of its location.

Elemental Burst (Su): Every 1d4 rounds as a standard action, the golem bane may release a blast of fire, cold, acid, electricity, and sonic energy from its body that extends from the creature in a 30-ft. radius. Creatures in the radius suffer 12d6 points of energy damage unless they make a DC 18 Reflex save to sustain half damage. Because the energy damage is a merging of all the elemental energy types, only resistance to all of them grants any resistance at all to the attack.

Catalyze Berserk (Su): When in the presence of a golem, the golem bane can encourage its spirit to break free from the will of the creator. Any golem within 60 ft. of the golem bane that fails a DC 18 Will save is subject to this effect. Those that fail their Will save and normally have a 1% cumulative chance of going berserk each combat round (flesh and clay golems, for instance) instead have a 10% cumulative chance of going berserk each combat round. Those golems that fail their Will

save and normally never go berserk (stone and iron golems, for instance) have a 5% cumulative chance of going berserk each combat round. A golem whose berserk state was catalyzed by a golem bane immediately seeks out and attempts to destroy its creator. When in this state, the golem can locate its creator with unerring accuracy at any distance, as long as the creator is on the same plane as the golem.

Free Elemental (Su): Once a golem has gone berserk, its elemental spirit may be freed. The golem bane must make a touch attack against the golem. The golem must then make a DC 18 Fortitude save or fall inanimate to the ground. The essence of the elemental within has been bonded to the golem bane's own elemental essence, soon to be returned to the appropriate elemental plane.

Immunities (Ex): The golem bane is immune to all attacks that use a form of elemental energy (sonic, cold, fire, acid, and electricity).

Spell-like Abilities: 3/day—*find the path, gaseous form, move earth, dimension door, passwall, transport via plants, wind walk*; 1/day—*plane shift* (DC 19), *wall of ice* (DC 16), *wall of iron* (DC 18), *wall of fire, wall of stone* (DC 17), *wind wall*. Caster level 13th. Save DCs are Charisma-based.

GUARDIAN ELEMENTALS

These elemental spirits form out of the raw stuff of their respective elemental planes. They generate naturally as a response to the incursions of outside forces. Guardians respond hostilely to any creature not native to their realms. The longer an incursion continues, the more guardians appear to deal with it.

Any gate opened onto one of the elemental planes might call forth guardian elementals. For every 10 minutes that the gate is open, there is a 10% chance that 2d4 guardians will respond. Once guardians begin to attack, others home in on the intrusion, with one additional guardian appearing every minute. The guardians exhibit intelligent behavior patterns, including massing for an assault against obviously dangerous foes.

Guardian elementals may (5% chance) be accidentally summoned in place of a normal elemental by the appropriate level of *summon monster* or *summon nature's ally* spell. Alternatively, a huge guardian elemental may be summoned on purpose with a *greater planar ally* or *greater planar binding* spell. In either

case, guardian elementals react negatively to being pulled into a "mixed elemental" world; their fundamental nature is to destroy things not of their element, regardless of whatever compulsions are placed on it. This makes them difficult to control or to use reliably. Any spellcaster calling a guardian must make a caster level check, modified by Cha, with a DC equal to the elemental's HD. Failure results in the elemental succumbing to an uncontrollable rage. If the creature is not bound by a *magic circle*, it lashes out, killing any living creature it can find. If it is bound, it becomes impossible to bargain with.

All guardian elementals are particularly strong (huge, greater, and elder) elementals with unique powers suiting their roles as protectors of their planes. They also have a grand appearance, usually incorporating one or more spectacular elements into the more mundane look of their normal cousins.

All guardian elementals share the following special abilities, in addition to the normal abilities granted to an elemental of their type and size.

Guardian Immunity (Su): The magic of their home plane protects the guardians from harm. They gain a +4 racial bonus to all saving throws.

Opposed Elements (Ex): Guardian elementals are particularly resistant to other elements, as their first and foremost duty is to prevent incursions from those elemental planes bordering theirs. Their damage reduction increases by 10 against natural attacks by creatures of the opposed elemental subtype (earth vs. air, fire vs. water), and by 5 against natural attacks by creatures with other elemental subtypes. Additionally, guardian elementals have resistance 15 against spells and effects with their opposed element as a descriptor, and resistance 5 against spells and effects with any other element as a descriptor. In the case of elemental energies, cold equates to water, electricity relates to air, and acid equates to earth.

Augmented Senses (Su): Guardian elementals can sense the flow and movement of the elements that make up the world around them. This gives them blindsight to a radius of 60 ft. Additionally, creatures of the elemental type show up even more distinctly in their senses, allowing them to sense and pinpoint any such creatures within 120 ft. Finally, they can sense any form of dimensional travel or gate within a one-mile radius.

AIR GUARDIAN

Air Guardian, Huge
Huge Elemental
(Air, Extraplanar)

Hit Dice:	16d8+64 (136 hp)
Initiative:	+13
Speed:	Fly 100 ft. (perfect) (20 squares)
AC:	21 (-2 size, +9 Dex, +4 natural) touch 17, flat-footed 12
Base Atk/Grapple:	+12/+24
Attack:	Slam +19 melee (2d8+4)
Full Attack:	2 slams +19 melee (2d8+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Abrasion, air mastery, whirlwind
Special Qualities:	Augmented senses, damage reduction 5/—, elemental traits guardian immunities, opposed elements, spell-like abilities
Saves:	Fort +13, Ref +23, Will +9
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B
Climate/Terrain:	Elemental Plane of Air
Organization:	Solitary or squad (2–8)
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	17–20 HD (Huge)

Air Guardian, Greater
Huge Elemental
(Air, Extraplanar)

Hit Dice:	21d8+84 (178 hp)
Initiative:	+14
Speed:	Fly 100 ft. (perfect) (20 squares)
AC:	26 (-2 size, +10 dex, +8 natural) touch 18, flat-footed 16
Base Atk/Grapple:	+15/+28
Attack:	Slam +24 melee (2d8+5)
Full Attack:	2 slams +24 melee (2d8+5)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Abrasion, air mastery, whirlwind
Special Qualities:	Augmented senses, damage reduction 10/—, elemental traits guardian immunities, opposed elements, spell-like abilities
Saves:	Fort +15, Ref +27, Will +11
Abilities:	Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +15
Feats:	Alertness, Blind-fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B
Climate/Terrain:	Elemental Plane of Air
Organization:	Solitary or squad (2–8)
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement:	22–23 HD (Huge)

Air Guardian, Elder
Huge Elemental
(Air, Extraplanar)

Hit Dice:	24d8+96 (204 hp)
Initiative:	+15
Speed:	Fly 100 ft. (perfect) (20 squares)
AC:	27 (-2 size, +11 Dex, +8 natural) touch 19, flat-footed 16
Base Atk/Grapple:	+18/+32
Attack:	Slam +27 melee (2d8+6/19–20)
Full Attack:	2 slams +27 melee (2d8+6/19–20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Abrasion, air mastery, whirlwind
Special Qualities:	Augmented senses, damage reduction 10/—, elemental traits guardian immunities, opposed elements, spell-like abilities
Saves:	Fort +17, Ref +28, Will +15
Abilities:	Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +29, Spot +29
Feats:	Alertness, Blind-fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Power Attack, Spring Attack, Weapon Focus (slam)
Climate/Terrain:	Elemental Plane of Air
Organization:	Solitary or squad (2–8)
Challenge Rating:	14
Treasure:	None
Alignment:	Usually neutral
Advancement:	25–48 HD (Huge)

The guardian descriptions do not repeat the abilities listed for the elementals in the MM.

AIR GUARDIAN

A vaporous giant swerves towards you, the pearl and gray mist that make up its substance roiling in an unseen wind. Great wings sweep back from its shoulders, although they fade in and out as the substance that forms them twists in the air. It raises translucent hands, unleashing lightning drawn from somewhere deep within its cloudy depths.

Air guardians are creatures of great speed and power dedicated to the purity of the Elemental Plane of Air. They appear whenever impure creatures invade the plane, pushing aside lesser creatures in their path of destruction. Most intelligent denizens of the Elemental Plane of Air give them a wide berth. Like all guardians, they are difficult to reason with.

Air guardians speak Auran, though they rarely choose to do so. The voice of an air guardian sounds like a thunderclap, just barely restrained into understandable speeds.

COMBAT

Air guardians use their incredible speed and agility to their advantage. They rarely engage in melee combat, preferring to blast opponents from a distance. Several guardians often coordinate their attacks on a single target, attempting to destroy it before moving on. They are intelligent enough to single out spellcasters and archers for special consideration.

In addition to their standard air elemental abilities, air guardians possess the following special abilities:

Abrasion (Ex): Every 1d4 rounds as a standard action, the air guardian may call up a blast of wind loaded with fine particles. This blast of wind covers a 60-ft. cone. Any creature

EARTH GUARDIAN

	Earth Guardian, Huge Huge Elemental (Earth, Extraplanar)	Earth Guardian, Greater Huge Elemental (Earth, Extraplanar)	Earth Guardian, Elder Huge Elemental (Earth, Extraplanar)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	-1	-1	-1
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)
AC:	19 (-2 size, -1 Dex, +12 natural) touch 7, flat-footed 19	21 (-2 size, -1 Dex, +14 natural) touch 7, flat-footed 21	23 (-2 size, -1 Dex, +16 natural) touch 7, flat-footed 23
Base Atk/Grapple:	+12/+29	+15/+33	+18/+37
Attack:	Slam +19 melee (2d10+9)	Slam +24 melee (2d10+10)	Slam +27 melee (2d10+11/19-20)
Full Attack:	2 slam +19 melee (2d10+9)	2 slam +24 melee (2d10+10)	2 slam +27 melee (2d10+11/19-20)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Earth mastery, push, tar	Earth mastery, push, tar	Earth mastery, push, tar
Special	Augmented senses, damage	Augmented senses, damage	Augmented senses, damage
Qualities:	reduction 5/—, darkvision 60 ft., earth glide, elemental traits, guardian immunities, opposed elements, spell-like abilities	reduction 10/—, darkvision 60 ft., earth glide, elemental traits, guardian immunities, opposed elements, spell-like abilities	reduction 10/—, darkvision 60 ft., earth glide, elemental traits, guardian immunities, opposed elements, spell-like abilities
Saves:	Fort +21, Ref +8, Will +11	Fort +23, Ref +10, Will +13	Fort +25, Ref +12, Will +15
Abilities:	Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11	Str 31, Dex 8, Con 21 Int 8, Wis 11, Cha 11	Str 33, Dex 8, Con 21 Int 10, Wis 11, Cha 11
Skills:	Listen +10, Spot +9	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (slam)	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Iron Will, Power Attack, Weapon Focus (slam)
Climate/Terrain:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	9	11	14
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)

caught in the cone takes 1d4 points of damage per HD of the air guardian and is blinded for 1d4 rounds. Creatures in the cone may make a Reflex save (DC equal to 10 + 1/2 the elemental's HD + Con modifier) to halve the damage and negate the blindness. Creatures with the earth subtype take 1d8 points of damage per HD of the air guardian rather than 1d4.

Spell-like abilities (Sp): At will—*call lightning* (DC 13), *faerie fire* (DC 11), *fog cloud*, *gust of wind* (DC 12), *shocking grasp*. Greater and elder air guardians gain: 3/day—*blink*, *color spray* (DC 11), and *cone of cold* (DC 15). Elder air guardians gain: 1/day—*chain lightning* (DC 16), *prismatic spray* (DC 17), and *storm of vengeance* (DC 19). Huge guardians cast as 9th-level casters, greater guardians cast as 11th-level casters, and elder guardians cast as 14th-level casters. Save DCs are Charisma-based.

EARTH GUARDIAN

The great mound before you heaves itself to its feet. Its amorphous legs and arms swing with surprising speed, while lumps of gold, silver, and dark metals arrange themselves like armor along its stony hide. The scent of freshly tilled soil surrounds you as the creature closes.

Earth guardians are every bit as strong and tough as their lesser kin. Oddly, they smell like fresh-tilled earth, leading some scholars to suggest that these creatures are very close to the primal creative powers of the universe.

Like all guardians elementals, earth guardians have an unwavering hatred for anything not native to their home plane. They even go so far as to attack creatures of their own plane that have been "infected" by being summoned into other worlds. They can speak Terran but usually only speak to

FIRE GUARDIAN

	Fire Guardian, Huge Huge Elemental (Extraplanar, Fire)	Fire Guardian, Greater Huge Elemental (Extraplanar, Fire)	Fire Guardian, Elder Huge Elemental (Extraplanar, Fire)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+11	+12	+13
Speed:	70 ft. (14 squares)	70 ft (14 squares)	70 ft (14 squares)
AC:	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 Atk/Grapple:	+12/+24	+15/+28	+18/+32
Attack:	Slam +17 melee (2d8+4 plus 2d8 fire)	Slam +23 melee (2d8+5 plus 2d8 fire)	Slam +27 melee (2d8+6/19-20 plus 2d8 fire)
Full Attack:	2 slams +17 melee (2d8+4 plus 2d8 fire)	2 slams +23 melee (2d8+5 plus 2d8 fire)	2 slams +27 melee (2d8+6/19-20 plus 2d8 fire)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Burn, flame lance	Burn, flame lance	Burn, flame lance
Special Qualities:	Augmented senses, damage reduction 5/—, elemental traits, guardian immunities, immune to fire, opposed elements, spell-like abilities, vulnerable to cold	Augmented senses, damage reduction 10/—, elemental traits, guardian immunities, immune to fire, opposed elements, spell-like abilities, vulnerable to cold	Augmented senses, damage reduction 10/—, elemental traits, guardian immunities, immune to fire, opposed elements, spell-like abilities, vulnerable to cold
Saves:	Fort +13, Ref +23, Will +11	Fort +15, Ref +26, Will +13	Fort +17, Ref +29, Will +15
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 31, Con 18 Int 8, Wis 11, Cha 11	Str 22, Dex 33, Con 18 Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Combat Reflexes Dodge, Improved Initiative ^B , Iron Will, Mobility, Spring Attack, Weapon Finesse ^B	Alertness, Blind-fight, Cleave, Combat Reflexes, Improved Initiative ^B , Mobility, Power Attack, Spring Attack, Weapon Finesse ^B , Weapon Focus (slam)	Alertness, Blind-fight, Cleave, Combat Reflexes, Improved Critical, Improved Initiative ^B , Mobility, Power Attack, Spring Attack, Weapon Finesse ^B , Weapon Focus (slam)
Climate/Terrain:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary or squad (2-8)	Solitary or squad (2-8)	Solitary or squad (2-8)
Challenge Rating:	9	11	14
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)

inform a target of its impending destruction. An earth guardian's voice sounds like a vast hollow booming, as though a cave opening to the center of the earth were given voice.

COMBAT

Earth guardians attack relentlessly, without fear of destruction. They know that if they fall, a thousand more guardians will take their place. Every moment they delay the "infection" from spreading in their lands is another moment for more guardians to rally.

If faced with opponents who have strong ranged attacks, earth guardians sink into the ground, then move into an advantageous position with their earth glide ability. They may send one or more of their number in an overland charge, fully expecting that the decoys

will die in the attempt. Against flying opponents, they use their tar ability to force the flier to earth.

Tar (Ex): Every 1d4 rounds as a free action, an earth guardian may exude an amazingly dense, inflammable, tar-like substance. This tar may then be thrown as a ranged touch attack (with a range increment of 120 ft.) or used as a melee touch attack. If it hits, the tar entangles the creature, giving it a -2 penalty on attack rolls and a -4 penalty to Dexterity. Additionally, the target must make a Reflex save (DC equal to 10 + 1/2 the guardian's HD + Con modifier) or be covered in the tar, adding 100 lbs. (for huge guardians) to the creature's encumbrance. Greater guardians' tar adds 200 lbs. to the target's encumbrance, and elder guardians' tar adds 300 lbs. to the target's encumbrance. This extra weight is likely to

WATER GUARDIAN

	Water Guardian, Huge Huge Elemental (Water, Extraplanar)	Water Guardian, Greater Huge Elemental (Water, Extraplanar)	Water Guardian, Elder Huge Elemental (Water, Extraplanar)
Hit Dice:	16d8+80 (152hp)	21d8+105 (199hp)	24d8+120 (228hp)
Initiative:	+4	+5	+6
Speed:	40 ft. (8 squares), swim 120 ft.	40 ft. (8 squares), swim 120 ft.	40 ft. (8 squares), swim 120 ft.
AC:	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 Atk/Grapple:	+12/+27	+15/+31	+18/+35
Attack:	Slam +17 melee (2d10+7)	Slam +21 melee (2d10+8)	Slam +25 melee (2d10+9/19-20)
Full Attack:	2 slams +17 melee (2d10+7)	2 slams +21 melee (2d10+8)	2 slams +25 melee (2d10+9/19-20)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Drench, vortex, water mastery, wave	Drench, vortex, water mastery, wave	Drench, vortex, water mastery, wave
Special Qualities:	Augmented senses, damage reduction 5/—, elemental traits guardian immunities, opposed elements, spell-like abilities	Augmented senses, damage reduction 10/—, elemental traits guardian immunities, opposed elements, spell-like abilities	Augmented senses, damage reduction 10/—, elemental traits guardian immunities, opposed elements, spell-like abilities
Saves:	Fort +21, Ref +13, Will +11	Fort +23, Ref +18, Will +13	Fort +25, Ref +21, Will +14
Abilities:	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11	Str 26, Dex 20, Con 21 Int 8, Wis 11, Cha 11	Str 28, Dex 22, Con 21 Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Cleave, Great Cleave Improved Bull Rush, Iron Will Power Attack	Alertness, Cleave, Great Cleave Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack	Alertness, Cleave, Great Cleave Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Climate/Terrain:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary or squad (2-8)	Solitary or squad (2-8)	Solitary or squad (2-8)
Challenge Rating:	9	11	14
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)

increase a creature's load, causing walking creatures to be slowed and flying creatures to fall. Whether the target successfully saved or not, the tar may be removed as a full-round action that provokes attacks of opportunity. If the creature leaves the tar on for more than one minute, it hardens into a stony shell, preventing the creature from moving until someone cuts it off (hardness 8, hit points 30). Creatures with the air subtype receive a -4 penalty to their saving throws against this attack.

Spell-like Abilities (Sp): At will—*grease* (DC 11), *melf's acid arrow*, *soften earth and stone*. Greater and elder guardians gain: 3/day—*slow* (DC 13), *spike stones*, *stone shape*, *wall of stone*. Elder guardians gain: 1/day—*disintegration* (DC 15), *earthquake* (DC 18), and *freedom of movement*. Huge guardians cast as 9th-level casters, greater guardians cast as 12th-level casters, and elder guardians cast as 15th-level casters. Save DCs are Charisma-based.

FIRE GUARDIAN

The bright blue-white glow of the elemental flame before you throws everything around it into stark relief. Its flames leap and roar, trapped in a vaguely humanoid form. Blazing white flames burn where its eyes should be, flaring hot enough to melt stone. The air around the creature takes on the scent of pure burnt ash.

Whatever process creates guardian elementals refines these creatures into a white-hot fury. They burn so brightly that other creatures can barely stand to look at them. Even other creatures from the Elemental Plane of Fire avoid them, fearing that somehow their presence will consume the fuel that keeps them burning.

Fire guardians speak Ignan, though they rarely choose to do so. Of all the guardians, they are the least controlled,

flinging themselves into the defense of their plane with wild abandon. Their frenzy of destruction sometimes spills over onto bystanders. A fire guardian's voice sounds like the roaring of a great fire.

COMBAT

Fire guardians attack in a reckless frenzy, striking out at every moving target without regard for whether it is friend or foe. They also take great advantage of their immunity to fire, targeting powerful destructive spells at their feet. If they outnumber their attackers, one guardian squares off with each target, while the remaining rain spells down into the fray.

The following powers are in addition to standard fire elemental and guardian powers:

Flaming Burst (Ex): Fire guardians' slam attacks are considered *flaming burst* weapons, doing an additional 2d10 points of fire damage when a critical hit is scored.

Flame Lance (Ex): Every 1d4 rounds, a fire guardian may unleash lances of white-hot flame as a standard action. The lances have a range of 200 ft. and may target one creature each. A huge guardian may fire one lance that does 8d8 points of fire damage. A greater

guardian may fire two lances that do 10d8 points of fire damage each. An elder guardian may fire four lances that do 12d8 points of fire damage each. Separate targets must be within 30 ft. of each other. The target may make a Reflex save (DC 10 + 1/2 the elemental's HD + Con modifier) for half damage. Creatures that fail the save have accidentally exposed one of their possessions to the ray, which must make a Fortitude save (DC 10 + 1/2 the elemental's HD + Con modifier) or be destroyed. A critical failure on the Reflex save causes two items to be targeted for destruction. Items are affected in the following order: shield, armor, helmet/hat/headband, item in hand, cloak, stowed or sheathed weapon, bracers, clothing, and jewelry. The flame lance deals double damage to creatures with the water subtype.

Spell-like Abilities (Sp): At will—*burning hands* (DC 11), *fire shield*, *scorching ray* (DC 12). Greater and elder guardians gain: 3/day—*fireball* (DC 13) and *wall of fire*. Elder guardians gain: 1/day—*delayed blast fireball* (DC 17) and *incendiary cloud* (DC 18). Huge guardians cast as 9th-level casters, greater guardians cast as 11th-level casters, and elder guardians cast as 14th-level casters. Save DCs are Charisma-based.



WATER GUARDIAN

The water around you heaves upwards into a mockery of the human form. Rippling and swirling within its unnatural confinement, the water's restless motion hints at unspeakable power. The creature's surface reflects nothing of the world around it, as if it drinks in every image.

Water guardians patrol the fathomless depths of the Elemental Plane of Water, seeking out any intruders. Their unusual, non-reflective surface makes them unnerving to look at.

Like all water elementals, water guardians speak Aquan, and deign to speak with their fellows more often than most guardians. They realize that the guardians cannot hope to patrol the endless depths of the Plane of Water without the aid of others. They also use their area of effect spells selectively, making sure not to harm the plane's denizens. This forethought means that most water guardians can count on assistance from their fellow creatures, a radical departure from the normal guardian/denizen relationship.

COMBAT

Water guardians are typically very cautious when they engage in battle. They try to avoid causing collateral damage. In battle, the guardians work well together, concentrating their attacks on a single target whenever possible.

Water guardians have the following unique abilities in addition to their elemental and guardian powers:

Wave (Ex): Every 1d4 rounds as a standard action, the water guardian can unleash a sweeping wave of freezing water in a 60-ft. cone. Any creature caught in the cone takes 1d4 points of damage per HD of the guardian elemental and is knocked off its feet and pushed to the farthest edge of the cone. Creatures in the cone may make a Fortitude save (DC equal to $10 + \frac{1}{2}$ the elemental's HD + Con modifier) to halve the damage and remain unmoved and standing. Creatures with the fire subtype take 1d8 points of damage per HD of the guardian elemental rather than 1d4.

Spell-like abilities (Sp): At will—*blur*, *chill metal* (DC 12), *chill touch*, *create water*, and *fog cloud*; Greater and elder guardians gain: *3/day*—*control water*, *hold monster* (DC 15) and *ice storm* (DC 14). Elder guardians gain: *1/day*—*horrid wilting* (DC 18) and *elemental swarm*. Huge guardians cast as 9th-level casters, greater guardians cast as 11th-

level casters, and elder guardians cast as 14th-level casters. Save DCs are Charisma-based.

HARBOR HORROR

Gargantuan Elemental (Water)

Hit Dice: 26d8+182 (299 hp)

Initiative: +3

Speed: Swim 120 ft. (24 squares)

AC: 18 (−4 size, +3 Dex, +9 natural), touch 9, flat-footed 9

Base Attack/Grapple: +19/+42

Attack: Slam +27 melee (2d12+11)

Full Attack: 2 slams +27 melee (2d12+11)

Space/Reach: 20 ft./20 ft.

Special Attacks: Drench, shipbane, water-spout, whirlpool

Special Qualities: Blindsight 240 ft., bound, damage reduction 10/magic, elemental traits, fire immunity, fog cloud

Saves: Fort +22, Ref +11, Will +7

Abilities: Str 32, Dex 16, Con 24, Int 12, Wis 8, Cha 14

Skills: Hide +20, Listen +28, Spot +28

Feats: Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Improved Bull Rush, Improved Grapple, Improved Sunder, Power Attack

Climate/Terrain: Shallow salt water

Organization: Solitary or reef (2–4)

Challenge Rating: 12

Treasure: Double normal

Alignment: Usually chaotic evil

Advancement: 27–52 HD (Colossal)

Many a wizard has summoned and bound water elementals to protect and aid merchant and military vessels that travel through hazardous waters. Some of these magical bindings suddenly become imprisonment when the ship the elemental is bound to sinks because of weather, reefs, or piracy.

Years of captivity in the shallow waters surrounded by the wreckage of its prison is enough to drive nearly any creature mad, and the destructive force that was born of just such circumstances is known as a harbor horror. These nearly insane water elementals are trapped near the sunken ship to which they were bound, and now seek the destruction of all ships and those who remind the horror of the spellcaster that bound it thereto. In time, the horror becomes part of the wreckage, the reefs and rocks upon which it rests, and the water around it.

In some cases, a harbor can become a refuge for several of these creatures,



either when a group of warships with elemental companions is destroyed in shallow water, or when a single harbor horror purposefully targets other ships that have elementals bound to them, thus creating more shipwrecks and more horrors.

COMBAT

A harbor horror typically creates a fog cloud centered on itself and a target ship in an attempt to force the ship aground on nearby reefs or jutting rocks. If the ship is too cautious, the horror uses its blindsight to target ships and swimmers with whirlpools and waterspout attacks. The horror is capable of mighty strikes, attacking with watery blows combined with the massive rocks and broken wood of the shipwreck and reefs with which it has merged.

Drench (Ex): The harbor horror's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Huge size or smaller. The creature can dispel magical fire with a touch as if using *dispel magic* (caster level 10th).

Fog Cloud (Su): A harbor horror can create a bank of fog twice per day that billows out across a 200-ft. radius. The fog obscures all sight, including darkvision, beyond 5 feet.

A creature within 5 feet has one-half concealment and creatures farther away have total concealment. A moderate wind (11+ mph) disperses the fog in 10 rounds; a strong wind (21+ mph) disperses the fog in 3 rounds. Caster level 20th.

Ship Bane (Ex): A harbor horror's ability to manipulate water within a 1000-ft. radius can easily overturn small craft (1 foot of length per Hit Die of the horror) and stop larger vessels (10 feet long per HD). Even the largest ships (20 feet long per HD) can be slowed to half speed.

Waterspout (Ex): Once every 1d4 rounds, a harbor horror can launch a blast of water as a ranged touch attack at targets otherwise beyond its reach. The waterspout has a range of 240 ft. and does 10d6 points of damage, half of it nonlethal, as the target is blasted with water, sand, rocks and debris.

Whirlpool (Ex): As a full-round action, a harbor horror can create a whirlpool within 60 ft. The whirlpool is up to 60 feet deep and 30 feet wide at the top and lasts for 1d4+1 rounds. Creatures and objects of up to Huge size take 2d8 points of damage per round within the whirlpool and must also make a DC 25 Reflex save or be smashed against the stones and wooden spars of the horror's wreckage for a further 2d8+11 points of damage. The target (if able to swim) may make a DC 25 Reflex save to escape from the whirlpool each round, otherwise it is trapped within it. Creatures escaping the whirlpool still take damage that round. As the whirlpool picks up wreckage and sand in the shallows, it creates a swirling cloud of debris centered on the center of the whirlpool and extending outward 30 feet. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check to cast a spell (DC 20 + spell level). As a standard action, a harbor horror can move a whirlpool it created in any direction within range, up to 30 feet.

Bound: Originally due to the magics that trapped it, but now because the very debris and rocks it was once bound to are now a part of its form, a harbor horror cannot move more than 120 ft. from the shipwreck that spawned it.

HAUNT ELEMENTALS

Haunt elementals are bodiless elemental spirits that can be benevolent advisors, minute pests, or significant dangers. They generally arrive on the Material Plane by accident, riding along when an elemental is summoned and being left behind when the elemental is dismissed. They cannot live for long (and indeed, are powerless) unless they are occupying some amount of a specified element. These fragile forms are easily destroyed, but often well hidden.

To most, haunt elementals are simply troublesome spirits and supernatural pests. Druids and clerics with elemental domains often act as exterminators, sending them back to their home planes when possible. Artificers, however, value the creatures, having discovered that haunts make excellent power sources for minor constructs that do not require (nor could they contain) such powerful entities as true elementals.

Haunt Traits: A haunt elemental possesses the following traits (unless otherwise noted in a creature's entry).

—Elemental Jump (Su): At will and as a standard action, haunt elementals may use a *dimension door* ability with double the normal range. This ability does not move the creature's body; rather, the haunt's bodiless spirit travels to the new destination. Haunts may only travel to and from amounts of their element large enough to contain them. They are automatically aware of all viable destinations within range of the spell. This is the only action a haunt may take if its body has been destroyed (see below). Caster level 10th.

—Immortal (Ex): The forms that haunt elementals take on are not their true bodies. The creatures themselves are bodiless spirits. When a haunt's body is destroyed, the haunt must use its elemental jump to find a new batch of host element. If none are in range, the haunt is helpless, unable to be seen or heard and unable to affect its environment in any way. It loses one point of Constitution per round when in this state. When it reaches zero Constitution, it is forced back to its home plane.

—Skills: Haunts gain a +10 bonus to Hide checks when they are in the midst of their element.

Haunt elementals speak the language that corresponds with their element (Aquan, Auran, Ignan, or Terran). Older haunt elementals may also speak Common.



FETOR FIEND

Small Elemental (Water)

Hit Dice: 2d8+4 (13 hp)

Initiative: +8

Speed: 40 ft. (4 squares)

AC: 18 (+1 size, +4 Dex, +3 natural), touch 15, flat-footed 14

Base Attacks/Grapple: +1/-4

Attack: Slam +3 melee (disease)

Full Attack: 2 slams +3 melee (disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, evasion

Special Qualities: Elemental traits, haunt traits

Saves: Fort +5, Ref +4, Will +1

Abilities: Str 10, Con 15, Dex 18, Int 12, Wis 12, Cha 15

Skills: Hide +13, Move Silently +9, Tumble +9

Feats: Improved Initiative

Environment: Any urban, sewer

Organization: Stink (3-5)

Challenge Rating: 1

Treasure: None

Alignment: Usually chaotic evil

Advancement: —

Fetor fiends are disgusting creatures that resemble imps made of organic waste,



trash, and water. They roam the sewer systems of large cities or walk the streets of cities where waste flows aboveground in ditches, spreading disease among the humanoid populace. They delight in making other creatures sick and wallowing in the filth that makes up their bodies.

COMBAT

Disease (Ex): A fetor fiend can cause a minor version of filth fever with its touch. The disease is usually marked with boil-like sores at first, which then spread deeper into the body to cause internal infection. The DC to resist infection and recover from the disease is 11, and the damage is one point of Dexterity and one point of Constitution. The save DC is Charisma-based.

Evasion (Ex): Fetor fiends constantly leap about in combat, granting them evasion as per the rogue class ability.

FLVE BLIGHT†

Tiny Elemental (Fire)

Hit Dice: 1/2d8+2 (4 hp)

Initiative: -2

Speed: —

AC: 17 (+2 size, +1 Dex, +4 natural), touch 13, flat-footed 16

Base Attack/Grapple: —/—

Attack: —

Full Attack: —

Space/Reach: 5 ft./—

Special Attacks: Everburning, malevolent flame

Special Qualities: Elemental traits, haunt traits

Saves: Fort +2, Ref +5, Will +0

Abilities: Str —, Con 15, Dex 12, Int 7, Wis 10, Cha 12

Skills: Hide +9, Sleight of Hand +5

Feats: Lightning Reflexes

Environment: Any

Organization: Solitary

Challenge Rating: 1/4

Treasure: None

Alignment: Usually chaotic evil

Advancement: —

The flue blight is a malevolent creature that haunts fireplaces, stoves, and hearths. Though some have been found to inhabit campfires, such haunts are often easily extinguished and quickly find themselves with no new flame to inhabit. Urban flue blights are extremely difficult to contain and destroy, however, and even when most fires in a city are extinguished, they can remain hidden in glowing embers and coals for several days. Most appear as normal and inviting fires, except when they believe no one is looking. At that time, one may witness a cackling humanoid face staring out from the frame of brick or stone.

COMBAT

Malevolent Flame (Su): A flue blight can raise or lower the temperature of the fire it occupies at will. The fire can only be forced within normal temperature ranges and size for the fuel fed to it, and cannot be lowered so far that it goes out. It can char food, burn hands that feed the fire, lower the fire so that it prevents warmth from spreading, and even send forth showers of sparks that might cause flammable objects within a foot of the fire to ignite. The flue blight can never do more than one point of damage per round with this ability (DC 11 Reflex save to avoid) and flammable objects may make a DC 11 Fortitude save (modifiers as appropriate for the material) or begin to slowly smolder, catching on fire in 1d10 rounds. The save DC is Charisma-based.

Everburning (Ex): A fire infested by a flue blight cannot be extinguished by normal means. A spell with the cold descriptor can extinguish the fire and force the flue blight to flee the fireplace for less-hostile accommodations. Some winter travelers actually cultivate a flue blight's presence for this reason, accepting the minor burns and charred food for the guaranteed heat source.

PYRIAN

Tiny Elemental (Fire)

Hit Dice: 1/2d8+1 (5 hp)

Initiative: +4

Speed: —

AC: 16 (+2 size, +4 Dex), touch 16, flat-footed 12

Base Attack/Grapple: +0/-8

Attack: Slam +7 melee (1d3 fire)

Full Attack: 2 slams +7 melee (1d3 fire)

Space/Reach: 2-1/2 ft./5 ft.

Special Attacks: Beneficent flame

Special Qualities: Elemental traits, haunt traits

Saves: Fort +1, Ref +6, Will +3

Abilities: Str 10, Dex 19, Con 12, Int 15, Wis 17, Cha 13

Skills: Knowledge (arcana) +6, Knowledge (nature) +6, Listen +9, Spot +9

Feats: Weapon Finesse

Environment: Any land

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Always good

Advancement: —

Like the stonewise, the pyrians are a race of good haunt elementals. While the thanks for giving fire to man is usually claimed by major deities of creation, smithing, or the sun, creatures from the Elemental Plane of Fire claim that these innocuous fire spirits are the true giver of flame. That status has made them pariahs among their fellows, but pyrians care not; they continue about their mission with righteous zeal. Specifically, they see themselves as shepherds of flame. They instruct primitive races in its creation and use, and prevent civilized races from using it for destructive purposes.

COMBAT

Beneficent Flame (Su): Pyrians' movements, like their malevolent cousins the flue blights, are limited to the fire they occupy. However, their abilities have a wider range and greater power. They can affect up to 1 cubic foot of fire per round, raising or lowering its temperature to within the range of any normal fire. This power has a range of 15 ft. Pyrians use this power, among other things, to extend the life of a fire by maximizing the efficiency of the fuel that it burns, to put out dangerous fires or those being used for evil purposes, and to consume the fire's fuel more quickly to prevent the fire's spread. In the rare instances that a pyrian feels the need to attack an evil-doer, it can make swipes at such foes with its fiery slam attack. Flammable objects that a pyrian attempts to ignite must make a DC 11 Fortitude save (modifiers as appropriate for the material) or catch fire immediately. The save DC is Charisma-based.

STONEWISE

Tiny Elemental (Earth)

Hit Dice: 1d8+3 (7 hp)

Initiative: +2

Speed: 10 ft. (2 squares)

AC: 13 (+2 size, -3 Dex, +4 natural), touch 9, flat-footed 13

Base Attack/Grapple: +0/-8

Attack: —

Full Attack: —

Full Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Stone rain

Special Qualities: Elemental traits, haunt traits, secrets of the earth

Saves: Fort +5, Ref -3, Will +4

Abilities: Str 10, Dex 5, Con 16, Int 18, Wis 18, Cha 19

Skills: Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +11, Knowledge (nature) +8, Knowledge (nobility and royalty) +8, Knowledge (the planes) +8

Feats: Skill Focus (Knowledge [local])

Environment: Any land

Organization: Solitary

Challenge Rating: 1/4

Treasure: Gems only

Alignment: Always good

Advancement: —

Stonewise are benevolent spirits of the earth that collect and dispense wisdom. They appear as small head-size rocks with squat arms and legs. These haunt elementals consider their knowledge and secrets to be more valuable than any cause or territory, and quickly flee any threat or combat in order to protect the knowledge they contain.

COMBAT

Stone Rain (Su): The only offensive attack a stonewise has is its ability to animate pebbles and send them flying towards opponents. All creatures in a 15-ft. radius around the stonewise must make a DC 14 Reflex save or take 1d3 points of damage from the assault. Success negates all damage. Spellcasters must make DC 10 + spell level Concentration checks to cast spells within the stone rain. The save DC is Charisma-based.

Secret of the Earth (Sp): Stonewise can call upon the knowledge of the earth to cast divination spells. At will—*augury*; 1/day—*divination, locate object, meld into stone*; 1/week—*scrying, stone tell*; 1/year—*dis-*

cern location, vision. The stonewise cannot be coerced to use these abilities with threats, blackmail, or even mental compulsions or mind-influencing affects. However, stonewise are good beings, and may use their abilities if convinced that their services will work towards the good of all; they also love expensive gems and precious metals, and can be bargained with to accept such treasures for important information. Caster level 12th.

TANKARD SPIRIT

Tiny Elemental (Water)

Hit Dice: 1/2d8+1 (3 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

AC: 17 (+2 size, +2 Dex, +3 natural), touch 14, flat-footed 15

Base Attack/Grapple: —/—

Attack: —

Full Attack: —

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Sputter

Special Qualities: Elemental traits, haunt traits, transmutation

Saves: Fort +3, Ref +4, Will +0

Abilities: Str 6, Dex 18, Con 12, Int 8, Wis 10, Cha 10

Skills: Escape Artist +8, Hide +4

Feats: Dodge

Environment: Any tavern or inn

Organization: Solitary

Challenge Rating: 1/4

Treasure: None

Alignment: Always chaotic neutral

Advancement: —

These haunt elementals are also called “dwarf’s bane” and “barkeep’s blight” because they ruin stores of alcoholic beverage. While they often remain hidden in their watery homes, a barkeep can easily tell if he has a tankard spirit infection because all of his stock becomes water as the tankard spirit absorbs the alcohol in it. They are also moody creatures that dislike being poured into a glass or tankard and take out their frustrations on whatever creature happens to be trying to drink them.

Sputter (Ex): Inattentive tankard spirits may accidentally let themselves be poured into a tankard, interrupting their absorption of the alcohol. The misplaced tankard spirit takes its ire out on the drinker, forcing its way into the lungs when drunk and causing a choking fit. Any creature subject to this attack must make a DC 11 Fortitude save each round or suffer a

point of nonlethal damage. Success forces the tankard spirit from the victim's lungs, as does unconsciousness. The save DC is Constitution-based.

Transmutation (Ex): Tankard spirits love to consume alcohol from barrels of spirits and ale. A spirit can easily transform any full barrel of spirits or ale into a barrel of purified water in the span of a day. A *purify food and drink* cast on a barrel infested with a tankard spirit causes it to flee the barrel.

ICE ROOK SWARM

Tiny Elemental Swarm (Cold, Extraplanar, Water)

Hit Dice: 11d8+20 (69 hp)

Initiative: +4

Speed: Fly 40 ft. (average) (10 squares)

AC: 18 (+2 size, +4 dex, +2 natural), touch 16, flat-footed 14

Base Attack/Grapple: +8/—

Attack: Swarm (2d6 plus 1d6 cold)

Full Attack: Swarm (2d6 plus 1d6 cold)

Face/Reach: 10 ft./0 ft.

Special Attacks: Distraction, ice javelin volley

Special Qualities: Damage reduction 5/—, elemental qualities, immune to cold, swarm qualities, vulnerable to fire

Saves: Fort +9, Ref +9, Will +6

Abilities: Str 8, Dex 18, Con 14, Int 2, Wis 16, Cha 10

Skills: Listen +12, Spot +15

Feats: Alertness, Hover, Lightning Reflexes, Skill Focus (Spot)

Environment: Elemental Plane of Water

Organization: Solitary, flight (2–4 swarms), or murder (5–12 swarms)

Challenge Rating: 7

Treasure: Normal*

Alignment: Usually neutral

Advancement: None

High above you, a thousand shards of translucent ice scatter the sun into rainbow patterns. Then some of them twist and dive towards you, the friction of the air melting their birdlike forms into long javelins of ice.

These natives of the Elemental Plane of Water look like crows made of pure, translucent ice. Light reflects off of their polished surfaces, making them shine like diamonds. The rooks flock together in large masses, although occasionally a single one might appear as the servant of a powerful magician.

Ice rooks are noted for their beauty and



their savagery. When encountered on the Material Plane, they are likely to launch attacks at any non-elemental creature. As they do not communicate beyond an animal level, no one can be entirely certain what provokes a hostile response. Some sages theorize that, like the birds they resemble, ice rooks are attracted to shiny objects. Unlike normal birds, they have the power to take what they want, killing whole villages just to get a single bright coin.

When trapped on the Material Plane, ice rooks create rookeries of ice on high mountain peaks. These vast colonies may contain up to three murders of the rooks (up to 36 swarms) living together. What treasure can be found there must be pried from the cold, dead fingers of fools who climbed the peaks looking for a fight. A rookery holds hundreds of nests made of strands of pure ice, woven and frozen together over time.

COMBAT

Ice rook swarms rarely swarm down onto their targets. Instead, a handful of the rooks streak down at the target. As they descend, the creatures' bodies elongate into javelins of ice. The javelins inflict piercing and cold damage.

If forced to engage in direct combat, the swarm assails any within its space with a deadly combination of claws, beaks, and bone-breaking cold.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn in its square is nauseated for 1 round; a DC 17 Fortitude save negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Skills that involve patience and concentration require DC 20 Concentration checks.

Ice Javelin Volley (Ex): One per round, an ice rook swarm can unleash a volley of ice rooks that transform themselves into magical javelins. The volley has a range increment of 60 ft. and targets all creatures in a 10-ft. cube. Each creature is the target of 1d6 javelins. The javelins have an attack bonus of +14 and are considered +2 *distance icy burst javelins* (1d6+2+1d6 cold). Javelins caught using the Deflect Arrows or Snatch Arrows feats can be kept as treasure (see below).

*Ice rooks in javelin form can be harvested as one-use magical weapons. For each volley that a swarm launches, there is a 25% chance that one ice rook remains in javelin

form after the combat. Furthermore, any time the swarm is damaged using an electricity or negative energy effect, there is a 25% chance that a javelin falls to the ground. Each javelin may only be thrown once, and is destroyed upon use.

Swarm qualities: The ice rook swarm has all of the normal abilities and immunities of a swarm (see MM).

ISOLIN

Medium Outsider (Air, Extraplanar)

Hit Dice: 7d8+28 (59 hp)

Initiative: +6

Speed: Fly 80 ft. (perfect) (16 squares)

AC: 20 (+6 Dex, +4 natural), touch 16, flat-footed 14

Base Attack/Grapple: +7/+8

Attack: Bite +13 melee (1d8+1 plus poison)

Full Attack: Bite +13 melee (1d8+1 plus poison)

Face/Reach: 5 ft./5 ft.

Special Attacks: Entangle, poison

Special Qualities: Concealment, hide in plain sight, web

Saves: Fort +9, Ref +11, Will +6

Abilities: Str 12, Dex 23, Con 18, Int 3, Wis 13, Cha 8

Skills: Hide +28*, Listen +13, Move Silently +18, Spot +13

Feats: Alertness, Stealthy, Weapon Finesse

Environment: Elemental Plane of Air

Organization: Solitary, pair, or nest (6–10)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement: 8–15 HD (Medium), 16–20 HD (Large)

You catch glimpses of an almost invisible, spider-like creature made of crystal and mist. A bit of its thorax and one of its clawed legs flashes into view as it moves, visible more as distortions than as solid objects. For now, the creature seems to be ignoring you, intent upon something struggling high above.

Isolins are native predators of the Elemental Plane of Air. They rarely come to the Material Plane, although sorcerers and wizards looking for protection from flying creatures may summon them. Isolins look like man-size spiders made of constantly shifting glass and smoke. They weigh no more than one pound and smell like a dusty room. Isolins move by scuttling on the air itself.



Unlike many outsiders, isolins do not object to being trapped on the Material Plane. For them, the transition from one plane to another requires little effort. On their home plane, they hunt whatever creatures fly into their traps. On the Material they do just the same, stretching impossibly designed webs high into the air to capture flying creatures for consumption.

Isolins are prized as guards against aerial attackers. Unlike ordinary spiders, they can anchor their webs to thin air. Additionally, their poison somehow strips flying creatures of flight, crippling the victim.

These predators create web lairs high in the sky. When their spring mating season ends, isolins drag a large, fast flier of some kind up into their lair. There they lay up to 100 eggs beneath the victim's flesh; within 1d4 days these eggs hatch, killing the victim and releasing a new horde of isolins into the world.

Isolins are barely more intelligent than animals. Fortunately for those who would use them, isolins tend to settle wherever they find a steady supply of food; those desiring isolins as guards typically maintain a huge stock of flying creatures to ensure the richness of the local hunting.

COMBAT

Isolins ignore creatures that cannot fly unless directly attacked. An army could walk by under a horde of them, and so long as none of them took to the air, the isolins would just sit and wait. Nothing that walks is prey. If attacked, isolins attempt to retreat into a nearby web.

Flying targets, on the other hand, are almost always attacked if they come into an isolin's view. The predator generally waits for the flier to become entangled somewhere in its elaborate webs, but drops down on unsuspecting fliers if the opportunity presents itself. Isolins choose targets based on flight speed and maneuverability; extremely fast targets like air elementals get preference over slower targets like human fliers.

Entangle (Ex): By making a touch attack against an opponent up to one size category larger than itself, an isolin can wrap a target in sticky webs. If the attack succeeds, the target is entangled. Entangled creatures may make a DC 16 Strength check or DC 12 Escape Artist check to escape. Both are standard actions that provoke attacks of opportunity. The webs have hardness 0 and 6 hit points. The check DCs are Constitution-based, and the Strength check

includes a +4 racial bonus.

Poison (Su): Injury, Fortitude DC 17, initial damage target's fly speed is halved, secondary damage paralysis. This supernatural poison's ability to halve the target's fly speed is permanent, and even affects temporary flight abilities granted by spells and spell-like abilities. Any time the subject flies in the future, by whatever means, his fly speed is half normal. This effect persists until removed with a *remove curse*. The paralysis lasts 1d3 hours.

Concealment (Ex): Attacks targeting an isolin have a 40% chance to miss due to the creature's near invisibility.

Hide in Plain Sight (Ex): Isolins' airy substance makes them nearly invisible. On any round that an isolin does not move more than 5 feet, it can make a Hide check with no penalties, regardless of objects to hide behind. Isolins also do not suffer penalties to Hide checks while moving.

Web (Ex): Isolins create massive webs anchored in the air. These webs are almost impossible to spot (Spot DC 20). Creatures trapped in the web are treated as though affected by an entangle attack. Isolins are immune to their own webs, as well as those of other isolins.

Skills: Isolins have a +10 racial bonus to Hide checks.

LAST BREATH

Medium Elemental (Air, Incorporeal)

Hit Dice: 4d8-4 (14 hp)

Initiative: +4

Speed: Fly 30 ft. (perfect) (6 squares)

AC: 16 (+4 Dex, +2 deflection), touch 16, flat-footed 12

Base Attack/Grapple: +3/—

Attack: Incorporeal touch +7 melee (1d4)

Full Attack: Incorporeal touch +7 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Steal breath

Special Qualities: Create spawn, daylight powerlessness, elemental traits, incorporeal traits

Saves: Fort +0, Ref +8, Will +2

Abilities: Str —, Dex 18, Con 8, Int 14, Wis 12, Cha 14

Skills: Hide +4*, Listen +3, Search +9, Sense Motive +8, Spot +10

Feats: Alertness, Weapon Finesse

Climate/Terrain: Any land and underground

Organization: Solitary or pack (2-6)



Challenge Rating: 2

Treasure: Normal

Alignment: Usually neutral evil

Advancement: 5–8 HD (Medium), 9–12 HD (Large)

With the silence and suddenness of death itself, the incorporeal creature approaches your bedridden companion. It scans the room quickly, searching for possible witnesses. When its eyes pass over your hiding spot, you see that they are nothing but empty holes in the shape of its head.

Last breaths are evil creatures of air laced with the power of shadow. Although formed of tainted air and shadows, they appear much akin to wraiths or dark ghosts, and are often mistaken for undead when chased away from their victims. They slip into homes and fortresses unobserved and silent, able to cross through most non-magical protective barriers. Once inside, they search out those who slumber in order to steal their breath away. Although difficult to harm in combat, they are cowardly and timid, preferring to take advantage of the defenseless and weak instead of challenging more potent adversaries.

Last breaths are often summoned by evil clerics and wizards to be used as assassins in the dark, as they are able to slay even powerful foes in their sleep. Their link to such dark magics and assassination, as well as their shadowy nature, further enhances the myth that they are a form of undead. The fact that new last breaths are created when they slay a target only reinforces the idea.

Humanoid in shape, but composed of black shadowy wisps of air, last breaths lack eyes completely, with only holes where they should be that show the landscape or room behind them. Many last breaths appear to bear daggers or scimitars, or wear the shape of a shadow cloak, but none of these cosmetics affect their abilities.

COMBAT

Last breaths prefer to close quietly with their foes and strike them dead from the shadows. If confronted in the open, they tend to flee unless otherwise compelled (via *summon monster* spells or other effects). If forced into combat, they attack clerics as a preference, hoping the cleric will waste valuable time attempting to turn or rebuke them.

Steal Breath (Su): A last breath with complete surprise or attacking a helpless, unaware foe (or more frequently a sleeping victim) may steal the breath from its victim as a full-round action. Each round of this attack, the victim must make a DC 14 Fortitude save or suffer a 1d6 points of Constitution damage and 1d4 points of Strength damage. This attack does not waken a sleeping victim unless he successfully makes two saving throws against it in a row. For each point of Strength drawn from a victim, the last breath gains a +1 deflection bonus to AC and a +1 to attack and damage. These bonuses fade at a rate of one per hour.

Daylight Powerlessness (Ex): Last breaths are utterly powerless in natural sunlight and flee from it. They cannot make any attacks, nor use any of their special qualities or abilities.

Create Spawn (Su): If a humanoid is slain by the steal breath ability of a last breath, its own breath emerges the next night as a being of pure evil, a free-willed last breath. This last breath looks vaguely like the body it emerged from. The slain humanoid may still be brought back to life through all of the normal means, as its spirit has not left it . . . simply a piece of its bodily processes. However, a crea-

ture that has died and been brought back to life in this manner, in addition to any other side effects of the spell used to bring him back to life, loses 1d4 points of Constitution.

Skills: Last breaths gain a +10 racial bonus to Hide checks in natural shadows.

Summoning a last breath: A last breath can be summoned using the *summon monster IV* spell. The spell must be cast at night, as the last breath won't come during the day, even in a place of perfect darkness. A summoning spell used to summon a last breath gains the evil descriptor.

MERCURE

Medium Outsider
(Extraplanar, Fire)

Hit Dice: 8d8+48 (68 hp)

Initiative: +11

Speed: 40 ft. (8 squares)

Armor Class: 21 (+7 Dex, +4 natural), touch 17, flat-footed 14

Base Attack/Grapple: +9/+10

Attack: Flame blade +10 melee touch (1d8+4) or firebolt +16 ranged (2d6 plus 4d6 fire/19–20/x3)

Full Attack: Flame blade +7/+2 melee touch (1d8+4) or firebolt +16/+11 (2d6 plus 4d6 fire/19–20/x3) or firebolt +14/+14/+9 (2d6 plus 4d6 fire/19–20/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Firebolt, *flame blade*

Special Qualities: Blindsight 60 ft., uncanny dodge

Saves: Fort +10, Ref +13, Will +8

Abilities: Str 13, Dex 25, Con 18, Int 14, Wis 14, Cha 14

Skills: Balance +18, Climb +12, Hide +18, Intimidate +13, Jump +14, Listen +13, Move Silently +18, Sense Motive +13,

Spot +13, Tumble +20

Feats: Improved Critical (firebolt), Improved Initiative^B, Point Blank Shot^B, Precise Shot, Rapid Shot

Environment: Any

Organization: Always solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Lawful Neutral

Advancement: By character class

As the cloaked form rises from a crouch on the roof above, you can see a red-tinged, man-shaped shadow being cast behind it, as if it were lit from within by a darkly burning flame. A hiss of amusement escapes its lips, punctuated by a volley of fire streaking out from its hands.

Mercures are outsiders that have forged a link to the Elemental Plane of Fire. Though they are humanoid-shaped, they have a bright reddish tinge to their skin, and their eyes are jet black, devoid of any iris or pupil. Much of the history of their race is shrouded in mystery, and the exact location of their home plane is a closely guarded secret. While intelligent, mercures are extremely taciturn, and rarely respond to questions with more than a nod or a grunt. Instead, they are creatures of action, and usually

indicate their intentions simply by incinerating their targets. More than one bravo has mistaken the silent stare of a mercure for weakness, and been turned into a small pile of ash because of it.

Mercures are known far and wide across the planes as mercenaries, bounty hunters, and soldiers for hire. While they generally have no desire for actual wealth, the



fees they charge for their services are still exorbitant. They see the money that they receive for their work as a mark of esteem for being the best in the business. Mercures tend to spend that acquired wealth as fast as they make it, using it to fund gambling binges, lavish living, and the best and fanciest equipment. Observers note that mercures seem to take little pleasure in these sensual pursuits, however, and are often restless to be back in the heat of battle.

Although they are fascinated by the fire that gives them their deadly edge, mercures are not creatures of wanton destruction. They do not seem to show any real preference for aligning themselves with good or evil, but instead live by a strict code of professional ethics. Mercures accept the jobs they take based on the challenges the jobs present. While they prefer to be paid well, the mercenaries have been known to occasionally waive their usually outrageous fees if a job seems particularly interesting and challenging. Once a mercure accepts a job, he sees it through until he either fulfills his contract, he dies, or his employer is no more.

Because they are not a prolific race, it is extremely unusual that more than one mercure will ever be encountered at a time, and they never work together on the same job. On the rare occasions that mercures do meet each other outside their native plane, they usually take care to avoid each other. The exception to this situation is when mercures find themselves on opposite sides of a job or a contract. On such occasions, mercures choose to do battle exclusively with each other, ignoring all other foes. Dueling mercures usually lay waste to their surroundings as they shrug off the majority of each others' fiery attacks. The winners of such duels are mostly unknown, as witnesses typically flee the resulting inferno in terror.

COMBAT

For obvious reasons, mercures prefer to destroy their opponents at range. They are comfortable in close combat as well, however, and confident enough in their firepower to go toe-to-toe with armored warriors. Their *flame blade* ability only comes into play in dire circumstances; the mercure is much more likely to take a 5-ft. step away from a foe and unload with a rapid fire volley of projectiles. If overwhelmed, they make liberal use of their Tumble skill to escape combat.

Firebolt (Su): Mercures attack by opening small portals to the Elemental Plane of

Fire, from which molten projectiles issue forth at high speeds. This attack does both projectile damage and fire damage. A mercure can generate and fire firebolts as easily as an archer may draw forth arrows from a quiver. Unlike most missile weapon attacks, however, launching a firebolt does not provoke attacks of opportunities. The projectiles have a range increment of 120 ft. Anyone hit by the projectiles must also make a DC 16 Reflex save or catch on fire, taking 1d6 points of fire damage per round for 1d4 rounds. Flames can be put out as a move action. The save DC is Charisma-based.

Flame blade (Su): Similar to its firebolts, but less deadly, a mercure's *flame blade* can be summoned forth at will as a free action. It is otherwise identical to the spell *flame blade*. Caster level is equal to the mercure's HD.

Blindsight (Ex): A mercure uses its entire skin as a sensory organ. It is exquisitely sensitive to the movements of air currents around it and can sense the heat signatures of nearby creatures. This gives it the equivalent of the blindsight power out to a 60-ft. radius in most conditions, except those that are totally absent of temperature and air pressure.

Uncanny Dodge (Ex): Mercures possess almost supernatural reflexes, and can react to danger instantaneously. A mercure retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a mercure gains the uncanny dodge ability as a class ability, he automatically gains improved uncanny dodge instead.

NOBLE ELEMENTALS

Whereas normal elementals are the everyday inhabitants of the elemental planes, noble elementals consider themselves the more civilized elite. While it is true that greater and elder elementals could possibly overpower these smaller brethren, the nobles' damage reduction and spell-like abilities would make such a contest drawn out and tedious. Therefore, the two tend to leave each other alone. Besides, the greater and elder elementals have little time for laws and pleasantries, and these, more than territory and power, are what the noble elementals so crave. Such desires may bring them into conflict with other residents of the planes, however; the efreet of the Elemental Plane of Fire are one such example.



The elemental nexus, a place where all the elemental planes may meet, is the preferred dwelling place of these creatures. There they have created a court where they may forge their laws (which few follow) and make a show of enjoying courtly pleasantries (which none of them have the physical capacity to enjoy). Some say that these elementals have been corrupted by the practices and mindsets of the mortals of the Material Plane, and that their lifestyle is merely a puppet show of things they can never attain. Regardless, their combined power is considerable, and their agendas, however misled, can have far-reaching consequences on several planes.

All noble elementals appear as large elementals of their corresponding type, but have a refined and civilized air about them. Noble elementals can change their appearance to seem different from their common brethren, and can easily be identified as noble elementals simply by the way they act. A noble elemental is never alone, always having some creature of its own elemental subtype to act as a servant or bodyguard. Druids and clerics of nature deities often travel to the elemental court to view the proceedings held there or to bring up grievances of

their own that may impact the elemental planes. While the elemental nobles have no power over the greater or elder of their type, and little ability to enforce any laws, denizens of their respective planes are likely to heed their wishes, if only out of habit and respect. The nobles only answer to greater and elder elementals when the massive brutes build up enough thought to actually command the nobles to do something. Unlike common elementals, no hostile relations exist between nobles of elements that normally oppose each other.

Noble elementals speak all elemental languages, as well as Druidic and Common.

NOBLE QUALITIES

All noble elementals, regardless of their type, share the following abilities.

—*Telepathy (Su)*: A noble elemental can communicate with creatures within 100 ft., regardless of whether or not they share a common language.

—*Summon Elemental (Sp)*: As a standard action three times per day, a noble elemental can attempt to summon other

elementals with a 50% chance of success. It may summon another noble elemental of any type, two huge elementals of its type, 1d4 large elementals of its type, or 2d4 medium elementals of its type. A summoned noble elemental cannot perform its own summon ability for one hour after being summoned. This ability is usually employed if the noble feels it is overwhelmed in combat or if it needs a larger entourage to accompany it for appearance's sake. This ability is the equivalent of a 6th-level spell.

—Pact of Ages (Ex): A noble elemental can request aid of any elemental of its type that is not greater or elder in status. If the elemental in question was summoned by another, the noble elemental can attempt to wrest control away with a caster level check. The noble elemental rolls a d20 and adds half its HD plus its Charisma modifier, opposed by a DC equal to 11 + the summoner's caster level. Elementals not of the noble elemental's type will not grant it aid, but such creatures, if free-willed, will demonstrate respect by not attacking or harming the noble unless compelled to do so. As above, the noble elemental can wrest control of the elemental away from its summoner, but an elemental thus freed will not give aid to the noble elemental; it merely goes on its way without attacking the noble.

—Elemental Mastery (Ex): Noble elementals gain a +4 to attack and damage when within 100 ft. of a large source of their element (i.e., a sea, the open sky, solid earth or stone, or a forest fire or active volcano). If in actual contact with that source, the noble elemental gains fast healing 5 as well.

—Create Element (Su): A noble elemental can create quantities of its element from nothing. As a full-round action, it can create a number of 10-ft. cubes of the element equal to its HD. It can do this for up to 10 rounds each day, creating a total of up to 10 times its own HD worth of 10-ft. cubes of elemental material. This material is always mundane (a noble earth elemental cannot create precious metals, etc.).

AIR NOBLE

Large Elemental (Air, Extraplanar)

Hit Dice: 12d8+36 (90 hp)

Initiative: +11

Speed: Fly 120 ft. (30 squares) (perfect)

AC: 20 (–1 size, +7 Dex, +4 natural), touch 16, flat-footed 13

Base Attack/Grapple: +9/+15

Attack: Slam +15 melee (2d6+2)

Full Attack: 2 slams +15 melee (2d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Auran lord, independent whirlwinds, spell-like abilities, steal air, vortex

Special Qualities: Damage reduction 10/magic, noble qualities

Saves: Fort +7, Ref +17, Will +8

Abilities: Str 14, Dex 25, Con 16, Int 19, Wis 19, Cha 20

Skills: Bluff +20, Concentration +18 (+22), Intimidate +20, Knowledge (arcana) +19, Knowledge (the planes) +19, Spellcraft +19

Feats: Dodge, Flyby Attack, Leadership, Lightning Reflexes, Weapon Finesse

Environment: Elemental Plane of Air

Organization: Court (4–8)

Challenge Rating: 11

Treasure: None

Alignment: Usually lawful neutral

Advancement: By character class

A barely visible creature formed of air stands before you. If it hadn't been for the blowing wind, you might never have noticed the three dancing vortices and could have walked right into them.

Air nobles are quick to make rash decisions and are considered extremely flighty and moody. Their mood can quickly veer from something akin to a warm summer breeze to a rage more like that of a tornado. Air nobles usually appear as three miniature whirlwinds that wrap and dance about each other in a circle. When angered, these whirlwinds combine to form a larger tornado as black as the midnight sky.

COMBAT

Air nobles are mobile and deadly. The wide expanses of air on the Material Plane mean that it is almost always in contact with its chosen element. However, as destructive as they have the potential be, air nobles rarely attack without at least some thought beforehand.

Auran Lord (Su): The air noble is a master of elemental air magic. Any spell from the air domain or that has the air or electricity descriptor that is cast (not targeted) within 100 ft. of the air noble may be redirected, at the noble's whim, to new targets (if the spell targets creatures) or its area of effect redirected to any area within range of the spell.

Independent Whirlwinds (Su): Instead of the normal air elemental's whirlwind ability, the air noble can create independent Large whirlwinds to ram into its opponents. Creating a whirlwind is a standard action, and the noble elemental may create three per day. Each whirlwind has one-quarter the noble's hit points, attacks using the noble's slam attack bonus, and has the noble's AC. Instead of doing damage with a hit, however, the whirlwinds force size Large and smaller creatures to make a DC 21 Reflex save or be pushed back 5 ft. and knocked prone. Flying creatures that fail their save are blown back 1d6x10 ft. Controlling any number of whirlwinds is a move action.

Spell-like Abilities: At will—*control winds, obscuring mist, wind wall*; 3/day—*call lightning* (DC 18), *control weather, lightning bolt* (DC 18), *telekinesis* (DC 20), *wall of force*. 1/day—*chain lightning* (DC 21). Caster level 12th. Save DCs are Charisma-based.

Steal Air (Su): As a full-round action that provokes attacks of opportunity, the air noble can remove all air, including oxygen, from the immediate vicinity of a target of size Large or smaller within 120 ft. The air remains removed until the air noble is no longer within 120 ft., dismisses the effect, or is killed. If the target makes a DC 21 Fortitude save, he managed to take in enough air and may hold his breath as described in the DMG. If he fails the Fortitude save, he must begin to make Constitution checks as described in the DMG or begin to suffocate. In any case, no speech is possible while under the effect, so spells with verbal components cannot be cast. The save DC is Charisma-based.

EARTH NOBLE

Large Elemental (Earth, Extraplanar)

Hit Dice: 12d8 +84 (138 hp)

Initiative: -2

Speed: 30 ft. (6 squares)

AC: 17 (-1 size, -2 Dex, +20 natural), touch 7, flat-footed 17

Base Attack/Grapple: +9/+20

Attack: Slam +16 melee (3d6+7)

Full Attack: 2 slams +16 melee (3d6+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Crushing force, push, spell-like abilities, terran lord

Special Qualities: Damage reduction 10/magic, earth glide, noble qualities

Saves: Fort +15, Ref +2, Will +7

Abilities: Str 25, Dex 7, Con 26, Int 13, Wis 17, Cha 17

Skills: Concentration +23 (+27), Intimidate +17, Knowledge (the planes) +16

Feats: Cleave, Combat Casting, Improved Bull Rush, Leadership, Power Attack

Environment: Elemental Plane of Earth

Organization: Court (4-8)

Challenge Rating: 11

Treasure: None

Alignment: Usually lawful neutral

Advancement: By character class (sorcerer)

A tall but rough-hewn humanoid statue formed of marble, gems, and valuable metals stands before you, and then what you thought was a priceless work of art turns to take you in with its emerald eyes.

Earth nobles are mentally a bit slower than any of the other nobles. However, even as the least intelligent noble race, the lords of the earth are still quite a bit more intelligent than their rocky kindred. An earth noble appears as a large and genderless humanoid statue of earth and stone, its body cut through with veins of precious gems and metals. Unlike fire nobles, the earth noble is keen on sitting down and thinking about a problem, for years if need be, before making a decision.

COMBAT

Earth nobles, unlike many of the other noble elementals, find a certain pleasure in melee combat. Their powerful strength and the ready availability of their element make them more fearless in the face of a threat, should they finally be moved to action.

Crushing Force (Su): As a full-round action that provokes attacks of opportunity, an earth noble can use its mastery of elemental earth magic to bring great gouts of earth and rock exploding from the ground beneath any one target of Large size or smaller within 120 ft. The target takes 10d6 points of crushing damage and is stunned for 1d6 rounds. A DC 19 Reflex save halves the damage and negates the stunning.

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

Spell-like Abilities (Sp): At will—*acid arrow*, *resist elements* (electricity only), *soften earth and stone*, *stone shape*, *stone tell*; 3/day—*cone of acid* (as *cone of cold*, but deals acid damage) (DC 18), *spike stones*, *wall of iron* (DC 19), *wall of stone* (DC 18); 1/day—*Earthquake* (DC 21). Caster level 12th. Save DCs are Charisma-based.

Terran Lord (Su): The earth noble is a master of elemental earth magic. Any spell from the earth domain or that has the earth or acid descriptor that is cast (not targeted) within 100 ft. of the noble earth elemental may be redirected, at the noble's whim, to new targets (if the spell targets creatures) or its area of effect redirected to any area within range of the spell.

Earth Glide (Ex): An earth noble 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 noble flings the noble back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

FIRE NOBLE

Large Elemental (Extraplanar, Fire)

Hit Dice: 12d8+36 (90 hp)

Initiative: +9

Speed: 50 ft. (10 squares)

AC: 18 (–1 size, +5 Dex, +4 natural), touch 14, flat-footed 13

Base Attack/Grapple: +9/+15

Attack: Slam +11 melee (2d6+2+2d6 fire)

Full Attack: 2 slams +11 melee (2d6+2+2d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Burn, ignan lord, possession, spell-like abilities

Special Qualities: Damage reduction 10/magic, noble qualities

Saves: Fort +7, Ref +13, Will +8

Abilities: Str 14, Dex 20, Con 16, Int 19, Wis 19, Cha 20

Skills: Concentration +19 (+23), Intimidate +20 Knowledge (arcana) +19, Knowledge (the planes) +19, Spellcraft +19, Diplomacy +19

Feats: Alertness, Combat Casting, Combat

Reflexes, Leadership, Spell Focus (evocation)

Environment: Elemental Plane of Fire

Organization: Solitary or court (4–8)

Challenge Rating: 11

Treasure: None

Alignment: Usually lawful neutral

Advancement: By character class

A large creature consisting of twisting ropes and pillars of flame stands before you. A haughty and commanding voice issues forth from it, demanding your obedience.

Fire nobles are the most aggressive of the nobles. They are quick to judge others and have a temper described as “hot as a thousand suns” by many who have fallen under their wrath. Fire nobles often appear as a triad of dancing pillars of flame that wrap about each other at the middle and spin constantly. They are known to have a rivalry with the water elemental nobles, but deal with this in a peaceful manner befitting a creature of royal stature.

COMBAT

Fire nobles make token efforts at diplomatic solutions, but are quick to abandon such tactics if their opponents do not back down immediately. They prefer, like most noble elementals, to attack at long range with their assortment of spells before sullyng their hands with melee combat.

Burn (Ex): Anyone struck by a fire noble's slam attack must succeed at a DC 19 Reflex save or catch fire and take additional fire damage every round until they spend a move action to put themselves and their equipment out. The flame burns for 1d4 rounds and deals 2d6 points of additional fire damage per round until put out. Creatures that strike the noble with unarmed or natural attacks take 2d6 points of fire damage and must also make the Reflex save to keep from catching fire.

Ignan Lord (Su): The fire noble is a master of elemental fire magic. Any spell with the fire descriptor that is cast (not targeted) within 100 ft. of the fire noble may be redirected, at the noble's whim, to new targets (if the spell targets creatures) or its area of effect redirected to any area within range of the spell.

Possession (Ex): This powerful ability can be used as a full-round action against an opponent of size Large or smaller. First, the noble makes a melee touch attack that provokes attacks of opportunity. If the noble hits

and its opponent fails a DC 21 Will save, the noble enters the target's body and may control it for 1d6 rounds as if using a *dominate monster* spell. Each round the noble remains in the body, the victim must make a DC 19 Fortitude save or suffer 2d6 points of fire damage as the noble's elemental energies rage within him. If the noble wishes, it can exit the body to reform adjacent to it, doing 6d6 points of fire damage (DC 19 Fortitude save for half) in the process. The save DC for the possession is Charisma-based, while the save DC for the fire damage is Constitution-based.

Spell-like Abilities (Sp): At will—*daylight*, *flaming sphere* (DC 17), *flare* (DC 15), *heat metal* (DC 17), *resist elements* (cold only); 3/day—*charm monster* (DC 19), *fireball* (DC 18), *wall of fire*, *protection from elements* (Cold only), *scorching ray*, *summon monster IV* (fire subtype only). 1/day—*incendiary cloud*. Caster level 12th. Save DCs are Charisma-based.

WATER NOBLE

Large Elemental (Extraplanar, Water)

Hit Dice: 12d8+84 (138 hp)

Initiative: +2

Speed: 30 ft. (6 squares), swim 120 ft.

AC: 20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 17

Base Attack/Grapple: +9/+18

Attack: Slam +13 melee (2d8+5)

Full Attack: 2 slams +13 melee (2d8+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Aquan lord, freeze blood, independent vortexes, spell-like abilities

Special Qualities: Damage reduction 10/magic, noble qualities

Saves: Fort +12, Ref +6, Will +10

Abilities: Str 20, Dex 14, Con 19, Int 19, Wis 19, Cha 20

Skills: Concentration +19 (+23), Diplomacy +20, Knowledge (arcana) +19, Knowledge (the planes) +19, Sense Motive +19, Spellcraft +19

Feats: Combat Casting, Diehard, Endurance, Iron Will, Spell Penetration

Environment: Elemental Plane of Water

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Usually lawful neutral

Advancement: By character class

A humanoid creature made of pristine water reclines upon a floating pool before you, regarding you with an eyeless face.

Within the great planar ocean of the Elemental Plane of Water, these creatures ponder the mysteries of the universe for years at a time, unmoving. Water nobles share much in common with earth nobles, in that they believe great thought should go into any decision. However, they do not suffer from the reduced intelligence of their earthen cousins and are considered the wisest of the nobles. Water nobles often appear as levitating pools of crystal-clear water on which a genderless humanoid form sits, legs crossed.

COMBAT

Aquan Lord (Su): The water noble is a master of elemental water magic. Any spell from the water domain or that has the water or cold descriptor that is cast (not targeted) within 100 ft. of the water noble may be redirected, at the noble's whim, to new targets (if the spell targets creatures) or its area of effect redirected to any area within range of the spell.

Freeze blood (Su): As a full-round action that provokes attacks of opportunity, the water noble can freeze the very blood of any living creature of size Large or smaller within 120 ft. The target suffers 10d6 points of cold damage and is *slowed* for 1d6 rounds. A DC 21 Fortitude save halves the damage and negates the *slow* effect. The save DC is Charisma-based.

Independent Vortexes (Su): Instead of the normal water elemental's vortex ability, the water noble can create independent Large vortexes to ram into its opponents. Creating a vortex is a standard action, and the noble elemental may create three per day. Each vortex has one-quarter the noble's hit points, attacks using the noble's slam attack bonus, and has the noble's AC. Instead of doing damage with a hit, however, the vortexes force size Large and smaller creatures to make a DC 21 Reflex save or be pushed back 5 ft. and dazed for one round. Controlling any number of vortexes is a move action. This ability can only be used underwater.

Spell-like Abilities: At will—*control water*, *create water*, *fog cloud*, *obscuring mist*, *water breathing*; 3/day—*cone of cold* (DC 20), *ice storm* (DC 19), *sleet storm* (DC 18); 1/day—*horrid wilting*. Caster level 12th. Save DCs are Charisma-based.

PLAGUE WIND

Large Elemental (Air, Incorporeal)

Hit Dice: 9d8+9 (49 hp)

Initiative: +3

Speed: fly 60 ft. (12 squares)

AC: 12 (-1 size, +3 Dex) touch 12, flat-footed 9

Base Attack/Grapple: +6/—

Attack: Incorporeal touch +8 melee (1d3 and disease and poison)

Space / Reach: 10 ft./10 ft.

Special Attacks: Disease, engulf, nausea, poison

Special Qualities: Elemental traits, incorporeal traits, negative-energy taint, nigh-invisible, regeneration 5

Saves: Fort +4, Ref +9, Will +4

Abilities: Str—, Dex 16, Con 12, Int 10, Wis 12, Cha 6

Skills: Spot +13, Listen +13

Feats: Dodge, Flyby Attack, Lightning Reflexes, Mobility

Climate/Terrain: Any or underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Any evil

Advancement: 10–18 HD (Large), 19–27 HD (Huge)

Also known as “spirits of contagion” and “elemental pestilence,” the dread plague wind is a fast-moving, tainted creature of elemental air. It is unknown whether they create areas of pestilence and disease or are the by-products of such environments. Regardless, it is in such places that these creatures are found, swooping about and spreading the foul diseases within them that are fueled by negative energy.

The plague wind is a nearly invisible disturbance in the air, a barely discernible area that tastes and smells spoiled, stale, and dirty. It bears an almost palpable aura of contamination. The negative energy invested in the plague wind by constant disease and death grants it near immortality until cured of its plethora of diseases and poisons, as well as allowing it to be manipulated by positive and negative energy as if it were undead.

COMBAT

A plague wind is hostile to all life it encounters, attempting to infest and slay any sentient creature it meets. Most encounters with a

plague wind start with the elemental rushing into the party, engulfing them all, and moving on. It then targets clerics and other healers with direct attacks, ignoring paladins and others that are immune to disease.

Disease (Ex): Any creature that is engulfed by or is successfully struck by the plague wind is exposed to filth fever (Injury, Fort save DC 12, 1d3 days incubation, 1d3 Dex and 1d3 Con damage per day).

Engulf (Ex): Although physically very weak, the plague wind merely has to move over an opponent in order to affect it with the worst of its attacks, affecting as many targets as it can cover in a single round. Opponents who notice the plague wind approaching can make opportunity attacks against it, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they move back or aside (opponent's choice) as the plague wind moves forward. Engulfed creatures are subject to the wind's poisons, diseases and nausea. The save DC is Dexterity-based.

Nausea (Ex): Any creature that becomes engulfed by the plague wind must make a DC 15 Fortitude save or become nauseated for one round, as per the DMG (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per round). The save DC is Constitution-based.

Poison (Ex): The poisonous air of the plague wind affects any creature engulfed by its form or hit with a touch attack (Contact, Fortitude save DC 15, 1d2 Con primary and secondary damage). The save DC is Constitution-based.

Negative Energy Taint (Ex): The taint of negative energy within the plague wind allows it to be turned or rebuked as an undead creature, although it does not allow for a cleric to destroy or control it. In addition, *cure* spells cause damage to the plague wind, and *inflict* spells heal damage.

Nigh-Invisible (Ex): Plague winds are hard to see, even under ideal conditions, and it takes a DC 22 Spot check to notice one before it attacks. Creatures who fail to notice a plague wind in their path may walk right into it, and are automatically engulfed. After the first round of attacking, the plague wind fills with vividly colored fumes and poisons, and is easily seen.

Regeneration (Ex): No standard attacks deal normal damage to a plague wind. To slay a plague wind, it must suffer nonlethal damage equal to or greater than its hit points and then be struck with both a *neutralize poison* and *cure disease* spell.

PRIMAL EARTH

Large Elemental (Native, Earth)

Hit Dice: 6d8+30 (57 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

AC: 11 (–1 size, +2 Dex), touch 9, flat-footed 9

Base Attack/Grapple: +4/+13

Attack: Slam +8 melee (2d4+7 and poison)

Full Attack: 2 slams +8 melee (2d4+7 and poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Engulf, petrification, poison, spell-like abilities

Special Qualities: Elemental traits, variable form

Saves: Fort +10, Ref +2, Will +3

Abilities: Str 20, Dex 16, Con 20, Int 8, Wis 12, Cha 9

Skills: Spot +7, Hide +3

Feats: Ability Focus (engulf), Cleave, Power Attack

Climate/Terrain: Any land or underground

Organization: Solitary or pack (2–4)

Challenge Rating: 6

Treasure: No coins, half items (gems only), no magic

Alignment: Neutral

Advancement: 7–12 HD (Large), 13–18 HD (Huge)

Where the magical energies of the earth are at their strongest, in ley line nexuses and other power locations, the earth and rock can buckle and even flow under the arcane pressures forced upon it. Sometimes sentience forms within this flow of rock, imbued by the magics coursing through it. Primal earth is one such being. It is hostile to almost all forms of life, turning them into lifeless stone with a touch.

Although primarily a mobile earthen ooze, the primal earth can take many forms and often does so for attack and defense, adopting new forms as needed to best deal with its foes. Wherever a primal earth travels, it leaves a trail of once-living stone masses (often melted via the use of *soften earth and stone* and thus difficult to determine the original form thereof). Even the very touch of primal earth can be



deadly, slowly petrifying those it attacks, sometimes a fair time after the death of the primal earth itself.

COMBAT

Primal earth is inherently hostile to all organic life. Typically, a primal earth rushes forward to engulf foes of size Large or smaller. Only if it is opposed will it switch to melee tactics and begin changing its form to best suit the fight. Although they have a variety of spell-like abilities, primal earths rarely use them in combat. The natural crystalline venom of primal earth is nearly as deadly as being smothered by the full mass, as it slowly crystallizes those unfortunate enough to be struck by it.

Engulf (Ex): Although it moves slowly, primal earth can simply slide over Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. Primal earth merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the primal earth, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a DC 17 Reflex save or be engulfed; on a success, they are pushed

back or aside (opponent's choice) as the primal earth moves forward. Engulfed creatures are subject to the primal earth's petrification ability (though not its poison), and are considered to be grappled and trapped within its body. The save DC is Dexterity-based.

Petrification (Su): Any living creature engulfed by a primal earth must make a DC 18 Fortitude save or be permanently turned to stone. The save DC is Constitution-based.

Poison (Su): The poison produced by a primal earth is a magical byproduct of its formation. This poison is treated as a standard poison in all respects, except that its magical origins give it a chance to ignore the spells *slow poison* and *neutralize poison*. For such spells to work, the caster must make a caster check as if trying to dispel a magical effect (1d20 + caster level). The DC is 18. The statistics of the poison are as follows: Injury, DC 18, 1d8 Dexterity primary damage, 2d8 Dexterity secondary damage. If a creature is reduced to zero Dexterity by this poison, the creature is permanently turned to stone.

Variable Form (Ex): The body of the primal earth is mutable at will. As needed, it can manifest hard stone plating and armor, craft defenses against various energy forms, and even form solid stone pseudopods to smash or cut its foes. Primal earth has one mutable point to spend per Hit Die. Typically, a standard primal earth places all six of its points into armor, covering itself with a rough, stony surface, or spends five points on increasing its speed if it is currently on the move. The primal earth can change its mutable points once per round on its turn as a free action. The mutable points can be spent as follows:

1 point	+2 natural armor (stacks)
1 point	+1 slam damage (stacks)
1 point	2 points of energy resistance (any one energy type) (stacks)
2 points	Change slam damage to slashing or piercing damage
4 points	Additional slam attack (full attack bonus and damage)
5 points	+10 ft. to speed (does not stack)

Spell-like abilities (Sp): At will—*soften earth and stone*; 3 times/day—*stone shape*; 1/day—*stoneskin*. Caster level 7th.

Primal Earth as a spell component: If the remains of a primal earth are properly prepared with a DC 25 Craft (alchemy) check, they can be used as a spell component for

any spell on the Earth domain list or with the earth descriptor, eliminating the need for any other component(s) or foci. Additionally, such spells are considered empowered. One primal earth can supply a single permanent component (one packet of powder) worth 1,000 gp.

PRIMAL SPIRITS

Primal spirits represent a unique alchemy of circumstance and magic. They form when a massive, generally cataclysmic natural event occurs, forcing the magical world to respond with these powerful entities. The events that create them range from a single moment of perfect beauty to the devastation of a volcanic eruption.

Born of pure magic, primal spirits have perceptions and thoughts unlike those of any natural creature. Even other elementals find them difficult to understand. A primal spirit's world is completely bounded by its creation event. It can only barely perceive things beyond it, whether they are other living creatures or the flow of time itself.

Some primal spirits seem to exist for only a few moments, appearing and then vanishing back into the magic from which they came. Others take up permanent residence in places far from mortals, existing for eons before finally fading away. Some scholars theorize that more permanent primal spirits originate in configurations of natural elements that channel magical energy into specific patterns. If true, the latter speculation raises the possibility that a sufficiently knowledgeable magician (or a god) could create primal spirits for a specific purpose.

Whatever their origin, every primal spirit embodies two separate, distinct poles that reflect the nurturing and cruel sides of nature. The twin personalities of the primal spirits, combined with their alien perception of the world, cause them to act in seemingly random ways. One moment the primal spirit may seem helpful; the next it turns its arcane might on the supplicants beseeching it. Fortunately, physical and magical transformations herald the spirit's transition from one personality to another, allowing an attentive observer to detect the change and potentially seek shelter.

Despite the dangers, many mortal magicians bargain with primal spirits. Each spirit possesses fundamental knowledge of the magical world, burned into it during its birth. They can create items of great power, reveal secrets known only to the gods, or even explain the

most occult elements of magic. Of course, striking such a bargain is difficult when the spirit could turn and erase you from existence at any moment.

PRIMAL QUALITIES

A primal spirit possesses the following traits, unless otherwise noted in a spirit's specific entry:

—Dual Being: A primal spirit has two separate aspects, one good and one evil. It has a 10% chance to transform from one to the other every round it interacts with a sentient being. Damage carries over from one form to another. It always detects as both good and evil. The two aspects are identical except for their feats (the bonuses from which are only calculated into the stat block if they exist for both aspects).

—Incorporeal.

—Immunity to their elemental type (i.e., the primal spirit of cold is immune to cold).

—Resistance 15 to all other energy types.

—Environmental Awareness (Su): All primal spirits have complete awareness of the environment and all things in it within one mile of their location. They can take 10 on any Spot or Listen check, and can always detect invisible creatures.

—Regeneration 5. Lethal damage type based on type.

—Spell resistance 27.

—Mastery of Elements (Su): Any spell-like abilities that the primal spirit casts are considered maximized if they have the spirit's energy type as a descriptor.

—Telepathy.

—Except where noted otherwise, all primal spirits speak the four elemental languages.

Although primal spirits need to spend time to create magic items, they do not need to spend gold or experience points. After a period of focusing their energies as appropriate for the normal magic item creation rules, the items appear, forged from the elements themselves. For the purpose of item creation, primal spirits are considered to have access to any spell with a descriptor matching their own.

PRIMAL SPIRIT OF COLD

Colossal Elemental

(Air, Cold, Incorporeal, Water)

Hit Dice: 21d8+189 (283 hp)

Initiative: +5

Speed: Fly 50 ft. (average) (12 squares)

AC: 23 (–8 size, +9 Dex, +12 deflection) touch 19, flat-footed 14

Base Attacks/Grapple: +15/—

Attack: Incorporeal touch +17 melee (10d10 cold)

Full Attack: 2 incorporeal touches +17 melee (10d10 cold)

Space/Reach: 30 ft./20 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/evil or damage reduction 10/good, elemental traits, immune to cold, incorporeal traits, mastery of cold, primal spirit traits, regeneration 5 (fire), vulnerable to fire

Saves: Fort +19, Ref +17, Will +13

Abilities: Str —, Dex 28, Con 28, Int 18, Wis 19, Cha 34

Skills: Concentration +16, Decipher Script +16, Heal +28, Intimidate +29, Knowledge (arcana) +28, Knowledge (nature) +28, Sense Motive +28

Feats: Good — Craft Arms and Armor, Craft Rod, Craft Staff, Great Fortitude, Improved Counterspell, Iron Will, Scribe Scroll, Weapon Focus (touch)

Evil — Craft Wand, Craft Wondrous Item, Forge Ring, Greater Spell Penetration, Improved Critical (touch), Improved Initiative, Spell Penetration, Weapon Focus (touch)

Environment: Any cold

Organization: Solitary

Challenge Rating: 18

Treasure: None

Alignment: Neutral good and neutral evil

Advancement: 22–30 HD (Colossal)

The great white bear's blue crystal gaze locks with your own. Its eyes speak of eons of time, rolling slowly forward. Suddenly the creature's eyes and fur turn the color of midnight and an unearthly howling rips though the air around you.

The primal spirit of cold appears to the human eye as a blizzard of snow, sleet, and icy cold, shaped vaguely like a massive polar bear. The creature stands up to 50 feet tall at the shoulder. Like all primal spirits, the primal spirit of cold is an incorporeal being. It communicates by telepathy, placing words directly into the minds of those it wishes to deal with. When good, the spirit has blue crystal eyes and bright white fur. When its evil aspect is dominant, it has black fur and dark, blood-red ice shards for eyes.

The primal spirit of cold appears in the hearts of particularly dangerous bliz-



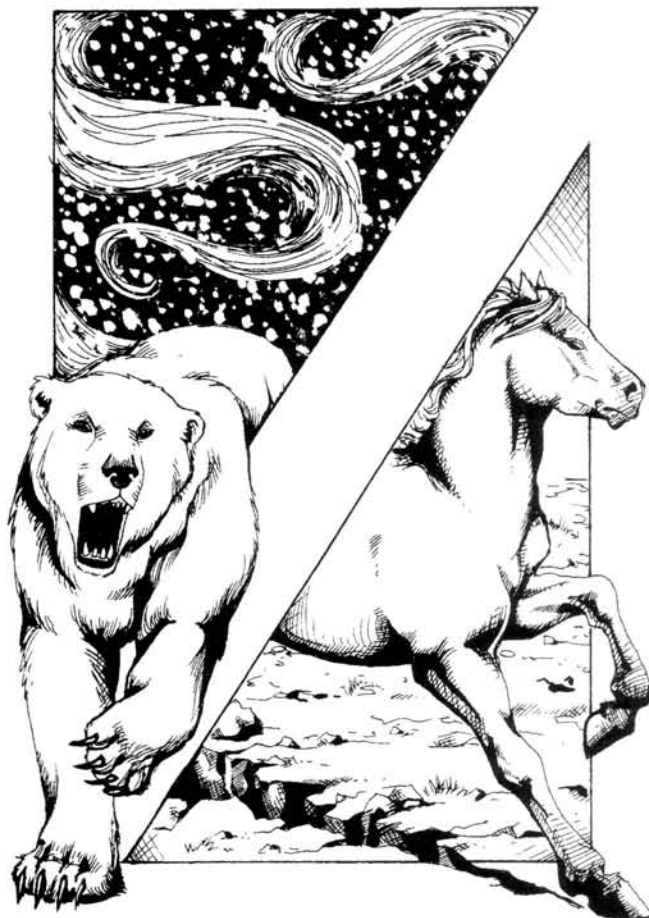
zards, then vanishes when the blizzard passes. The primal spirit of cold may also appear in frozen places of great natural beauty. These places are invariably some of the coldest places on the Material Plane: the hearts of glaciers and valleys so deep in arctic shadow that they never see the light of day. When appearing at these locales, the primal spirit of cold tends to attract offerings from native folk. They either regard the spirit as a god or as an uncontrolled force that must be placated.

In its good aspect, the primal spirit of cold acts as a protector of arctic lands. When it transforms into its evil incarnation, it seeks to spread cold to the far reaches of the world, blanketing everything in eternal winter.

COMBAT

The good primal spirit of cold generally seeks to incapacitate its foes. Its evil form strikes out with its full power, devastating anything that dares to stand against it.

Spell-like abilities (Sp): At will—*chill metal* (DC 20), *cone of cold* (DC 23), *control weather* (DC 23), *fire shield (cold)*, *ice*



storm (DC 22), *sleet storm* (DC 21), *wall of ice* (DC 22); 3/day—*elemental swarm* (air or water), *otiluke's freezing sphere* (DC 24), *polar ray* (DC 25). Caster level 18th. Save DCs are Charisma-based.

PRIMAL SPIRIT OF ELECTRICITY

Huge Elemental (Air, Incorporeal)

Hit Dice: 21d8+63 (157 hp)

Initiative: +7

Speed: Fly 240 ft. (perfect) (16 squares)

AC: 24 (-2 size, +7 Dex, +9 deflection) touch 21, flat-footed 14

Base Attacks/Grapple: +15/—

Attack: Incorporeal touch +21 melee (6d6 electricity)

Full Attack: 2 incorporeal touches +21 melee (6d6 electricity)

Space/Reach: 15 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/evil or damage reduction 10/good, elemental traits, immune to electricity, incorporeal traits, master of electricity, primal traits, regeneration 5 (force and sonic)

Saves: Fort +15, Ref +14, Will +11

Abilities: Str —, Dex 25, Con 16, Int 18, Wis 19, Cha 28

Skills: Concentration +16, Decipher Script +16, Heal +28, Intimidate +29, Knowledge (arcana) +28, Knowledge (nature) +28, Sense Motive +28

Feats: Good — Craft Wand, Craft Wondrous Item, Craft Staff, Dodge, Hover, Improved Counterspell, Flyby Attack, Weapon Weapon Focus (touch)

Evil — Craft Arms and Armor, Flyby Attack, Hover, Improved Critical (touch), Improved Initiative, Quicken Spell-like Ability (lightning bolt), Spell Focus (evocation), Weapon Focus (touch)

Environment: Any

Organization: Solitary

Challenge Rating: 18

Treasure: None

Alignment: Neutral good and neutral evil

Advancement: 22–30 HD (Huge)

From out of the clouds streaks a great falcon, its steel gray feathers reflecting the lightning that crashes around it. Its blue eyes blaze with magical fury as its screech overwhelms the thunder.

The primal spirit of electricity takes the form of a great falcon. It appears to have a 20-foot wingspan and reaches approximately 10 feet tall. Its good aspect has brilliant silver plumage, which darkens to steel gray when evil rises to dominance in its heart. The air around the primal spirit crackles with barely contained power and is heavy with the sharp smell of ozone.

The primal spirit of electricity manifests in the hearts of raging thunderstorms. Unless somehow sustained, the spirit then vanishes. The good-aligned primal spirit of electricity is playful but generally benign. The evil form is a raw force of destruction. It incites storms to ever-greater efforts, raining devastation down upon a helpless world.

COMBAT

The good primal spirit of electricity generally seeks to outrun its foes, although it can be terrible when dealing out punishment for perceived transgressions. Its evil aspect enjoys toying with its prey, lashing out with the elemental fury of a thousand storms.

Spell-like abilities (Sp): At will—*blindness/deafness* (DC 22), *call lightning* (DC 23),

haste, *lightning bolt* (DC 23), *mirror image*, *wind wall*; 3/day—*call lightning storm* (DC 24), *chain lightning* (DC 26), *elemental swarm* (air). Caster level 18th. Save DCs are Charisma-based.

PRIMAL SPIRIT OF FIRE

Gargantuan Elemental (Fire, Incorporeal)

Hit Dice: 21d8+84 (178 hp)

Initiative: +9

Speed: Fly 40 ft. (average) (8 squares)

AC: 20 (–4 size, +8 Dex, +9 deflection), touch 19, flat-footed 14

Base Attacks/Grapple: +15/—

Attack: Incorporeal touch +17 melee (8d8 fire)

Full Attack: 2 incorporeal touches +17 melee (8d8 fire)

Space/Reach: 15 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/evil or damage reduction 10/good, elemental traits, immune to fire, incorporeal traits, mastery of fire, primal traits, regeneration 5 (cold)

Saves: Fort +16, Ref +12, Will +11

Abilities: Str —, Dex 21, Con 18, Int 18, Wis 19, Cha 28

Skills: Concentration +16, Decipher Script +16, Heal +28, Intimidate +29, Knowledge (arcana) +28, Knowledge (nature) +28, Sense Motive +28

Feats: Good—Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Forge Ring, Great Fortitude, Lightning Reflexes, Weapon Focus (touch)

Evil—Brew Potion, Craft Wondrous Item, Improved Critical (touch), Improved Initiative, Quicken Spell-like Ability x3 (*blindness/deafness* and *fireball*), Improved Initiative, Weapon Focus (touch)

Environment: Any

Organization: Solitary

Challenge Rating: 18

Treasure: None

Alignment: Neutral good and neutral evil

Advancement: 22–30 HD (Huge)

Light shines off of the golden scales of the large lizard crouched before you. Its emerald tongue darts out to sample the air while wise green eyes watch your every move.

The primal spirit of fire takes the form of a 20-foot-long lizard. Its low-slung body appears to hug whatever surface it stands on. When good, this spirit has golden scales and emerald eyes. As the darkness within

comes to the fore, its scales darken to ember red, while its eyes dim to black. The air around this spirit is dry and scorched, leaving most nearby creatures desperate for breath.

The primal spirit of fire appears in the hearts of large, wild fires. It dances along the edges of such conflagrations, delighting in the consumption of the world. When the fire finally dies out, it vanishes. It may also appear for short periods of time during major volcanic events or when great meteors strike the land. The primal spirit of fire resides more permanently in the great old volcanoes of the world. Stories claim that a sufficiently maintained forge can also draw forth the spirit. Although no one knows the truth of such tales, there are a few ruined dwarven citadels that display evidence that this primal spirit once dwelt there.

While the good-aligned primal spirit of fire embraces the role of fire in the natural order, its evil aspect simply lashes out, destroying everything in its path.

COMBAT

Both the good and evil forms of the primal spirit of fire are devastating combatants. They use their immense magical powers to soften up targets before wading into combat. These spirits only stop attacking when their opponents are completely destroyed. The evil side of the elemental is considerably more dangerous than the good, using its quickened spells in addition to touch attacks.

Spell-like abilities (Sp): At will—*blindness/deafness* (DC 21), *fireball* (DC 22), *fire shield (fire)*, *heat metal* (DC 21), *scorching ray*, *wall of fire* (DC 23); 3/day—*delayed blast fireball* (DC 26), *elemental swarm (fire)*, *fire storm* (DC 23), *incendiary cloud* (DC 27); 1/day—*meteor swarm* (DC 28). Caster level 18th. Save DCs are Charisma-based.

PRIMAL SPIRIT OF SOUND

Huge Elemental (Earth, Incorporeal)

Hit Dice: 21d8+107 (201 hp)

Initiative: +9

Speed: Fly 80 ft. (average) (16 squares)

AC: 22 (–2 size, +5 Dex, +9 deflection), touch 19, flat-footed 14

Base Attacks/Grapple: +15/—

Attack: Incorporeal touch +21 melee (6d6 sonic)

Full Attack: 2 incorporeal touches +21 melee (6d6 sonic)

Space/Reach: 15 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/evil or damage reduction 10/good, elemental traits, immune to sonic, incorporeal traits, mastery of sonic, primal traits, regeneration 5 (electricity)

Saves: Fort +17, Ref +12, Will +13

Abilities: Str —, Dex 21, Con 20, Int 18, Wis 19, Cha 28

Skills: Concentration +16, Decipher Script +16, Heal +28, Intimidate +29, Knowledge (arcana) +28, Knowledge (nature) +28, Sense Motive +28

Feats: Good — Craft Staff, Craft Wand, Dodge, Hover, Improved Initiative, Mobility, Spring Attack, Weapon Focus (touch)

Evil — Craft Rod, Dodge, Forge Ring, Hover, Improved Initiative, Mobility, Spring Attack, Weapon Focus (touch)

Environment: Any

Organization: Solitary

Challenge Rating: 18

Treasure: None

Alignment: Neutral good and neutral evil

Advancement: 22–30 HD (Huge)

The magnificent horse turns its head, its neighing laughter echoing across the plains. Its gray flanks flash in the sun as it races up into the sky.

The primal spirit of sound takes the form of a massively built wild stallion. Although completely incorporeal, it appears solid to the unaided eye. When aligned with good, it has gray or brown coloration with a golden mane. As its heart turns to darkness, its hide blackens and its eyes take on a bright white glow. Anyone entering the presence of the primal spirit of sound feels a low vibration in his bones.

The primal spirit of sound is perhaps the most transient of the primal spirits, appearing for a few fleeting seconds in locations of sudden great movement, like a landslide or avalanche. It may be seen for several hours at a time on the plains beneath great thunderstorms, racing the primal spirit of electricity as it swoops through the skies above.

COMBAT

The primal spirit of sound has almost no dichotomy between its good and evil sides. The two sometimes even work together, switching about to confuse and distract opponents.

Generally, it tries to race away from conflict. If forced to engage, it tries to incapacitate as many foes as possible, then kill its helpless attackers.

Spell-like abilities (Sp): At will—*shatter* (DC 21), *shout* (DC 23), *silence* (DC 21), *sound burst* (DC 21); 3/day—*elemental swarm* (earth), *greater shout* (DC 27), *otiluke's telekinetic sphere* (DC 27), *power word (stun)* (DC 27), *repulsion* (DC 25), *wall of force*; 1/day—*power word (kill)* (DC 28). Caster level 18th. Save DCs are Charisma-based.

PYRE REVENANT

Large Elemental (Fire)

Hit Dice: 12d8+36 (90 hp)

Initiative: +13

Speed: fly 60 ft. (perfect) (12 squares)

AC: 23 (-1 size, +9 Dex, +5 deflection), touch 23, flat-footed 14

Base Attack/Grapple: +9/+13

Attack: Slam +18 melee (1d8 plus 2d6 fire)

Full Attack: 2 slams +18 melee (1d8 plus 2d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Poison of anger, spells, whirlwind of fire

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., elemental traits, fire subtype, spell resistance 25

Saves: Fort +7, Ref +17, Will +5

Abilities: Str 10, Dex 28, Con 16, Int 14, Wis 12, Cha 21

Skills: Concentration +18, Hide +15, Listen +11, Spellcraft +17, Spot +11

Feats: Empower Spell, Improved Initiative, Silent Spell, Spell Focus (evocation), Weapon Finesse

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 14

Treasure: Normal

Alignment: Usually evil (any)

Advancement: 13–24 HD (Large)

At the end of nearly every heroic tale, the villain gets his. Many a powerful villain's corpse is then burned in order to prevent easy resurrection by his remaining followers, allies, and those powers that found him useful or who would have him as a pawn. By consuming the body in a pyre and then scattering the ashes, all but the most powerful magics can be thwarted, and thus the victory against evil can be more than a fleeting moment of peace.



But there are sorcerous foes whose evil is both eldritch and potent enough to taint even the purifying flames of the pyre. As the fire whips up around the body of the arcanist, something evil seems to take it over. As the ashes of the fire spread to the wind, the embers seem to burn on, malevolent and dangerous. The burning ashes whip themselves up into a whirlwind of heat and destruction, somehow invested with the arcane powers of the caster and energized by tainted elemental fire.

COMBAT

A pyre revenant is a potent spellcaster in its own right, able to hurl a vast assortment of fiery magic as it creates a swath of destruction everywhere it goes. Few are long-lived, however; consuming everything in their path, they quickly become a target for other powers in the area.

Spellcasting: The pyre revenant casts spells as a 10th-level sorcerer. *Typical Sorcerer Spells Known* (6/7/7/7/7/5; save DC 15 + spell level): 0—*arcane mark, dancing lights, daze, flare**, *light, mage hand, read magic, resistance*; 1st—*burning hands**, *endure elements, obscuring mist, protection from good, shield*; 2nd—*flaming sphere**,

*pyrotechnics, resist elements, scorching ray**; 3rd—*explosive runes, fireball**, *protection from elements*; 4th—*fire shield**, *wall of fire**; 5th—*cone of fire* (as *cone of cold*)*. All spells known to the pyre revenant are cast as sorcerer spells, even if they do not appear on the sorcerer spell list. *Evocation spells have a save DC of 16 + spell level. Save DCs are Charisma-based.

Poison of Anger (Su): Any creature suffering more than 25 total points of damage from the pyre revenant's spells or attacks must make a DC 19 Fortitude save or suffer from a debilitating magical disease. The poison of anger has a one-day incubation period and deals 1d6 points of Strength damage and 1d6 points of Constitution damage per day of the affliction. The poison of anger cannot be stopped with a *remove disease* or *neutralize poison* spell, but can be halted by a *remove curse*. The save DC is Constitution-based.



Whirlwind of Fire (Su): The pyre revenant can transform itself into a whirlwind of fire once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the pyre revenant can move through the air or along a surface at its fly speed. The whirlwind of fire is 5 feet wide at the base, up to 20 feet wide at the top, and up to 30 feet tall (and at least 10 feet tall). Creatures of size Medium or smaller take 4d6 points of fire damage when caught in the whirlwind and may be lifted into the air. A successful DC 16 Reflex save halves the damage and prevents the target from being lifted into the air. Those that fail are held suspended in the storm of burning ash, automatically taking 4d6 points of fire damage each round. A creature that can fly is allowed a DC 16 Reflex save each round to escape the whirlwind. The creature still takes damage on the round it leaves. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

Pyre revenant as a spell component: The ashen remains of a pyre revenant can be used as a component to enhance any fire spell. One pinch of ash can be gathered for every Hit Die of the destroyed pyre revenant. Each pinch grants a single spell with the fire descriptor a +2 enhancement bonus to its save DC, and is used up in the casting.

RIME WRAITH

Medium Undead (Cold, Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +9

Speed: 50 ft. (good) (10 squares)

AC: 19 (+5 Dex, +4 deflection), touch 19, flat-footed 14

Base Attack/Grapple: +4/—

Attack: Incorporeal touch +9 melee (1d6 cold plus 1d6 Strength damage)

Full Attack: Incorporeal touch +9 melee (1d6 cold plus 1d6 Strength damage)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rime breath, spell-like abilities, strength damage

Special Qualities: Cold mantle, create spawn, darkvision 60 ft., heat powerlessness, immune to cold, incorporeal traits, lifesense, undead traits, vulnerable to fire

Saves: Fort +2, Ref +7, Will +8
Abilities: Str —, Dex 20, Con —, Int 16, Wis 14, Cha 18
Skills: Bluff +14, Hide +15, Intimidate +14, Knowledge (arcane) +13, Listen +14, Spot +14, Survival +12
Feats: Alertness, Improved Initiative, Track, Weapon Finesse (touch)^B
Environment: Any
Organization: Solitary, brace (2) or lodge (2–12)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9–15 HD (Medium)

The air boils and freezes around a gaping emptiness, thick white frozen vapor streaming down it like a cloak. Although the creature itself cannot be seen, you can feel its hungry gaze clawing at your skin, searching for a single moment of weakness or emanation of warmth.

Rime wraiths are the spirits of hunters, fishermen, and others who drowned in the dead of winter after slipping under the ice. They embody the killing cold of winter, the darkness at the end of life, and hatred for all things that live within the normal cycle. Trapped in a world that they both hate and fear, rime wraiths lash out at any living creature.

The wraith spirit itself has no visible presence. However, it is so cold that it freezes water vapor out of the air, creating a highly visible misty mantle that moves and flows around the wraith, allowing onlookers to pinpoint its location easily. The creature also leaves a visible trail of ice wherever it goes. Knowledgeable characters (Knowledge [religion] DC 15) can identify the distinctive mark as a rime wraith's trail.

COMBAT

Rime wraiths use their senses, tracking skill, and incorporeal nature to great advantage. They are canny enough to flee from a combat that is going badly, then track down their targets later for a better opportunity. A rime wraith generally targets weak-looking opponents first; if no obviously weak targets are available, it attacks the heaviest-armored individual, as those with the heaviest armor usually have the worst touch AC.

Rime Breath (Su): Once every 1d4 rounds (but no more than five times per day), a rime wraith can breathe a cone of icy cold at its targets as a standard action. The 30-ft. cone does 5d6 points of damage to any caught in its path, as well as lessening any exposed objects' hardness by 2d6. A DC 18 Reflex save halves the damage and negates the loss of hardness to any objects on the character's person. Unattended objects may make a DC 18 Fortitude save to resist the loss of hardness. Once an object's hardness reaches 0, future cold damage applies directly to the object's hit points (though objects take quarter damage from cold).

Spell-like abilities (Sp): 3/day—*cause fear* (DC 15), *obscuring mist*; 1/day—*sleet storm* (DC 17). Caster level 7th. Save DCs are Charisma-based.

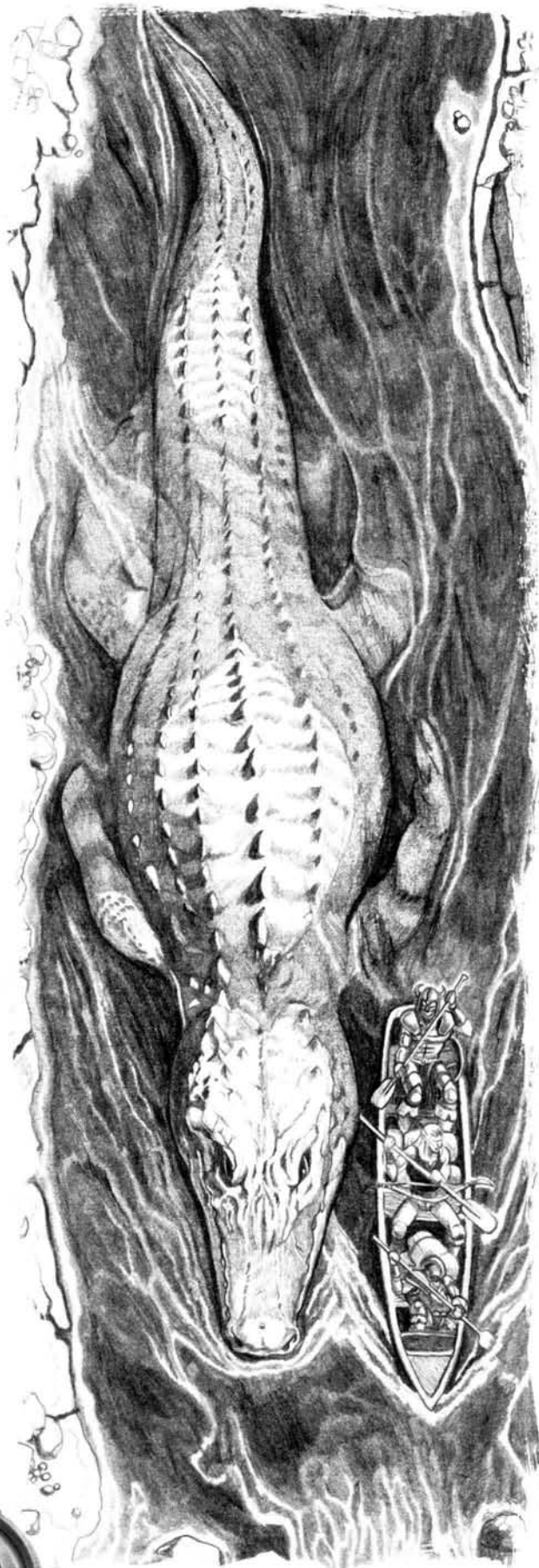
Strength Damage (Su): The touch of a rime wraith deals 1d6 points of Strength damage to a living foe. A creature reduced to zero Strength by a rime wraith dies. This is a negative energy effect.

Cold Mantle (Ex): Any creature that attacks the rime wraith with an unarmed attack or natural weapon takes 2d6 points of cold damage per attack. The mantle also reduces the hardness of weapons that strike it by 1d6, making them brittle and easily shattered. Once a weapon's hardness reaches 0, hitting the mantle with it causes cold damage to the weapon (though objects take quarter damage from cold). The mantle leaves an easily detectable (Spot DC 5) trail of ice that lasts for 2d4 minutes.

Create Spawn (Su): Rime wraiths may only be created under the circumstances described above, but a humanoid reduced to zero Strength by a rime wraith still becomes undead. Within 1d4 rounds, it rises as a shadow with the cold descriptor under the control of the rime wraith that killed it.

Heat Powerlessness (Ex): Rime wraiths are utterly powerless in severe heat (above 110° F), unable to even generate a cold mantle in such conditions. Short-term effects like *fireballs* do not change ambient air temperature enough to cause this condition, but longer-term spells like *wall of fire* ward off rime wraiths.

Lifesense (Su): Rime wraiths notice and locate living creatures within 60 feet because of the heat they give off, just as if they possessed the blindsight ability. They also sense the strength of life forces automatically, as if using the *deathwatch* spell.



SACRED CROCODILE

Huge Magical Beast (Lawful, Water)

Hit Dice: 11d10+55 (115 hp)

Initiative: +3

Speed: 20 ft. (4 squares), swim 40 ft.

AC: 21 (-2 size, +3 Dex, +10 natural), touch 11, flat-footed 18

Base Attack/Grapple: +11/+29

Attack: Bite +19 melee (2d8+10)

Full Attack: Bite +19 melee (2d8+10), tail slap +14 melee (1d12+5)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, spell-like abilities

Special Qualities: Damage reduction 10/lawful, underwater invisibility

Saves: Fort +12, Ref +10, Will +6

Abilities: Str 30, Dex 16, Con 20, Int 16, Wis 16, Cha 12

Skills: Concentration +12, Diplomacy +10, Knowledge (any two) +17, Listen +10, Sense Motive +10, Spellcraft +10, Spot +10

Feats: Dodge, Mobility, Negotiator, Spring Attack

Climate/Terrain: Aquatic

Organization: Solitary or colony (2-7)

Challenge Rating: 8

Treasure: Half coins, half goods, standard items

Alignment: Any lawful

Advancement: 12-22 HD (Huge), 23-33 HD (Gargantuan)

The massive shape rises from the water next to your boat. Its jaws open wide, wide enough to tear a sizable chunk out of your hull . . . but then it speaks, its voice ancient and wise.

Guardians of clear blue lakes and rivers, defenders of lost islands and taboo temples, these massive blue crocodiles have been infused with the essence of the waters in which they reside. They appear as blue-green crocodiles of massive proportions, with wise, knowledgeable eyes. Most locations that are home to these beasts are well known to the locals as impassable or protected areas. They are usually assigned to sacred enclaves of the gods, forbidden cities, portals to other planes, or the homes of ancient evils.

Not extraplanar creatures in and of themselves, these beasts have been blessed with the forces of elemental water, elevating them from fierce predators to nearly unstoppable water

guardians. They are able to travel invisibly through water and, unlike natural crocodiles, can live interchangeably in fresh and salt water. They never need to come to the surface to breathe, although many do remain at the surface or along the shore in order to warn approaching creatures away from the areas they guard.

Although fierce guardians, the long ages spent patrolling a sacred environment also allow for significant time spent in contemplation. These immortal beasts therefore often become the guardians of sacred lore, lost prophecies, and other ancient knowledge. In many cases, the sacred water guardian forms a relationship with the local priesthood, whether they were the priests who summoned the crocodile or the locals who respect and fear it.

Sacred crocodiles speak Common, Aquan, and either Infernal or Celestial.

COMBAT

Sacred crocodiles usually float menacingly towards those who appear to be mistakenly entering their sacred areas, but take full advantage of their invisibility when attacking those with more purposeful and informed intent. A sacred crocodile can upset most small watercraft, then attack those who end up in the water. If the trespassers use a boat that is too large to capsize, the beast usually attempts to grab anyone who gets too close to the water or wait until its occupants attempt to disembark.

Improved Grab (Ex): To use this ability, the sacred crocodile must hit a Large or smaller opponent with its bite attack. If it gets a hold, the sacred crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Underwater Invisibility (Su): This ability is constant, allowing the sacred crocodile to remain invisible even when attacking, as long as it remains submerged. This ability is inherent and not subject to the *invisibility purge* spell. Any portion of the sacred crocodile that is not submerged becomes visible immediately.

Spell-like Abilities: Sacred crocodiles may choose three of the following domains: Animal, Evil, Good, Knowledge, Law, Magic, Protection, Strength, and Water. The sacred crocodile may cast each 1st- through 6th-level spell from its chosen domains once per day as a spell-like ability, with a caster level equal to its HD. Advanced sacred crocodiles gain access to higher-level spells at the same rate that a cleric would, using its HD to simulate levels

(for example, a 13 HD sacred crocodile would gain access to 7th-level spells). Sacred crocodiles also gain the granted power of each domain, using HD in place of cleric levels.

SACRED FLOOD

Medium Elemental (Extraplanar, Good, Water)

Hit Dice: 4d8+24 (42 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

AC: 21 (+3 Dex, +8 natural), touch 13, flat-footed 18

Base Attack/Grapple: +3/+7

Attack: Slam +4 melee (1d6 and holy water)

Full Attack: 2 slams +4 melee (1d6 and holy water)

Space/Reach: 5 ft./5 ft.

Special Attacks: Engulf, spell-like abilities

Special Qualities: Elemental, fast healing 3, holy, positive energy being

Saves: Fort +10, Ref +4, Will +1

Abilities: Str 10, Dex 16, Con 22, Int 12, Wis 14, Cha 14

Skills: Knowledge (the planes) +6, Knowledge (religion) +7, Listen +7, Spot +7

Feats: Improved Grapple, Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary, pair, inquisition (2–8), crusade (10–100)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral good

Advancement: By character class

The water flows from the portal and takes on a humanoid shape, positive energy glowing within it.

Sacred floods are self-aware liquid entities native to the Elemental Plane of Water. Their existence was first discovered when a conjurer used a flask of holy water as a focus when intending to summon a water elemental. While they vary in outlook among their society from lawful to chaotic, not a single sacred flood can be anything but good, for they are filled with the essence of it. Led by charismatic paladins and clerics of their race, they seek out forces of evil everywhere to combat or destroy, and occasionally a great extraplanar force of evil or negative energy is of sufficient power to motivate large groups of the race to leave their plane and seek it out in a holy crusade.

While most elemental beings are often irritated or angered by summons to



the Material Plane at the behest of a mortal spellcaster, sacred floods live for such moments where they know they are being called to strike at their hated enemies, those beings infested with the energies of evil and decay.

COMBAT

Most sacred floods attack evil beings or undead on sight, acting with little to no regard for their own safety. Not amazing tacticians, they typically charge straight into combat. When fighting a powerful foe who is obviously sensitive to the holy water that comprises its body, a sacred flood attempts to grapple and engulf the foe.

Engulf (Ex): If a sacred flood successfully grapples an opponent, it has the option to engulf it. The sacred flood thins itself out over the target and is no longer able to do anything except attempt to maintain the grapple. In this form it gains a +8 circumstance bonus on grapple checks, but the target is no longer considered grappled. Targets of up to Large size are considered entangled by this effect, while larger creatures do not have their abilities impaired in any way. If it is thrown free of

the target, it takes a full round for the sacred flood to regain its normal form. When engulfing a target that is subject to damage from holy water (undead and evil outsiders), the sacred flood deals 4d4 points of positive energy damage per round.

Holy (Su): A sacred flood is always under the effects of a *bless* spell, granting a +1 morale bonus on attack rolls (already calculated above) and saving throws against fear effects. In addition, their natural attacks are considered good-aligned for the purposes of overcoming damage reduction. Their slam attacks also shower opponents with holy water, dealing 2d4 points of additional damage to undead and evil outsiders. Finally, a sacred flood constantly gains the benefits of a *protection from evil* spell, granting it a +2 deflection bonus to AC against evil creatures and a +2 resistance bonus on saves against attacks made by evil creatures. If either the *bless* or the *protection from evil* effect is dispelled, the sacred flood may reproduce them as free actions. Caster level equal to the sacred flood's Hit Dice.

Positive Energy Being (Ex): As beings blessed by positive energy, sacred floods gain a 50% additional benefit from curative magics, but can be turned by an evil cleric as a good cleric turns undead, and rebuked by a good cleric as an evil cleric rebukes undead. They cannot be destroyed or commanded, however.

Spell-like Abilities (Sp): At will—*bless water*; 3/day—*bless*; 1/day—*aid*, *magic circle against evil*.

Summoning the sacred flood: A cleric may summon a sacred flood by casting *summon monster IV* using a flask of holy water as a material component. As usual, higher-level *summon monster* spells can summon larger numbers of the creatures, and only require the single flask of holy water as a component (not a flask per creature summoned).

TELKHINE

Medium Elemental (Water)

Hit Dice: 9d8+45 (85 hp)

Initiative: +3

Speed: 30 ft. (6 squares), swim 90 ft.

Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15

Base Attack/Grapple: +6/+8

Attack: Slam +8 melee (1d6+2)

Full Attack: 2 slams +8 melee (1d6+2)

Space/Reach: 5 ft/5 ft.

Special Attacks: Spells, suppress magic,

watery clone

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., elemental traits, quickened counterspell

Saves: Fort +11, Ref +4, Will +7

Abilities: Str 14, Dex 12, Con 20, Int 21, Wis 14, Cha 14

Skills: Concentration +12, Knowledge (arcana) +12, Knowledge (the planes) +10, Listen +8, Spellcraft +10, Spot +8, Use Magic Device +10

Feats: Combat Expertise, Heighten Spell, Improved Disarm, Iron Will

Environment: Any

Organization: Cabal (2-5)

Challenge Rating: 11

Treasure: Standard

Alignment: Lawful Neutral

Advancement: By character class

The watery being regards you with eyes that are nothing like a human's. Its elongated form, comprised of some coagulated liquid, shimmers constantly. Within its body, you can see a primal magical energy in constant flux.

Possessed of an intelligence that is wholly alien, telkhine are denizens of the Elemental Plane of Water. Amorphous in shape, they are beings of pure magic distilled into liquid form. Telkhine speak Aquan and their own language, but do not usually deign to communicate with solid creatures. Telkhine do not usually associate with other elementals, preferring their own kind instead.

Most of what is known of the telkhine has been gleaned from writings made by horizon walkers. These writings speculate that the telkhine race is originally not from the Elemental Plane of Water, but is from another dimension entirely. On their native plane, they performed experiments with powerful conjuration magics that went beyond their control. The resulting cataclysm flung the telkhines' consciousnesses across the dimensions, and their minds and energies managed to find a foothold in the Elemental Plane of Water. There, what parts of them exist in this reality were able to shape bodies for themselves. According to the creatures, however, as strange as it may sound, they are still partly back in their home dimension, and these bodies are only expressions of part of their selves. Although telkhine can survive in many environments, existing outside of a liquid environment seems to irritate them.

For the most part, adventurers come into contact with telkhine when they are unwittingly in pursuit of the same magical object or arti-



fact that the telkhine also desire. It is believed that the telkhine do not seek out magical items for the power they intrinsically hold, but rather that they someday hope to find an item or items that will allow them to once again locate their home plane and reunite with their "other selves" there. Telkhine are not automatically hostile to humanoid races, but they do possess a certain arrogance that prevents them from communicating well with them.

Although telkhine seek to acquire magical items of all kinds, they seem to possess a special lust for magic potions. Notes from the journals of Zural, a horizon walker known for his fascination with the telkhine, reveal some specifics of this attraction. It seems that telkhine, rather than ingesting magic potions, use them as topical salves. The telkhine are able to absorb the potions through their pliable membranes. This produces a calming effect on them, much the same way some humans enjoy bathing in mineral water.

COMBAT

Quickened Counterspell (Su): Telkhine have the ability to attempt to instantly counterspell any spell cast at them. Whenever a telkhine is targeted with a spell, or would be within a spell's area of effect that is centered within 100 ft., it can make a dispel check against the spell as if it had a *greater dispel* readied. The telkhine uses its Hit Dice as its caster level for purposes of the dispel check. If the telkhine makes the dispel check successfully, the spell is countered. A telkhine does not actually need to ready an action to use this power as a subject attempting to counterspell ordinarily would. In order to use this ability, however, a telkhine must be conscious that someone is attempting to target it with a spell.

Spells: A telkhine casts spells as a 9th-level sorcerer. All spells may be cast underwater without penalty. *Typical Sorcerer Spells Known* (8/5/4/3/2; save DC 12 + spell level): 0—*arcane mark, detect magic, light, mage hand, prestidigitation, ray of frost, read magic, resistance*; 1st—*comprehend languages, magic aura, magic missile, ray of enfeeblement, shield*; 2nd—*glitterdust, mirror image, see invisibility, touch of idiocy*; 3rd—*blink, major image, slow*; 4th—*confusion, dimension door*.

Suppress Magic (Sp): Telkhine are able to temporarily suppress the extraordinary properties of magical items by touching them. Once per round, a telkhine may attempt to neutralize the magical properties

of a weapon or other magical item by hitting it with a melee touch attack. If this attack lands, the telkhine makes a dispel check, as if it were making a targeted dispel against the item. The telkhine is considered to be casting a *greater dispel* for this purpose. If the dispel check is successful, the telkhine suppresses the magical properties of the item for one round for every Hit Die it possesses.

Watery Clone (Su): Telkhine have the ability to instantly summon miniature duplicates of their opponents in combat. Once per round, when a telkhine successfully hits an opponent in melee with its slam attack, it can attempt to create a watery clone as a free action. The target must make a DC 16 Will save; if the target fails, a water elemental with half the target's Hit Dice appears adjacent to the telkhine, and begins attacking the target immediately. The water elemental should be one of the normal elementals listed in the MM; if none of the elementals listed have half of the target's Hit Dice, round down and choose the closest one. The water elemental that is created is of roughly the same shape and form as the target touched by the telkhine, and attacks this opponent exclusively until the opponent is defeated or it is destroyed. The elemental remains for a maximum of one round for every Hit Die of the telkhine that created it.

VEIN SLIDER

Colossal Elemental (Earth)

Hit Dice: 24d8+201 (309 hp)

Initiative: -3

Speed: Burrow 20 ft. (4 squares), vein slide 100 ft. (20 squares)

AC: 24 (-8 size, -3 Dex, +25 natural), touch 0, flat-footed 21

Base Attacks/Grapple: +18/+44

Attack: Bite +28 melee (1d4+15)

Full Attack: Bite +28 melee (1d4+15)

Space/Reach: 30 ft./20 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Damage reduction 10/—, elemental qualities, tremorsense 1 mile, vein slide

Saves: Fort +24, Ref +7, Will +10

Abilities: Str 30, Dex 5, Con 26, Int 4, Wis 10, Cha 8

Skills: Listen +15, Spot +16

Feats: Alertness, Diehard, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Toughness (x3)

Environment: Elemental Plane of Earth or

underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Usually neutral

Advancement: 25–40 HD (colossal)

The stone before you groans as it is sucked backwards into the man-size maw of some enormous beast. Massive flat teeth grind the stone to powder while an enormous worm-like body slides forward through the stone.

Vein sliders are massive creatures native to the Elemental Plane of Earth. Coiled up, they can easily fill a 30-foot cube; stretched out, many reach almost a length of 100 feet. Their mottled skin is red and white and formed of hard stone and flecks of metal. The creature has one massive mouth, approximately 15 feet wide, and no detectable sensory organs.

On their home plane, vein sliders travel through earth and stone, searching for large supplies of raw ore. They feed on such deposits, processing the ore into refined metals and consuming the trace elements. When summoned into the Material Plane, vein sliders serve a similar purpose, although they are greatly slowed by the weight of “dead stone.” They chew through such unappetizing fare at a steady pace until they find something more palatable.

Vein sliders rarely come to the surface on the Material Plane. Grass, sun, and sky hold nothing of interest for them. They can be found deep in the roots of mountains or in the subterranean realms of deep-dwelling folk. Most surface dwellers never encounter one of these creatures; if they do, they are likely only to see a gaping mouth, groping through a stone wall in search of a tasty morsel.

Despite their fearsome appearance, vein sliders are remarkably gentle creatures. They possess no aggressive instincts at all, nor do they perceive other beings as threats. So long as they can graze on complex ores, they are more than happy to share and share alike. Vein sliders’ passive natures make them excellent allies for almost any race, although evil races take some delight in tormenting the poor creatures.

Vein sliders make good ore processors and excellent transport creatures. Their natural ability to process ore into pure metals allows underground communities to completely avoid the dangerous smelting process. Their remarkable speed when traveling along veins of ore,



combined with their roomy interiors and slow digestive system, make them speedy if somewhat unreliable transports in an underground realm.

COMBAT

Vein sliders retreat into solid stone as quickly as possible rather than fight. If somehow unable to run away, they gum their opponents with their slow-closing maw. The creature’s great size and strength make even this ineffective weapon dangerous, but hardly life threatening to a skilled opponent.

Improved Grab (Ex): To use this ability, a vein slider 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 attempt to swallow the foe the following round.

Swallow Whole (Ex): A vein slider can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, any living creature is shunted to the creature’s secondary gullet; because the vein slider gains nourishment only from ore, too much organic material would actually poison it. Unliving crea-

tures (constructs, undead, etc.) that wish to avoid digestion by crawling into the secondary gullet, or living creatures that wish to crawl into the creature's main digestive system, may do so by bypassing a complex series of valves with a DC 20 Reflex save. Creatures in the vein slider's main digestive system take 24d10 points of crushing damage (DC 20 Reflex save for half damage) and 24d10 points of acid damage (DC 20 Fortitude save for half damage) each round.

The main digestive system is impossible to cut out of, and can only be exited via the manner described above. The secondary gullet can be cut through using a slashing or piercing weapon of any size to deal 30 points of damage (AC 25, damage reduction 10/—), but the hole closes within 1d4 rounds. The vein slider's secondary gullet can hold up to four Large, 16 Medium, 64 Small creatures, 256 Tiny, or 1,024 Diminutive or smaller opponents.

Vein Slide (Ex): A vein slider normally travels slowly in order to eat and digest, but it can travel at great speed (80 ft. per round) along pure or nearly pure veins of ore. This ability is similar to burrowing, but does not leave any trail.

TRAINING A VEIN SLIDER

Training a vein slider requires six months of work, a DC 27 Handle Animal check, and a DC 27 Knowledge (the planes) check. The vein slider can be trained to open and close its mouth on command, to take in or release passengers without harming them, and to travel at varying speeds. It cannot be trained to attack. A vein slider handler usually rides in the creature's mouth, where he controls the vein slider with a special rig that pierces the flesh of its digestive walls.

APPENDIX: PRESTIGE CLASSES

RUNECASTER

Among races that are tied to the Elemental Plane of Earth, like stone giants or xorns, runecasters play the part of seer, mystic, and spiritualist. Most runecasters are also clerics, and are considered elders of their communities. They are often consulted on potential marriages between members of a tribe, the direction of major engineering projects, and other matters of import to the community.

Only the most serious-minded and dedicated individuals can become runecasters. The profession requires years of seclusion spent tracing, carving, and reciting different runes until the caster is able to distill the inherent power contained in each rune.

To complete their apprenticeships, all runecasters undergo a final trial, the test of stone. They set out alone, journeying away from their community equipped with nothing more than a little bit of food, water, and some simple carving tools. The potential runecaster travels through caverns, across mountainsides, and among the other rocky places of the world, until she arrives at a place of power. There she waits and listens. If she is worthy, she hears the stones themselves cry out to her and offer her their mysteries. It is then that she uses her hand tools to prepare the runestones that she will use for the rest of her life. Each runecaster inscribes her runestones with different symbols of power given to her by the earth itself, so no two runecasters ever know the same symbols.

Hit Die: d8.

REQUIREMENTS

To become a runecaster, a character must fulfill all the following criteria:

Race: Earth subtype.

Skills: Knowledge (arcana or religion) 4 ranks, Spellcraft 4 ranks.

Feats: Endurance.

Spells: Ability to cast arcane or divine spells of at least 2nd level.



CLASS SKILLS

The runecaster's class skills (and the key ability for each) are Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the runecaster prestige class.

Weapon and Armor Proficiency: Runecasters gain no additional skills with weapons, armor, and shields.

Spells per Day/Spells Known: When a new runecaster level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class

before becoming a runecaster, she must decide to which class she adds the new level for purposes of determining spells per day.

Runestones (Ex): Upon attaining the first level of the runecaster prestige class, a runecaster carves and blesses or mystically prepares special runestones that she uses as either a divine or arcane focus in the casting of spells. When using these runestones, the runecaster casts all divination spells at caster level +2.

Roll the Bones (Su): As a standard action, the runecaster can roll her runestones in combat. When she does so, fate either blesses her friends or curses her foes. Roll a die; a high result gives all of the runecaster's allies in a 50-ft. radius a +1 luck bonus to all attacks, damage rolls, and saving throws. A low result gives all of the runecaster's enemies in a 50-ft. radius a -1 to all attacks, damage rolls, and saving throws. The runecaster's enemies receive no saving throw against this effect, which has a caster level equal to the runecaster's total HD.

Runestone Metamagic (Su): At 2nd level, the runecaster may use her runestones to spontaneously apply metamagic feats to her spells. She may apply any metamagic feat, even those she doesn't know, to any spell as a free action, using the listed number

RUNECASTER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Runestones, roll the bones	+1 level of existing class
2nd	+1	+3	+0	+3	1 metamagic/day	+1 level of existing class
3rd	+2	+3	+1	+3	2 metamagic/day, stonebones	+1 level of existing class
4th	+3	+4	+1	+4	3 metamagic/day	+1 level of existing class
5th	+3	+4	+1	+4	4 metamagic/day, <i>stone tell</i>	+1 level of existing class

of metamagic levels instead of using a higher spell slot. For instance, at 3rd level, the runecaster may heighten one of her spells per day by 2 levels, or make one of her spells silent and stilled, or make two of her spells enlarged, etc. This ability may be used in combination with regular application of metamagic feats.

Stonebones (Su): At 3rd level, the runecaster may inscribe permanent protective runes on her body. These protective runes make the runecaster's bones and skin denser, giving her damage reduction 10/bludgeoning.

Stone Tell (Su): Upon reaching 6th level, the runecaster learns to speak directly to the earth. She is considered to be constantly under the effect of a *stone tell* spell, with a caster level equal to the runecaster's total HD.

SALVAGER

When a ship goes down at sea, a courier drowns in a flash flood, or an eldritch city is swallowed by the waves, they are thought lost to the rest of the world. While they may have gone out of the reach of many, they have slipped into the domain of the salvager. Salvagers are creatures from and of the water that specialize in the recovery of lost wealth and valuable artifacts from watery environs. As they become more experienced, they develop the ability to tune their awareness to the very water around them, using their senses to evade danger and locate even greater spoils.

Some salvagers work on commission to recover specific artifacts or valuables for a patron, while other salvagers are treasure hunters, pure and simple. Salvagers are generally chaotic in nature, and live by the rule that possession is nine tenths of the law. The most daring of salvagers go beyond simple recovery missions, and may even actively seek to plunder the hoards of powerful underwater creatures like dragon turtles or krakens. To creatures such as these, the salvager is a menace, a parasite to be constantly guarded against.

Salvagers sometimes take advantage of the fact that so many other beings use waterways as dumping grounds for their trash. Instead of trying to recover lost valuables, they look for discarded documents or records that might be tossed over the side of a ship or into a sewer. They then use this intelligence to set themselves up as information brokers. Evil salvagers might use information obtained in this fashion for blackmail or extortion.

Hit Die: d6.

REQUIREMENTS

To become a salvager, a character must fulfill all the following criteria:

Race: Aquatic or water subtype.

Skills: Appraise 4 ranks.

Powers: Bardic knowledge and evasion abilities.

CLASS SKILLS

The salvager's class skills (and the key ability for each) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Spot (Wis), Swim (Str), Survival (Wis), Use Magic Device (Cha).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the salvager prestige class.

Weapon and Armor Proficiency:

Salvagers gain no proficiency with any weapon or armor.

Bardic Knowledge (Ex): At least half of the work a salvager does in the recovery of rare or precious objects is done before he ever enters the water. Salvagers are experts at researching obscure information concerning

SALVAGER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Bardic knowledge, hide in plain sight, trap sense +1
2nd	+1	+3	+3	+0	<i>Locate object</i> 1/day
3rd	+2	+3	+3	+1	Trap sense +2
4th	+3	+4	+4	+1	<i>Locate object</i> 2/day
5th	+3	+4	+4	+1	<i>Commune with nature</i> , trap sense +3

people, places, or artifacts, and continue to progress in their bardic knowledge ability with every level of the salvager prestige class they obtain.

Hide in Plain Sight (Su): Salvagers are experts at the art of the quick escape, and have learned to use underwater lighting effects and natural surroundings to conceal themselves with a supernatural ease. This power operates as the shadowdancer power of the same name, but only works when the salvager is in an underwater environment.

Trap Sense (Ex): Salvagers often find themselves in tight places underwater, exploring sunken ships, underwater caverns, or the like. Beginning at 1st level, the salvager develops a knack for dodging man-made traps and natural pitfalls. This power operates as the barbarian class ability of the same name, but only works for the salvager in underwater environments. Unlike the barbarian class ability, this power also gives the salvager the listed bonuses against natural disasters such as cave-ins or rockslides.

Locate Object (Sp): Upon reaching 2nd level, the salvager begins to develop the mystical ability to tune in to his surroundings underwater. By concentrating on the water itself, the salvager can discern the location of desired objects. This power functions as the *locate object* spell. The salvager can use this ability once per day at 2nd level and twice per day at 4th level. This ability only operates when the salvager is underwater. Caster level equal to the salvager's HD.

Commune with Nature (Sp): Upon attaining the 5th level of the salvager prestige class, the salvager gains the ability to completely harmonize his awareness with that of an underwater environment. This power operates as the druid spell of the same name, but only when the salvager is in a natural underwater setting such as a lake, river, or ocean. The salvager can use this power once per day, with a caster level equal to the salvager's HD.

SMOKESHAPER

Smokeshapers are wizard and sorcerer artificers with a strong connection to the Elemental Plane of Fire. They have a flair for the construction of talismans of magical power, and choose to spend most of their time in their forges creating ever more intricate and powerful items. Smokeshapers have such a passion for their crafts that when they have finished their masterpieces, they are able to animate their creations by infusing them with living flame. Smokeshapers are born, not made, and their gifts cannot be taught.

Whatever the normal tendencies of their race, smokeshapers live to craft new weapons and armor, plan new projects, and uncover magical knowledge. Among fire giants, for instance, smokeshapers are islands of artistic sensibility and style amidst a sea of raw aggression. However, smokeshapers are still creatures embodying fire, and as such can be quite temperamental, especially regarding their work. Those smokeshapers who cannot control their outbursts live alone, preferring to work in their forges or laboratories in solitude.

Most craftsmen appreciate an audience, however, and the smokeshaper is no different. Nobles and leaders among fire creatures often sponsor smokeshapers in hopes that they will create some truly awesome weapon that the king or lord can then use to conquer his enemies.

Although smokeshapers would rather spend their time creating than destroying, none can deny their martial prowess. A smokeshaper in full battle regalia, mounted atop his cinder-mare and wielding an incandescent blade, is a truly awesome sight.

Hit Die: d8.

SMOKESHAPER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Crafting affinity, endless fire	+1 level of existing class
2nd	+1	+0	+0	+3	Incandescent blade	+1 level of existing class
3rd	+2	+1	+1	+3	Firehawk	+1 level of existing class
4th	+3	+1	+1	+4	Cindermare	+1 level of existing class
5th	+3	+1	+1	+4	Ashen doppelganger	+1 level of existing class

REQUIREMENTS

To become a smokeshaper, a character must fulfill all the following criteria:

Race: Fire subtype.

Skills: Craft (alchemy) 4 ranks, Craft (either armorsmith, blacksmith, sculptor, or weaponsmith) 4 ranks, Spellcraft 4 ranks.

Feats: Craft Magic Arms and Armor, Craft Wondrous Item.

Spells: Ability to cast arcane spells.

CLASS SKILLS

The smokeshaper's class skills (and the key ability for each) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the smokeshaper prestige class.

Weapon and Armor Proficiency: Smokeshapers gain proficiency with light and medium armor and no weapons.

Spellcasting: A smokeshaper continues training in magic as well as in his crafting. Thus, when a new smokeshaper level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other

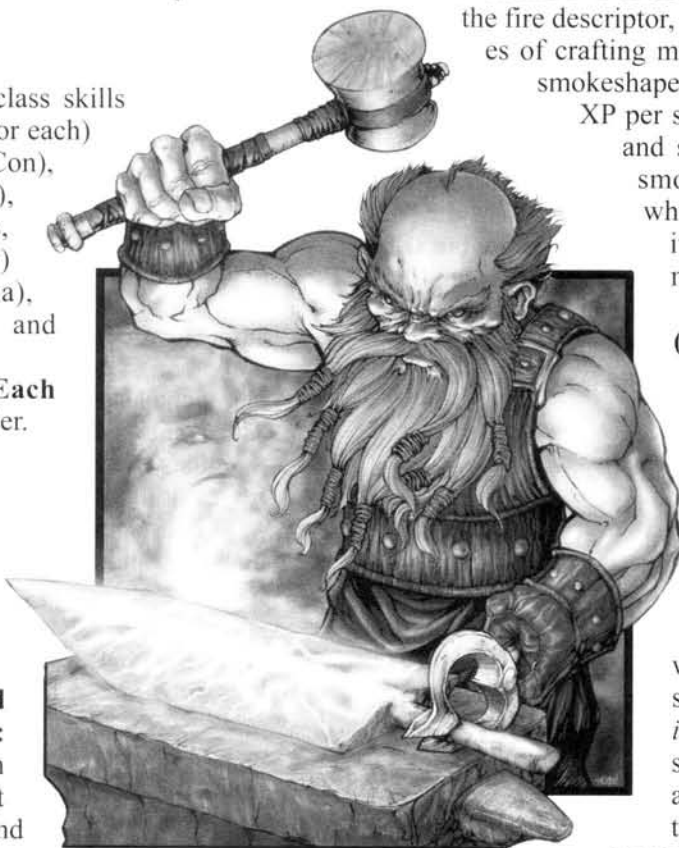
benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a smokeshaper, he must decide to which class he adds the new level for purposes of determining spells per day.

Crafting Affinity (Su): The smokeshaper is assumed to be able to cast any spell with the fire descriptor, but only for the purposes of crafting magic items. Further, the smokeshaper may expend 10% less XP per smokeshaper class level and spend 10% less gp per smokeshaper class level when crafting any magic item involving the element of fire.

Endless Fire (Ex): At 1st level, the smokeshaper gains the ability to spontaneously convert any of his spells to spells of an equal or lower level from the clerical Fire domain. This is in all other ways similar to the way a cleric converts spells into either *cure* or *inflict* spells. If the smokeshaper wishes to apply metamagic feats to these spontaneously converted spells, he must use

a full-round action to do so, and must give up an appropriate level of spell after metamagic modifiers.

Incandescent Blade (Su): At will and using only hand tools, the smokeshaper can craft temporary weapons out of nothing more than fire, smoke, red hot coals, and scrap metal.



The smokeshaper may fashion any simple or martial melee weapon appropriate for his size. It takes one round for the smokeshaper to construct a single incandescent weapon of size Medium or smaller, or two rounds to construct a single incandescent weapon of size Large or larger. The incandescent weapon is considered to be +1 *flaming burst* and lasts one minute per smokeshaper class level of its creator.

Firehawk (Su): Once per day, the smokeshaper can create a large blazing bird out of fire and smoke. The fiery raptor takes one minute for the smokeshaper to fashion, and he must have access to sufficient materials to create a Medium sculpture. Once the smokeshaper is finished sculpting the bird, the firehawk animates and serves the smokeshaper as a guardian, sentry, or combatant for one hour per smokeshaper class level of its creator. The firehawk only takes commands from the smokeshaper that created it, and follows all of its creator's commands to the best of its ability. Particularly crafty smokeshapers may use firehawks to lure good-aligned individuals to their doom by fooling them into thinking they are phoenixes.

The firehawk uses the same statistics as an adult arrowhawk (see MM), replacing all instances of electricity with fire.

Cindermare (Su): Once per week, the smokeshaper may create an appropriately sized blazing steed out of scorching cinders and raw flame. The fiery steed takes one hour for the smokeshaper to fashion, and he must have access to sufficient materials to create an appropriately sized sculpture. Once the smokeshaper is finished sculpting or painting the steed, the cindermare animates and serves the smokeshaper or any one individual with a fire subtype that the smokeshaper indicates, as designated when the cindermare animates. Once its master is chosen, no other creature, including the smokeshaper if he designated another master, may give the cindermare commands. The cindermare lasts for one day per smokeshaper class level of its creator.

A cindermare created by a Medium smokeshaper uses the same statistics as a nightmare (see MM); a cindermare created by a Large or larger smokeshaper uses the same statistics as a cauchemar nightmare (see MM). Neither cindermare has the nightmare's astral projection and etherealness capabilities, however.

Ashen Doppelganger (Sp): Once per month, the smokeshaper can create a fiery

duplicate of himself. The smokeshaper sculpts the duplicate out of ash and smoke, and paints it with fire. Upon completion, the ashen doppelganger behaves exactly as the 7th-level spell *simulacrum*, except fire is substituted for the shadow descriptor in the spell. The ashen doppelganger takes one day to construct, and lasts for one week per character level. Creating the ashen doppelganger does not cost the smokeshaper any experience points, unlike the normal use of the *simulacrum* spell.

ZEPHYR

Zephyrs are the master heralds of the lords of air, and are trusted to deliver the most important of missives. The dedication and focus required to become a zephyr is substantial indeed. Only those with the best flying skills, greatest resourcefulness, and highest level of intelligence are even considered to become zephyrs. Once selected, potential candidates are put through a rigorous training course of languages, planar knowledge, and mental recall techniques. Those that excel are eventually given their final test. They are taken to an inhospitable plane, typically a far-off place of demons and darkness, and are given a message to deliver in no less than 10 days. In that time, the prospective zephyr must survive the dangers of the foreign environment, engineer an escape from the hostile plane, find the subject of his message delivery, and deliver the message successfully. If successful, the candidate is confirmed as a zephyr with all the ranks, responsibilities, and privileges thereof.

Zephyrs ordinarily pledge their allegiance to a noble air elemental or djinn caliph, but a few have been known to serve other masters. Armies with a plethora of arcane resources often seek to entice zephyrs to serve as military messengers by offering them wealth or magical items. Powerful cabals of wizards also sometimes attempt to bind zephyrs to their service to deliver secret communiqués to their servants. Due to their airy composition and great ingenuity, however, zephyrs are difficult to trap into service; most serve masters of their own choosing.

Hit Die: d8.

ZEPHYR

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Planar travel 1/day, perfect recall
2nd	+1	+3	+3	+3	Planar travel 2/day, ultimate linguist
3rd	+2	+3	+3	+3	Planar travel 3/day, teleporter
4th	+3	+4	+4	+4	Planar travel 4/day, evader
5th	+3	+4	+4	+4	Planar travel 5/day, unstoppable messenger

REQUIREMENTS

To become a zephyr, a character must fulfill all the following criteria:

Race: Air subtype

Skills: Diplomacy 5 ranks, Knowledge (the planes) 5 ranks, Survival 5 ranks

Languages: Zephyrs must speak four languages besides their native tongue, including at least one other elemental language.

CLASS SKILLS

The zephyr's class skills (and the key ability for each) are Concentration (Con), Diplomacy (Cha), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Survival (Wis). In addition, zephyrs receive all languages as class skills.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES:

All of the following are class features of the zephyr prestige class.

Weapon and Armor Proficiency: Zephyrs gain no proficiency with any weapon or armor.

Perfect Recall (Ex): In the course of their training, zephyrs are taught that to deliver an incomplete or inaccurate message is sometimes worse than delivering no message at all. Accordingly, zephyrs are taught to develop their memories so that they can perfectly remember any conversation or dialogue that might take place in their presence. This ability also allows the zephyr to repeat any conversation it overhears, verbatim.

Planar Travel (Sp): Zephyrs deliver the most important messages for the lords of air, and must have the ability to go virtually anywhere. Starting at 1st level, a zephyr gains the ability to travel to different planes under

its own power. By concentrating, zephyrs can attune the frequency of their form's existence to that of another plane, and travel there. This power operates as the *plane shift* spell, except that the zephyr needs no planar fork and the spell only affects the zephyr himself. This ability may only be used when a zephyr is delivering a message for his liege or returning from such a delivery. Caster level equal to the HD of the zephyr.

Ultimate Linguist (Sp): Zephyrs are masters of communication, and cannot let a small thing like a difference of language stand in the way of delivering critical messages. They eventually acquire the ability to communicate with nearly any intelligent creature. At 2nd level, a zephyr can use the *tongues* spell at will. Caster level is equal to the HD of the zephyr.

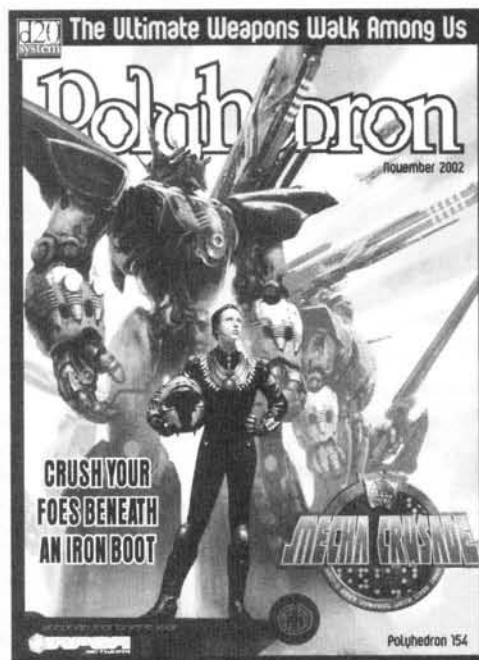
Teleporter (Sp): Getting to the correct plane is the first step; getting to the right location on that plane is a whole other matter. At 3rd level, the zephyr may exchange any of his planar travel uses per day for a *teleport* spell.

Evader (Sp): Anyone worthy of having a message delivered by a zephyr generally has excellent defenses, and sometimes overzealous guardians. Additionally, there are those who would counter the zephyr's message for their own purposes. At 4th level, to evade these obstacles, a zephyr may exchange any of his planar travel uses per day for *dimension door*, *dispel magic*, or *gaseous form* spells. Caster level is equal to the HD of the zephyr.

Unstoppable Messenger (Su): During the course of a message delivery, a zephyr can overcome barriers and effects that would ordinarily hinder his progress, trap him, or hem him out. At 5th level, he may ignore *protection from evil*, *good*, *law*, *chaos*, or any of the *magic circle of protection* spells. The zephyr also becomes immune to spells like *banishment*, *dismissal*, *dimensional anchor*, and *dispel evil*, *good*, *law*, or *chaos*. This power only operates for the zephyr while he is on a mission delivering a message for his liege or superior.

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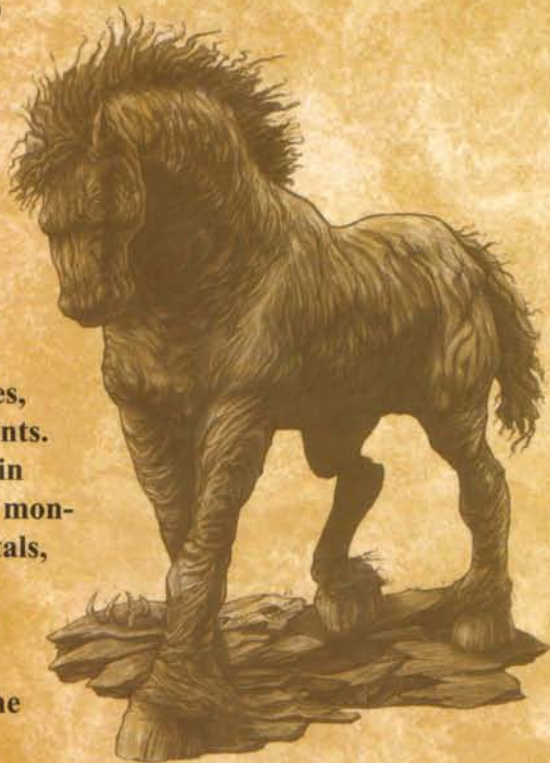
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—Empedocles, 5th Century B.C.

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