



PLANE SCAPE  
MONS+KOUS SUPPLEMENT

Denizens of the  
INNER PLANES

CREATURE CODEX, VOLUME 2

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# Denizens of the Inner Planes

## CREDITS

Editors: Igor Calija, Ivan Chia.

Layout: Ivan Chia.

Authors: Igor Calija, Ivan Chia, [Creature Catalogue](#). 

Cover Art: Ron Schuijt.

Interior Art: Francesca Lyn (p.4), Melissa Phifer (pp.16, 22, 64, 65, 107, 116 & 130), Rip Van Wormer (pp.26, 32, 66-71 & 105; color p.4), Ron Schuijt (pp.51, 56, 58, 124 & 138), Scott Purdy (pp.34, 57, 100 & 134), Sergio Rodriguez (pp.14, 25, 30, 37, 74, 109, 115 & 138), William Northern (p.11). Used with permission. All art works are owned by their respective artists.



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# foreword

Greetings,

Archmagus Tiberius! In accord with your command, I present to you our work on the denizens of the Inner Planes. My lord, the great ultroloth Elish al-Merador, was pleased with this work. I'm sure you would be equally satisfied. The Inner Planes are primal sources of great power. Of all fiends, it is the devils to first establish a foothold in the Elemental Planes, especially in the Plane of Fire, where they have an embassy in the City of Brass and a pit fiend general Asgeroth serving Imix, the Evil Prince of Elemental Fire. It was with Asgeroth's assistance that Imix crushed the resistance of Zaaman Rul. If I may offer a suggestion, the weakened Zaaman Rul may be the archomental for you to bind into submission.

As a prime native, it would interest you to know that certain regions of the Elemental Planes are said to correspond to specific prime worlds, such that when there is elemental imbalance in a prime world, the corresponding regions on the Elemental Planes also change their respective natures. For example, there exists a region in the Plane of Ice, where torrents of rain perpetually fall, instead of ice and snow. This region supposedly corresponds with Athas, a prime world of barren desert wasteland. As a result, the Athasians called it somewhat confusingly the "Plane of Rain", when it is really part of the Plane of Ice. Some creatures even adapted to these regions, creating breeds like the Rain Paraelemental Beast. For more details on these creatures, one can consult *Terrors of Athas*, a work freely available at <http://athas.org/releases>. 

As usual, this product makes use of the rules contained in *Monster Manual* (v3.5), published by Wizards of the Coast. Those basic information are not reproduced here. Should it be necessary, you can always summon me or *contact other plane* at d20 [System Reference Documents](#) (v3.5). 

Your mastery of the elements, I believe, would be greatly assisted by the information contained in this codex. I look forward to sending the work on the denizens of the Lower Planes and the fulfillment of your promise to free me from the service of my faceless master by means of imprisonment.



In Your Service,

*Archmagus Tiberius*



# Part 1: Elemental Denizens

The Inner Planes are the planes of substances, the building blocks of life and existence. As such, life is abundant in these planes. As the Inner Planes share borders, creatures from one plane often cross over to the adjacent planes. For more information, see Appendix on the Inner Planes.



## AERIAL SERVANT

*Medium Elemental (Air, Extraplanar)*

Hit Dice: 16d8+64 (136 hp)

Initiative: +9

Speed: Fly 60 ft. (perfect)

Armor Class: 19 (+5 Dex, +4 natural), touch 15, flat-footed 14

Base Attack/Grapple: +12/+20

Attack: Slam +21 melee (2d8+12)

Full Attack: 2 slams +21 melee (2d8+12)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 2d8+12, improved grab, windblast

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., elemental traits, find target, natural invisibility

Saves: Fort +9, Ref +15, Will +5

Abilities: Str 26, Dex 21, Con 18, Int 4, Wis 10, Cha 11

Skills: Listen +9, Move Silently +10, Spot +9

Feats: Alertness, Combat

Reflexes, Improved Critical (slam), Improved Initiative, Power Attack, Weapon Focus (slam)

Environment: Elemental Plane of Air

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 17-32 HD (Medium); 33-48 HD (Large)

Level Adjustment: –

*You face a semi-transparent legless humanoid of sparkling blue smoke, with empty eyes, a slash for a mouth, and long, four-fingered hands.*

The creature commonly referred to as “aerial servant” is a form of elemental-kin native to the Elemental Plane of Air, but also occasionally found on the Ethereal or Astral Plane. Easily and often called to the Prime Material Plane by spellcasters, it typically goes to great lengths to get back at its summoner once the terms of the service are met.

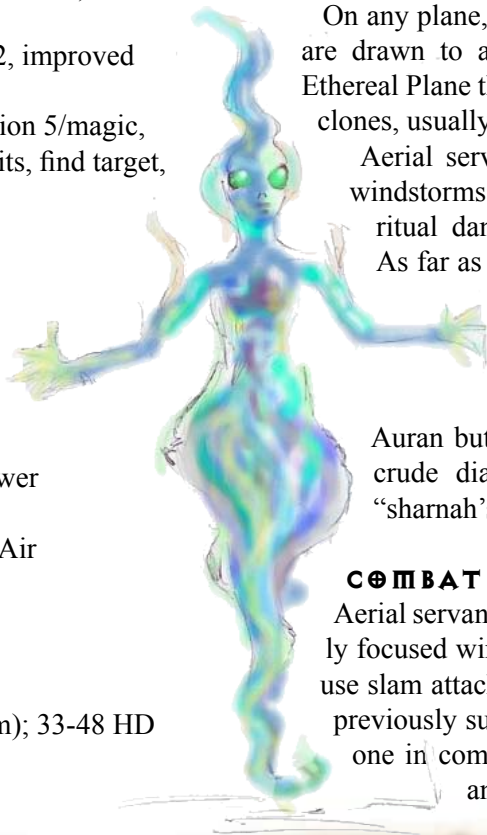
On any plane, these reclusive, nomadic creatures are drawn to areas of extreme weather. On the Ethereal Plane they sometimes follow the Ether cyclones, usually in the Deep regions.

Aerial servants apparently believe that most windstorms on the Prime originate from their ritual dances performed on Elemental Air. As far as anyone knows, they might even be right. It is thought that aerial servants reproduce by being blown in two by storm winds.

Aerial servants understand Auran but rarely speak to outsiders. In their crude dialect, the name for their race is “sharnah’shiah”, or “makers of gales”.

### COMBAT

Aerial servants create a shearing blast of intensely focused wind to pummel their opponents, and use slam attack if pressed. If a character that had previously summoned an aerial servant engages one in combat, it is automatically recognized and becomes the primary target of





the elemental's attacks; the aerial servant usually ignores other foes and attempts to strangle or wind blast the summoner.

Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. An aerial servant can be summoned using the *summon monster VII* spell.

**Constrict (Ex):** An aerial servant deals 2d8+12 points of damage with a successful grapple check.


**Elemental Traits (Ex):** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Find Target (Sp):** When attempting to locate a creature or an object, an aerial servant does so unerringly, as though guided by a *discern location* spell. Either the aerial servant or the caster that commands it must know the designated creature/object.

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

**Natural Invisibility (Su):** This ability is constant, allowing the aerial servant to remain invisible even when attacking. This ability is inherent and is not subject to the *invisibility purge* spell.

**Wind Blast (Su):** Once every 1d4 rounds, an aerial servant can produce a wind blast in a line 5 feet wide, 5 feet high, and 80 feet long. Those caught in the area of effect suffer 4d8 points of damage; if they are of Large or smaller size, they are also knocked down and pushed back 1d4x10 feet. A successful Reflex save (DC 26) halves the damage and negates the knockdown. The save DC is Strength-based.

 **Credit:** Converted from *A Guide to the Ethereal Plane* by Creature Catalogue (v3.0); updated to v3.5 by Igor Calija. Used with permission.

## ARCHOMENTAL

Archomental are elemental beings who rose above their fellows, subjugating the rest under their own rules. They took on the mantle of good and evil, and are referred to as Elemental Princes. The archomental rule over their own realms within their home planes. Like the archfiends, these near-deific entities are sometimes worshipped in minor cults. Some sages speculated that they are related to the Elder Elemental God, but no evidence is forthcoming.

### SAMPLE ARCHOMENTAL

#### IMIX, PRINCE OF ELEMENTAL FIRE

*Huge Elemental (Evil, Extraplanar, Fire)*

Hit Dice: 48d8+624 plus 576 (1,584 hp)

Initiative: +21

Speed: 180 ft.

Armor Class: 65 (-2 size, +17 Dex, +12 divine, +8 natural, +8 deflection, +12 insight), touch 57, flat-footed 48

Base Attack/Grapple: +36/+59

Attack: Slam +77 melee (3d8+35/19-20 plus 2d8 fire)

Full Attack: 2 slams +77 melee (3d8+35/19-20 plus 2d8 fire) and secondary slam +72/+67/+62/+57 melee (3d8+35/19-20 plus 2d8 fire)

Space/Reach: 15 ft./15 ft.

Special Attacks: Burn, primal energy, rebuke creatures, spell-like abilities, summon creatures

Special Qualities: Cold vulnerability, damage reduction 10/epic and 15/-, darkvision 60 ft., elemental aura, elemental traits, fast healing 20, fire immunity, quasi-deity traits, spell resistance 45

Saves: Fort +39, Ref +53, Will +34

Abilities: Str 40, Dex 44, Con 36,

Int 21, Wis 26, Cha 26

Skills: Bluff +43, Concentration +30, Diplomacy +44, Hide +49, Intimidate +44, Knowledge (the planes) +35, Listen +69, Move Silently +67, Search +40, Sense Motive +53, Spot +69, Tumble +57

Feats: Awesome Blow, Combat Reflexes, Dodge<sup>(B)</sup>, Empower Spell-like Ability (incendiary cloud), Improved Initiative<sup>(B)</sup>, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Improved Rapid Strike (slam), Improved



Sunder, Mobility, Power Attack, Quicken Spell-like Ability (fire seed), Quicken Spell-like Ability (wall of fire), Rapid Strike (slam), Spring Attack, Weapon Focus (slam), Weapon Finesse <sup>(B)</sup>

Epic Feats: Blinding Speed, Dire Charge

Environment: Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 37

Treasure: Triple standard

Alignment: Always neutral evil

Advancement: –

Level Adjustment: –

*This 18-ft. tall column of fire radiates unearthly heat. A continuous crackling and hissing fills the air around him. Everything seems to melt in his presence.*

The Evil Prince of Elemental Fire rules over many efreet, salamanders, and fire elementals from his volcano fortress. Many pyrophors (fire elementals of chaos) have become tainted with his evil and are now serving under him.

Under his pit fiend general Asgeroth, his forces have crushed the resistance of Zaaman Rul, the good archomental of fire and supposedly his bastard son, on the Plain of Burnt Dreams. But Imix's conflict with Olhydra, the Water Princess of Elemental Evil, has hindered him from completely destroying the forces of good.

Imix also constantly schemes to undermine Kossuth's authority, but Kossuth is a greater deity and is simply out of his league. Fortunately, the Tyrant-King of Fire has to attend to the protection of the Plane of Fire as a whole, and is thus too busy to take direct actions against Imix.

Some of his minions are elemental devotees (see the feat below), and have access to Fire and Evil domains.

### COMBAT

The sample archomental presented here uses a fully advanced elder fire elemental as the base creature. For the purpose of overcoming damage reduction, his natural weapons are treated as epic and evil-aligned weapons, while any weapon he wields is treated as evil-aligned.

**Burn (Ex):** Imix's slam attack deals bludgeoning damage plus fire damage from his flaming body. Those hit by his slam attack also must succeed on a DC 47 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creatures hitting him with natural weapons or unarmed attacks take fire damage as though hit by his attack, and also catch on fire unless they succeed on a Reflex save. The save DC is Constitution-based.

**Elemental Aura (Su):** Imix is surrounded by an aura which deals 3d6 fire damage per round to all creatures within 15 ft. Furthermore, all non-magical water within 20 ft. instantly evaporates.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Primal Energy (Su):** Imix's fire-based damage ignores fire resistance. Creatures with fire immunity takes half damage. Creatures vulnerable to fire takes double damage instead of 50% more damage.

**Rebuke Creatures (Su):** Imix can rebuke or command creatures with fire subtype as a 48<sup>th</sup>-level cleric 11/day. The rebuked creature gains a turn resistance equals to its Charisma bonus (if any).

**Spell-like Abilities:** Always active – *detect evil, detect good, see invisibility*; at will – *burning hands*



### THE TEMPLE OF ELEMENTAL EVIL: IMIX

Imix also appears in *Return to the Temple of Elemental Evil* (v3.0) as a CR17 Gargantuan creature. The statistics are however problematic, such as he wields a Colossal great sword with 6 iterative attacks. Otherwise, he is a regular 36 HD fire elemental with SR20 and some spell-like abilities.



(DC 18), *greater dispel magic*, *fire seeds* (DC 24), *fire shield*, *greater teleport* (self only), *produce flame*, *resist energy* (cold or fire only), *suggestion* (DC 21), *wall of fire*; 3/day – *comprehend languages*, *elemental swarm* (fire only), *fire storm* (DC 25), empowered *incendiary cloud* (DC 26), *read magic*, *telekinesis* (DC 23). Caster level 48<sup>th</sup>. If the continually active effects are dispelled, the archomental can reactivate them as a free action.

**Summon Creatures (Sp):** Imix can summon up to a number of creatures native to the Plane of Fire (usually efreet, fire elementals, or salamanders) 1/day, so long the total HD of summoned creatures do not exceed 48. No single summoned creature may be of more than 25 HD. This is equivalent to a 9<sup>th</sup>-level spell.

**Quasi-Deity Traits:** Immune to form-altering effects, polymorph, petrification, energy drain, ability drain, ability damage, and mind-affecting effects. Imix is immortal and has divine rank 0.

**Note:** Rapid Strike and Improved Rapid Strike feats are from *Draconomicon*. Their benefits have already been incorporated into the statistic block above.

### CREATING AN ARCHOMENTAL

An Archomental is a template that can be added to any elemental or outsider with an elemental subtype with at least 30 Hit Dice, referred to hereafter as the “base creature”. An archomental uses all the base creature’s statistics, special abilities, and special qualities except as noted here.

**Type:** Creature type does not change. It gains either good or evil subtype. It gains extraplanar subtype when it is not in its home elemental plane.

**Hit Dice:** An archomental always has maximum hit points plus an additional 12 hit points per HD.

**Speed:** A archomental’s speed triples for all movement types.

**Armor Class:** An archomental gains a +12 insight bonus, a +12 divine bonus, and a deflection bonus equals to its Charisma bonus (if any) to AC. It also gain a +5 natural armor bonus (if the creature already has natural armor, use whichever is better).



### OTHER KNOWN ARCHOMENTALS

In the Plane of Air, Chan’s steady surveillance of Yan-C-Bin forces the latter to curb his evil activities for fear of her intervention (and vice versa). This war of quiet threats has been ongoing for centuries.

In the Plane of Earth, the elemental evil rises out of Stonemire, home of Ogremoch. The Stone Tyrant once tested a dwarf warrior-priest called Kaylef, but the latter was found wanting. The testing nevertheless has bestowed on Kaylef unknown powers. Sunnis rules from Sandfall, where some claimed she plans to hurl Ogremoch into that abyss of sand. It is said that anyone who brings her a unique treasure will win a special boon.

In the Plane of Water, Olhydra plots against her archenemy Imix. Of all archomentals, she is probably the closest to true divinity, with several active cults. The spirits of her faithful are said to either become water weirds in her service or be absorbed by Olhydra herself. Ben-Hadar, the rude and boorish water prince of good, is ignored by Olhydra, leaving him to marshal his forces in his realm of Ssesurgass. Both Chan and Zaaman Rul accuse him (rightly) of being narrow-minded with no interest in the fate of good creatures outside the Plane of Water.

In the Plane of Ice, Cryonax stands alone without a good counterpart, leaving him to slowly conquer the entire paraelemental plane. From his Chiseled Estate, he plans to make Ice the one true element and reduce all other elements into lesser forms of matter.

There are others who claimed to be archomentals, but sages generally discount them. Chilimba of Magma is actually a magma mephit, who learnt the art of torture under a pit fiend. Ehkakh of Smoke is a smoke mephit, who hoards knowledge in his Choking Palace. Bwimb, the Baron of Ooze, was slain by Tenebrous/Orcus. Bwimb II inherits the position from her father and has sealed an alliance with the abyssal lord Juiblex. Since she has the obedience of many ooze paraelementals, it is likely that she is not merely an ooze mephit.





**Attacks:** An archomental makes all its attacks with a +25 divine bonus on the attack roll.

**Damage:** An archomental gains a +20 divine bonus on damage rolls for all melee and thrown ranged attacks.

**Special Attacks:** An archomental gains primal energy, rebuke creatures, spell-like abilities, and summon creatures as special attacks.

- *Primal Energy (Su):* An archomental's associated energy-based damage ignores energy resistance. Creatures with energy immunity takes half damage. Creatures vulnerable to that energy takes double damage instead of 50% more damage.
- *Rebuke Creatures (Su):* An archomental can rebuke or command creatures with the same elemental subtype as a cleric whose level equals to its HD, usable a number of times per day equal to 3 + Charisma modifier. The rebuked creature gains a turn resistance equals to its Charisma bonus (if any).
- *Spell-like Abilities:* Always active – *detect evil, detect good, see invisibility*; at will – *greater dispel magic, suggestion, greater teleport* (self only); 3/day – *read magic, comprehend languages, telekinesis*.

In addition, an archomental can choose an associated domain (e.g. air, earth, fire, water) and add the domain spells to its list of spell-like abilities. It can use 1<sup>st</sup>- to 6<sup>th</sup>-level spells at will and 7<sup>th</sup>- to 9<sup>th</sup>-level spells 3/day. Caster level equals to its HD, save DCs are Charisma-based.

If the continually active effects are dispelled, the archomental can reactivate them as a free action.

- *Summon Creatures (Sp):* An archomental can summon up to a number of creatures native to its

home plane (e.g. genies, elementals) 1/day, so long the total HD of summoned creatures do not exceed its own. No single summoned creature may be of more than 25 HD. This is equivalent to a 9<sup>th</sup>-level spell.

**Special Qualities:** An archomental retains all the special qualities of the base creature and also gains damage reduction, fast healing, quasi-deity traits, spell resistance, and one additional special quality. If an archomental already possesses the qualities, use whichever is better.

- *Damage Reduction:* An archomental's existing damage reduction increases by +5 and gains damage reduction 10/epic, allowing it to overcome epic damage reduction.
- *Fast Healing (Ex):* Fast healing 20.
- *Quasi-Deity Traits:* Immune to form-altering effects, polymorph, petrification, energy drain, ability drain, ability damage, and mind-affecting effects. It is immortal and has divine rank 0.
- *Spell Resistance:* CR of base creature +30.

An archomental also gains one additional special quality from the following list.

- *Elemental Aura (Su):* This archomental is surrounded by an aura which deals 3d6 damage of its associated energy per round to all creatures within 15 ft. Furthermore, all opposed elemental forms of a non-magical nature cannot exist within 20 ft. (fire extinguishes, water evaporates, etc.).
- *Energy Resistance (Ex):* This archomental has resistance 10 to any 2 of the following energy types - acid, cold, electricity, fire, or sonic.
- *Natural Invisibility (Ex):* This archomental is



### ELEMENTAL DEVOTEE [GENERAL]

You have sworn service to an archomental through a ritual pact.

**Benefit:** You gain resistance 5 against the associated energy type of your archomental master, or your existing resistance increases by +5. Furthermore, you may select the archomental as a patron deity for purpose of gaining domains and divine spells.

**Special:** A good archomental never accepts an evil character, and vice versa. Once this feat is taken, you may not take the following feats – Disciple of Darkness, Favored of the Companions, Knight of Stars, Scion of Sorrow, Servant of the Heavens, and Thrall to Demon.



naturally invisible as if always under an *improved invisibility* spell effect.

- *Partial Energy Immunity (Ex)*: This archomental is immune to one other energy type (in addition to any energy immunity that it may possess), but it must make a Fortitude save (DC 10 + energy damage should have dealt) or be affected by a *slow* spell effect for 1d6 rounds. It cannot be partially immune to an energy to which it is vulnerable.
- *Reflexive Sunder (Ex)*: Any weapon that strikes this archomental automatically take 3d6 damage of its associated energy type. Unlike normal energy, this energy damage is not halved or quartered and ignores hardness.
- *Stun (Ex)*: Any creature hit by this archomental's natural weapons must make a Fortitude save (DC 10 + ½ HD + Strength modifier) or be stunned for 2d6 rounds.

**Saves:** The archomental gains a +10 insight bonus on all its saving throws.

**Abilities:** All ability scores are 15 points higher than those of the base creature.

**Skills:** The archomental gains a +10 competence bonus on all its skill checks. Recalculate skill points for increased Intelligence. In addition to the base creature's class skills, the following skills also become class skills – Bluff, Climb (earth only), Concentration, Diplomacy, Hide, Intimidate, Listen, Move Silently, Knowledge (the planes), Search, Sense Motive, Spot, Swim (water only), and Tumble (air or fire only).


**Feats:** Same as the base creature, plus one bonus feat.

**Challenge Rating:** As base creature +20.

**Treasure:** Triple standard.

**Alignment:** Always good or evil.

**Advancement:** Same as the base creature.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia. This template is built upon the paragon template with some features of Kain Darkwind's archomental builds.

## BALHIIR

*Medium Outsider (Extraplanar, Negative)*

Hit Dice: 18d8+54 (135 hp)

Initiative: +10

Speed: Fly 40 ft. (perfect)

Armor Class: 21 (+6 Dex, +5 natural), touch 16, flat-footed 15

Base Attack/Grapple: +18/+22

Attack: Slam +25 melee touch (absorb spells, drain magic items, or energy drain)

Full Attack: Slam +25 melee touch (absorb spells, drain magic items, or energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Absorb spells, drain magic items, energy drain

Special Qualities: Arcane sense, blindsight 60 ft., damage reduction 15/-, darkvision 60 ft., light aura, morphic body, special binding

Saves: Fort +14, Ref +17, Will +16

Abilities: Str 19, Dex 22, Con 17,

Int 4, Wis 16, Cha 21

Skills: Escape Artist +35, Hide +27, Listen +24, Sense Motive +24, Spot +24

Feats: Ability Focus (drain magic items), Dodge,



### ALTERNATIVE DOMAINS

An archomental may choose an alternative domain to add to its spell-like abilities. These include the following.

- *Frostburn*: Cold, Winter.
- *Oriental Adventures*: Flame, Metal, River, Stone.
- *Player's Guide to Faerûn*: Cold, Metal, Ocean, Slime, Watery Death.
- *Sandstorm*: Sand, Summer, Thirst.
- *Stormwrack*: Blackwater, Ocean, Storm.



PAR 1:  
ELEMENTAL  
DENIZENS

Improved Initiative, Iron Will, Mobility, Weapon Finesse, Weapon Focus (slam)

Environment: Negative Energy Plane

Organization: Solitary

Challenge Rating: 15

Treasure: None

Alignment: Usually neutral

Advancement: 19-36 HD (Medium); 37-54 HD (Large)

Level Adjustment: -

*This creature appears as a softly glowing cloud with diamond-shaped sparkles of light within.*

Balhiirs normally reside on the Negative Energy Plane, where they can absorb all forms of energy, including life forces and magic. Little else is known of the balhiir's habits in its home plane, due to that plane's inimical effect on normal life forms. Balhiirs are very efficient in their use of the energy/magic they consume. These creatures can hold enough energy to keep them active for months. If they run out of energy however, they do not perish. Instead, they enter a form of hibernation that can last indefinitely. The presence of energy within its sensory range awakens it, a process that requires a full round.

### COMBAT

A balhiir feeds on magic, requiring at least one spell level per day to avoid starvation and being forced into hibernation. It seeks only to feed, always moving toward the largest concentration of magic.

**Absorb Spells (Su):** A balhiir automatically nullifies and absorbs any spell or spell-like ability targeted anywhere within 10 ft. of the creature or which has its effect (even partially) within 10 ft. of the creature.

It may also make a melee touch attack to absorb any existing spell effects on an individual. Treat this as a targeted *greater dispel magic* at caster level 18<sup>th</sup>.

In both cases, the spell level is added to the balhiir's stored spell levels. A balhiir can store up to a total amount of spell levels equals to its Constitution score x 5 (85 for a standard balhiir). After this limit, every spell it absorbs inflicts 1d6 damage per spell level.

**Arcane Sense (Su):** A balhiir can detect magic and the

presence of life-forms up to 100 ft. away, even through stone and other solid obstacles.

**Drain Magic Items (Su):** All magic items within 10 ft. are drained of its magic. A DC 26 Will save must be made every round to avoid being drained.

Against charged items and single-use items (e.g. potions, scrolls), this drains a single charge or use. Against magic weapons, armors, shields and other bonus-type items (amulet of natural armor +3, amulet of health +2, etc.), the balhiir reduces the bonus by -1. Against other magic items, it reduces the caster level by -1.

When the charges, bonus or caster level reaches zero, the item is disenchanting and permanently non-magical. For each charge, bonus and caster level drained, the balhiir gains 1 stored spell level.

In addition, the balhiir can make a melee touch attack to drain a magic item of 1d4 charges, bonuses or caster levels. The save DC is Charisma-based.

**Energy Drain (Su):** If there is no more magic for the balhiir to drain, it may make a melee touch attack to bestow 2 negative levels instead. The balhiir gains 1 stored spell level per negative level bestowed. A drained creature may attempt a DC 24 Fort save to remove each negative level 24 hours later. The save DC is Charisma-based.

**Light Aura (Su):** Whenever a balhiir stores a number of spell levels equal to its Constitution score, it radiates light in 5 ft. radius. Each next increase of the amount of absorbed spell levels equal to its Constitution score increases the illuminated area by an additional 5 ft.

Thus, a balhiir which stores a number of spell levels equal to 4 times its Constitution score will radiate light within a 20 ft. radius. Furthermore, an active balhiir burns off 1 stored spell level per day as its sustenance.

**Morphic Body (Ex):** A balhiir can reshape its body, allowing it to go through openings as small as 1 inch diameter.

**Negative Subtype:** Immune to ability damage, ability drain, energy drain, and death effects. Negative energy heals it, but positive energy harms it.

**Special Binding (Ex):** A balhiir can be affected by a



modified *trap the soul* spell. The modification can be known by making a DC 25 Knowledge (arcana) check and requires a DC 25 Spellcraft check during casting. The modified *trap the soul* spell cannot be absorbed by the balhiir, which in turn cannot be compelled into service, but the creature that releases it gains certain powers over the balhiir.

Firstly, the creature who releases it is the only creature who can attempt to bind the freed balhiir again. Attempts by other creatures automatically fail.


Alternatively, the character may instead draw the balhiir, which must be within 20 ft., into himself through sheer force of will as a full-round action. This requires an opposed Wisdom check. If the character wins the opposed check, he absorbs the balhiir and must make a Fortitude save (DC 10 + 1 per 5 spell levels stored by the balhiir) or dies in the process.

The character gains the use of spellfire as if he has the Spellfire Wielder feat (see below), except that he cannot absorb spells. Instead, he gains the balhiir's stored spell levels as his own. He may choose to take the Spellfire Wielder feat in order to become able to absorb spells even though he is no longer a 1<sup>st</sup>-level character (which is a feat prerequisite). If he is already a spellfire user, the absorbed spell levels may cause spellfire overload.

When all the acquired spell levels are expended, the balhiir is truly dead. If the character dies before expending all the spell levels, the balhiir emerges from his body with

the remaining stored spell levels.

**Skills:** A balhiir has a +8 racial bonus on Escape Artist checks.

 **Credit:** Converted from *Forgotten Realms: Villains' Lorebook* and *Hall of Heroes* by Ivan Chia.

## BLAZON

*Diminutive Aberraton (Extraplanar, Fire)*

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: Fly 10 ft. (perfect)

Armor Class: 18 (+4 size, +2 Dex, +2 natural), touch 16, flat-footed 16

Base Attack/Grapple: +0/-17

Attack: -

Full Attack: -

Space/Reach: 2 ½ ft./0 ft.

Special Attacks: -

Special Qualities: Blindsight 40 ft., damage reduction 5/-, keen, immunity to fire, vulnerability to cold

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

Abilities: Str 1, Dex 15, Con 10, Int 6, Wis 10, Cha 10

Skills: Sense Motive +4

Feats: Great Fortitude

Environment: Paraelemental Plane of Magma

Organization: Solitary or cluster (2-8)

Challenge Rating: ¼

Treasure: None

Alignment: Usually neutral

Advancement: 2-3 HD (Diminutive)

### USING SPELLFIRE

The rules for using spellfire are found in *Magic of Faerûn*, pp.18-19, 23 and 38-40. If you do not use this book, treat spellfire as a supernatural ability to blast a fiery ray of arcane energy up to 400 ft. range as a standard action. This requires a melee touch or ranged touch attack, dealing 1d6 damage per spell level expended, DC 20 Reflex save half. This damage is half fire, half raw arcane energy. Alternatively, spellfire can be used to heal 2 hit points per spell level expended by touch as a standard action.



PAR 1:  
ELEMENTAL  
DENIZENS


Level Adjustment: –

*These beings are living, sentient, burning rocks, about 6-inches across. They avoid all living beings, and seem to particularly dislike the magmin. The efreet keep blazon as pets or sometimes even as sentries – they can be trained to keen like alarms when an intruder approaches.*

**Keen (Su):** A blazon that spots an intruder and decides that it has hostile intentions can release a loud, high-pitched sound that can be heard in a 200 ft. radius. Other blazons recognize the signal and scatter, usually passing it on.

### BLAZON AS FAMILIAR

A blazon may be selected as a familiar with Improved Familiar or Planar Familiar feat. The master must be of at least caster level 4<sup>th</sup> and have 5 ranks in Knowledge (the planes) skill.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Igor Calija.

## BZAS+RA

*Medium Magical Beast (Aquatic, Extraplanar)*

Hit Dice: 10d10+10 (65 hp)

Initiative: +8

Speed: Swim 30 ft.

Armor Class: 18 (+4 Dex, +4 natural), touch 14, flat-footed 14

Base Attack/Grapple: +10/+11

Attack: Slam +14 melee (2d6+1)

Full Attack: 3 slams +14 melee (2d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Blindsight 30 ft., damage reduction 5/magic, darkvision 60 ft., dispelling vulnerability, dual action, telepathy 100 ft.

Saves: Fort +8, Ref +11, Will +7

Abilities: Str 12, Dex 19, Con 13, Int 12, Wis 14, Cha 13

Skills: Concentration +14, Escape Artist +17, Spot +15

Feats: Dodge, Improved Initiative, Improved Natural Attack (slam), Iron Will, Weapon Finesse <sup>(B)</sup>

Environment: Elemental Plane of Water

Organization: Solitary, cluster (1-6), or commune (8-24)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral

Advancement: 11-20 HD (Medium); 21-30 HD (Large)

Level Adjustment: –

*Several rings of coral are stacked horizontally atop each other, and a blue vine is threaded in and out between them. It appears that this peculiar being exists as a symbiosis between small, scaly underwater beings resembling corals and some sort of blue seaweed.*

This rare, reclusive creature had evolved by chance when several ring beasts basked in the aura of a blue waterwhip plant. The chemical natures of the ring beasts and the plant aura interact and fuse the two together into a new being. It is curious and observant, slowly exploring its native plane, sometimes recording its findings on shells.

The unemotional bzastra seem to have no goal other than survival and private contemplation. However, they live in a complex society of scholars, sharing their findings and ideas wordlessly. A bzastra domain is typically a vast kelp forest, telekinetically shaped to ward out dangerous predators or vermin. It contains a number of well hidden individual dwellings, linked together by vine tethers.

Bzastra feed on plankton and kelp, like many other underwater life forms, but they reproduce artificially: They gather and safeguard colonies of undeveloped ring beasts (tiny coral-like animals), mixing them with blue waterwhip plants (a type of seaweed) when the community decided that a new bzastra should be created. It is believed that the symbiosis is somehow enhanced, either through spell-like powers or spontaneously released enzymes.

A bzastra understands Aquan, but can only communicate telepathically.

### COMBAT

Bzastra are usually not hostile unless provoked. Bzastra



prefer to use their spell-like abilities to dispatch foes. In melee, a bzastra lashes out with its vine strands, somehow animating the water around them to enhance the punch. A bzastra utilizing its telekinesis ability in combat can use it to perform a bull rush (+1), disarm (+11), or grapple (+11), or to violently hurl targets weighing 250 pounds or less.


Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Dispelling Vulnerability (Ex):** A *dispel magic* effect can split a bzastra into its component parts – a handful of ring beasts and a strand of blue waterwhip, all non-sentient creatures. For the purpose of dispelling, treat the bzastra as a spell effect of an effective caster level equal to the bzastra's HD plus 2.

**Dual Action (Ex):** At will, a bzastra can automatically quicken any of its spell-like abilities. It is thus able to activate a spell-like ability and make an attack in the same round, or even activate two spell-like abilities in the same round.

**Spell-like Abilities (Sp):** At will – *detect thoughts* (DC 13), *hold monster* (DC 16), *plant growth*, *suggestion* (DC 14), *telekinesis* (DC 16), *water breathing*; 3/day – *animal growth*, *blink*, *shield*. Caster level 10<sup>th</sup>. The save DCs are Charisma-based.

**Telepathy (Su):** A bzastra can communicate via telepathy with any creature within 100 feet that has a language.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

Attack: Slam +12 melee (1d8+4 plus poison)  
Full Attack: 2 slams +12 melee (1d8+4 plus poison)  
Space/Reach: 5 ft./5 ft.  
Special Attacks: Constrict 1d8+6, improved grab, poison  
Special Qualities: Damage reduction 10/magic and silver, darkvision 60 ft., dual-planar, immunities, resistances (acid 10, cold 10, electricity 10, fire 10), spell resistance 27  
Saves: Fort +8, Ref +9, Will +9  
Abilities: Str 18, Dex 19, Con 20, Int 14, Wis 15, Cha 15  
Skills: Hide +17, Listen +15, Move Silently +17, Spot +15  
Feats: Ability Focus (poison), Improved Initiative, Power Attack, Weapon Focus (slam)  
Environment: Inner Planes  
Organization: Solitary  
Challenge Rating: 9  
Treasure: None  
Alignment: Usually neutral  
Advancement: 11-20 HD (Medium); 21-30 HD (Large)  
Level Adjustment: –

*This bluish-black creature is slightly transparent, as if it is not entirely there, somehow. It has a wide body composed mainly of many wing-like flaps of flesh. These flexible ridges are constantly in motion, as if the creature is swimming. Beyond this ever-moving mass, a mouth-like opening lies buried in the fluttering fins. Two long, flexible pseudopods covered with thousands of tiny hooks protrude from the mouth.*

A creature seen only on the four Elemental planes (and occasionally the Ethereal), the chososion is a true alien, a being whose origin lies on a set of planes entirely foreign to the known cosmology. It is only partially present in this multiverse, and its name means “out of touch” in the language of the Shad.

Vivan, a barmy sage in Sigil, speculated that the chososion's native plane somehow intersect or coexist with the Inner Planes and that this plane, which he called the Macrocosm, is a transitive plane leading to a different cosmology.

Some sages who followed up on the research attempted to identify its home plane with the Plane of

## CH⊕S⊕SI⊕N

*Medium Aberration (Extraplanar)*

Hit Dice: 10d8+50 (95 hp)  
Initiative: +8  
Speed: Fly 30 ft. (perfect)  
Armor Class: 25 (+4 Dex, +7 natural, +4 cover), touch 18, flat-footed 21  
Base Attack/Grapple: +7/+10



Shadow, despite the fact that chososions have never been encountered there. Others claim its alien nature betrays it as a native of the Far Realm.

Needless to say, the society, culture, habits and motivations of the chososion remain entirely unknown. Not surprisingly, a chososion does not communicate in any understandable manner.

### COMBAT

A chososion is said to feed on the primal nature of the Inner Planes. Although it does not feed on living creatures, it may attack out of confusion or misunderstanding a creature's intent. A chososion's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.


**Constrict (Ex):** A chososion deals 1d8+6 points of damage with a successful grapple check.

**Dual-Planar (Ex):** The bulk of a chososion's body resides on another plane (regardless of which plane the creature currently exists on), but the creature possesses the ability to partially manifest itself (usually just its pseudopods) onto or off of the current plane as a standard action. When manifested, the chososion has a +4 cover bonus to AC and a +2 cover bonus on Reflex saves (included in the stat block above). At will, a chososion can take a standard action to withdraw into its native realm (wherever that may be), effectively retreating completely from the current plane.

**Immunities (Ex):** Immune to all elemental and energy traits of the Inner Planes.

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

**Poison (Ex):** Injury, Fort DC 22; initial damage paralyzed for 3d6 rounds, secondary damage 1d8 Con. If the victim's Constitution reaches zero, his body is also disintegrated as if struck by a *disintegrate* spell. The save DC is Constitution-based.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.





## DARKLIGHT†

*Medium Undead (Extraplanar, Incorporeal)*

Hit Dice: 8d12+24 (76 hp)

Initiative: +8

Speed: 40 ft., fly 80 ft. (perfect)

Armor Class: 17 (+4 Dex, +3 deflection), touch 17,  
flat-footed 13

Base Attack/Grapple: +4/-

Attack: Incorporeal touch +8 melee (1d6 plus energy  
drain)

Full Attack: Incorporeal touch +8 melee (1d6 plus  
energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy drain, spell-like abilities,  
hypnotic gaze

Special Qualities: Blindsight 120 ft., immunities,  
planar anchor, turn resistance +2, undead traits,  
unholy toughness

Saves: Fort. +3, Ref. +6, Will +8

Abilities: Str -, Dex 19, Con -, Int 12, Wis 14, Cha 16

Skills: Concentration +14, Hide +15, Intimidate +14,  
Listen +13, Spot +13

Feats: Dodge, Improved Initiative, Quicken Spell-like  
Ability (*blindness*)

Environment: Quasielemental Plane of Radiance

Organization: Solitary or alliance (1-4 scile swarms)

Challenge Rating: 7

Treasure: None

Alignment: Always any evil

Advancement: 9-16 HD (Medium)

Level Adjustment: -

*This humanoid-shaped creature is composed of spectral blackness with shining eyes of everchanging colors. Its whole form is surrounded by a nimbus of multi-colored lights.*

This undead is created when planar leaks occur on the Negative Energy Plane, allowing incorporeal spirits to slip to the Quasielemental Plane of Radiance. It rarely interacts with other creatures or even other darklights. However, it sometimes form alliances with scile swarms.

Although it is an undead, it can be called via a *planar binding* spell (which normally calls only outsiders

or elementals). It does not depart at the end of the calling spell. (See Planar Anchor quality below.)

A darklight speaks whatever language it knows from its mortal life.

### COMBAT

A darklight usually uses invisibility to surprise its foes. It feeds only on non-natives to the Quasielemental Plane of Radiance, preferring to sap the vitality of intelligent creatures.

**Energy Drain (Su):** Anyone hit by its melee attack takes 2 negative levels per hit, granting the darklight 5 temporary hit points per negative level. A DC 17 Fortitude save is required to remove each negative level after 24 hours. The save DC is Charisma-based.

**Spell-like Abilities:** 3/day – quickened *blindness* (DC 15), *color spray* (DC 14); 1/day – *invisibility* (self only), *prismatic spray* (DC 20), *prismatic wall* (DC 21). Caster level 15<sup>th</sup>. The save DC is Charisma-based.

**Hypnotic Gaze (Su):** Anyone within 30 ft. of the darklight becomes fascinated for 1d4+2 rounds if he looks into its eyes (DC 17 Will negates). Its gaze does not work if the darklight uses any of its spell-like abilities in the same round. The save DC is Charisma-based.

**Immunities (Ex):** A darklight is immune to cold, petrification, light, and darkness. It is also immune to force effects, allowing it to move through a *wall of force* as if it doesn't exist.

**Incorporeal Traits:** Immune to nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Planar Anchor (Ex):** Although it has extraplanar subtype, a darklight cannot be dismissed or banished. Furthermore, a darklight cannot be summoned, but it can



be called. A called darklight does not depart at the end of the calling spell (e.g. *gate* or *planar binding* spell).

**Undead Traits:** Immune to mind-affecting effects, poison, sleep effects, any effect that requires a Fortitude save (unless the effect also works on objects), paralysis, stunning, disease, death effects, fatigue, and exhaustion; not subject to critical hits, nonlethal damage, ability drain, or energy drain; negative energy heals it, and positive harms it. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

**Unholy Toughness (Ex):** A darklight gains extra hit points equal to its Cha modifier x HD.

*✍* **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.



## DENZELIAN

*Large Aberration (Earth, Extraplanar)*

Hit Dice: 6d8+18 (45 hp)

Initiative: -1

Speed: 15 ft., burrow 30 ft.

Armor Class: 19 (-1 size, -1 Dex, +11 natural), touch 8, flat-footed 19

Base Attack/Grapple: +4/+12

Attack: Slam +7 melee (1d6+4)

Full Attack: Slam +7 melee (1d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Acid, crush, debris, trip

Special Qualities: Amorphous, tremorsense 60 ft.

Saves: Fort +7, Ref +1, Will +5

Abilities: Str 18, Dex 9, Con 16, Int 3, Wis 10, Cha 8

Skills: Hide +6 (+12 in rocky surroundings)

Feats: Ability Focus (acid), Great Fortitude, Improved

Natural Armor

Environment: Elemental Plane of Earth

Organization: Solitary or pair

Challenge Rating: 3

Treasure: Standard goods (gems only)

Alignment: Always neutral

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Level Adjustment: -

*This large creature is composed of smooth stone, with flexible hide, squeezing through tight places and up and down inclines. It looks like a rectangular flat piece of rock, flexing its body as it moves while secreting acid.*

A denzelian, also called a rock-eater, is a creature that lives out its centuries-long life deep below ground. Relatively non-aggressive, a denzelian is content to burrow slowly through rock and consume the rich minerals that support its slow metabolism. A denzelian may be of any color, depending on the minerals it absorbs. It can move through solid rock, but it avoids metals since they are indigestible. Dwarves and other miners favor

their presences, since the maze-like burrows of these creatures make the discovery and mining of precious metals extremely easy. The powerful but slow-working digestive enzymes of a denzelian smell horrible, and their material makes them indigestible to nearly every other living creature - thus denzelian have no natural predators and fear nothing they might encounter.

About once every 10 years, two denzelian of the opposite sex meet. The mated pair then produces 3d4 gem-like eggs, deposited hundreds of yards apart. A DC 22 Appraise check can identify each egg, revealing its worth of 1,000 gp. Such nests are always guarded by the adult denzelian.

Most sages agree that the denzelian are originally underground natives of the Prime Material Plane. Some must have chanced upon vortices to the Elemen-





tal Plane of Earth. Because of the abundance of earth and stone in that plane, the denzelian have prospered as a species. Since then, many denzelian dwell as natives in the Elemental Plane of Earth. Prime denzelian are the same as their planar relatives, except they do not have extraplanar subtype.

A denzelian does not speak, but communicates through vibrations.

### COMBAT

Denzelian are passive creatures that rarely attack except in self-defense. Their usual tactic when faced with an aggressor is to flee. However, they fight back if their young or eggs are threatened, gaining +2 morale bonus on attack rolls. If a denzelian attacks, it usually charges at an opponent and attempts to trip him onto its acidic surface.

**Acid (Ex):** A denzelian secretes acid from its entire surface, automatically dealing 1d6 acid damage to any creature striking it with natural weapons or unarmed strikes. If an opponent falls prone on it due to being tripped, he takes 5d4 acid damage per round (DC 18 Reflex half). The save DC is Constitution-based.

**Amorphous (Ex):** A denzelian has no clear front or back and is immune to critical hits and flanking.

**Crush (Ex):** A denzelian can burrow overhead and drop through the ceiling onto its opponents as a standard action, crushing as many creatures as can fit under its body. It can only crush creatures smaller than itself. Creatures in the affected area must succeed on a Reflex save (DC 16) or be pinned, automatically taking 2d6+6 bludgeoning damage and 5d4 acid damage during the next round unless the denzelian moves off them. If the denzelian chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage each round if they don't escape. The save DC is Constitution-based.


**Debris (Ex):** When a denzelian dissolves rock, it leaves a crumbly, blackish, sandlike residue behind. When it makes a crush attack, this gritty substance fills the air. It gets in the eyes, noses, and mouths of all creatures within 10 ft., who must make a Fortitude save (DC 16) or suffer a -2 to attack rolls for 1d4+1 rounds (or until

the substance is washed away as a move action). The save DC is Constitution-based.

**Trip (Ex):** A denzelian that hits with a slam attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt succeeds, the opponent is tripped and falls prone on top of the denzelian (thereby occupying the same space), suffering from its acid ability. If the attempt fails, the opponent cannot react to trip the denzelian.

**Skills:** A denzelian has +6 racial bonus on Hide checks when in rocky surroundings.

 **Credit:** Converted from *Fiend Folio Monstrous Compendium 14* by Creature Catalogue (v3.0); updated to v3.5 by Ivan Chia. Used with permission.

## DHARUM SUHN

*Huge Elemental (Earth, Extraplanar)*

Hit Dice: 50d8+600 (1,000 hp)

Initiative: +7

Speed: 20 ft., burrow 40 ft.

Armor Class: 56 (-2 size, +3 Dex, +35 natural, +10 insight), touch 21, flat-footed 53

Base Attack/Grapple: +37/+65

Attack: Slam +58 melee (4d6+20/19-20)

Full Attack: 2 slams +58 melee (4d6+20/19-20) and 1 secondary slam +53/+48/+43/+38 melee (4d6+20/19-20)

Space/Reach: 15 ft./15 ft.

Special Attacks: Spell-like abilities, summon elemental

Special Qualities: Anti-earth magic, damage reduction 10/-, damage reduction 20/epic and piercing or epic and slashing, darkvision 60 ft., earth glide, elemental traits, fast healing 15, freeze, immunities, spell stones, quasi-deity traits, regeneration 20, resistances (cold 20, fire 20), spell resistance 50, telepathy 1,000 ft., tremorsense 120 ft.

Saves: Fort +39, Ref +21, Will +26

Abilities: Str 51, Dex 16, Con 35,



PART 1:  
ELEMENTAL  
DENIZENS

Int 20, Wis 26, Cha 29

Skills: Climb +40, Concentration +42, Diplomacy +39, Heal +38, Intimidate +39, Knowledge (nature) +45, Listen +58, Move Silently +43, Sense Motive +58, Spot +59

Feats: Awesome Blow, Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Rapid Strike (slam), Iron Will, Lightning Reflexes, Power Attack, Rapid Strike (slam), Weapon Focus (slam)

Epic Feats: Devastating Critical (slam), Epic Weapon Focus (slam), Overwhelming Critical (slam), Penetrate Damage Reduction (adamantine)

Environment: Elemental Plane of Earth

Organization: Solitary

Challenge Rating: 36

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: 51-100 HD (Huge); 101-150 HD (Gargantuan)

Level Adjustment: –

*A portion of the cliff suddenly moves. Azure blue eyes open in the rock face and you see a majestic mass of rock in a vaguely humanoid form, betraying great wisdom and patience.*

Known as Lords of Stone, Rock Fathers, Old Men of the Mountains and even Hearts of Steadfast Stone, the dharum suhn are spirits inhabiting the element of earth, embodying concepts of stability, strength, endurance, wisdom, contemplation and immovability. Said to be on the verge of being demi-powers, these beings fall beyond the purviews of the earth archomental, Sunnis and Ogremoch, and are not involved in their conflicts.

The dharum suhn are masters of knowledge, often contemplating, watching and waiting. Many earth-revering supplicants go on pilgrimages to seek their wisdom. However, it is indeed an epic accomplishment in itself to convince them that an action is worth taking and disrupting their contemplation for.

Although native to the Plane of Earth, they sometimes manifest themselves within great mountains or plateaus on other planes. A rumor claims that the dharum suhn actually begot the earth elementals and thus, are the first true earth elementals. Sages consider them to be distantly related to the galeb duhr. A dharum

suhn speaks Terran.

### COMBAT

A dharum suhn usually does not resort to violence. If it does, it usually opens combat with spell-like abilities, before moving into melee. If need be, it may summon elementals as a last resort or to deal with attackers from another front.

For the purpose of overcoming damage reduction, its natural weapons are treated as epic adamantine weapons, while any weapon it wields is treated as adamantine weapons.

**Anti-Earth Magic (Ex):** A dharum suhn is surrounded by a 100 ft. radius aura which suppresses earth-affecting magic, such as disintegration effects and earth-descriptor spells. This functions as an *anti-magic field* which the dharum suhn can suppress and resume at will as a free action. Its own spell-like and supernatural abilities are not affected by this aura.

**Earth Glide (Ex):** A dharum suhn may be able to 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 creature flings it back 30 ft., stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Elemental Traits (Ex):** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Freeze (Ex):** A dharum suhn can hold itself so still that it appears to be a boulder. A casual observer must make a Spot check (DC 30) to notice that it is alive.

**Immunities (Ex):** A dharum suhn is immune to acid, disintegration effects and effects which affect stone or earth, such as *transmute rock to mud* spell.

**Quasi-Deity Traits:** Immune to polymorph, form-altering effects, petrification, energy drain, ability drain, ability damage, and mind-affecting effects. It is immortal and cannot die from natural causes. It does not age and does not need to eat, sleep, or breathe.



## DRAGON HORSE

**Regeneration (Ex):** A dharum suhn regenerates as long as it is in contact with the earth. It takes normal damage from electrical attacks.

**Spell-like Abilities (Sp):** Always active – *nondetection*, *stone tell*, *true seeing*; At will – *animate objects* (earth or stone only), *contact other plane* (elemental plane only), *cure critical wounds*, *disintegrate* (DC 25), *divine favor*, *divine power*, *hold monster* (DC 24), *move earth*, *passwall*, *plane shift*, *spike stones* (DC 23), *stone shape*, *transmute rock to mud* (DC 24), *transmute mud to rock* (DC 24), *wall of stone*; 3/day – *earthquake* (DC 27), *elemental swarm* (earth only), *flesh to stone* (DC 25), *freedom*, *heal*, *implosion* (DC 28), *imprisonment* (DC 28), *stone to flesh* (DC 25), *time stop*. Caster level 30<sup>th</sup>. The save DCs are Charisma-based.

If the continually active effects are dispelled, the dharum suhn can reactivate them as a free action.


**Spell Stones (Su):** As a standard action, a dharum suhn can create a spell stone by imbuing any one of the following spells into a stone: *bull's strength*, *cure critical wounds*, *meld into stone*, *passwall*, *statue*, *stoneskin*, *stone tell*, and *stone to flesh*.

A creature can use a spell stone by crushing it as a standard action, thereby activating the spell effect at caster level 30<sup>th</sup>. A dharum suhn can imbue up to 10 spell stones per day.

**Summon Elemental (Sp):** Three times per day, a dharum suhn can automatically summon 1d4 elder earth elementals for 1 hour of service. This ability is equivalent to a 9<sup>th</sup>-level spell.

**Tremorsense (Ex):** A dharum suhn is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within a 120 ft. range.

**Note:** Rapid Strike and Improved Rapid Strike feats are found in *Draconomicon*. The feat benefits have already been factored into the statistic block above.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

### Large Magical Beast (Air)

Hit Dice: 8d10+32 (76 hp)

Initiative: +7

Speed: 60 ft, fly 120 ft (good)

Armor Class: 20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17

Base Attack/Grapple: +8/+19

Attack: Hoof +14 melee (1d8+7)

Full Attack: 2 hooves +14 melee (1d8+7)

Space/Reach: 10 ft./5 ft.

Special Attacks: Breath weapon, flying charge

Special Qualities: Darkvision 60 ft., low-light vision, aura detection, spell resistance 15, telepathy 100 ft.

Saves: Fort +10, Ref +9, Will +8

Abilities: Str 24, Dex 17, Con 19,

Int 16, Wis 18, Cha 20

Skills: Knowledge (the planes) +14, Listen +19, Sense Motive +15, Spot +19, Survival +15

Feats: Flyby Attack, Improved Initiative, Iron Will

Environment: Any land

Organization: Solitary or family (2-3)

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral good

Advancement: 9-16 HD (Large); 17-24 HD (Huge)

Level Adjustment: -

*This horse-like creature gallops through the air, displaying its blue coat of various hues and flowing pearl-white mane and tail.*

Dragon horses are sky-dwelling cousins of the noble ki-rin. They physically resemble the ki-rin, but lack their relatives' horn. Dragon horses spend nearly all of their time in the air when on the Material Plane, and visit the Elemental Plane of Air frequently. Dragon horses are solitary by nature, but sometimes travel with in families consisting of stallion, mare, and foal. They have no cares for material possessions, and do not keep treasure. They find the presence of evil creatures distasteful and do not remain near them for long.

Dragon horses are sought after as steeds and destriers, but are very difficult to tame. The dragon horse accepts another creature only as a willing traveling



## DRELB

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companion and associate, but does not remain land bound for a long period of time. A foal can be raised by a gentle being and trained as a companion, but this process may take decades.

Dragon horses speak Auran, and Common.

### COMBAT

Dragon horses are peaceful and avoid combat except in the most desperate of circumstances. In physical combat, they usually deal non-lethal damage rather than killing the opponents.


**Aura Detection (Su):** A dragon horse is empathic and has the ability to read the “aura” of another creature, effectively giving it the abilities of *detect evil* and *detect thoughts* (DC 19 Will negates), as the spells cast by an 8<sup>th</sup>-level sorcerer. This ability is always active. The save DC is Charisma-based.

**Breath Weapon (Su):** Once per minute, a dragon horse can create one of the following effects in a 30 ft. cone – *cone of cold* (8d6 cold, DC 18 Ref half), *fog cloud*, or *gust of wind* (DC 18 Fort negates). This effect is otherwise as the spells of the same name at caster level 8<sup>th</sup>. The save DC is Constitution-based.

**Flying Charge (Ex):** A flying dragon horse gains a +2 to its damage rolls on a charge, in addition to normal charge effects (+2 attack, -2 AC).

**Plane Shift (Su):** A dragon horse can plane shift itself and its rider to the Astral Plane, Ethereal Plane, Prime Material Plane, and Elemental Plane of Air. This is otherwise as the *plane shift* spell at caster level 8<sup>th</sup>.

**Skills:** Dragon horses receive a +4 racial bonus to Listen and Spot checks.

 **Credit:** Converted from 1<sup>st</sup> Edition *Monster Manual 2* by Creature Catalogue (v3.0); updated to v3.5 by Ivan Chia. Used with permission.

*Medium Outsider (Extraplanar, Incorporeal, Negative, Psionic)*

Hit Dice: 5d8+10 (32 hp)

Initiative: +7

Speed: Fly 20 ft (good)

Armor Class: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12

Base Attack/Grapple: +5/-

Attack: Incorporeal touch +8 melee (1d6 plus nether chill)

Full Attack: Incorporeal touch +8 melee (1d6 plus nether chill)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionic turning, nether chill

Special Qualities: Darkvision 60 ft, illusory retreat, incorporeal traits, vulnerability

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

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

Skills: Bluff +10, Hide +11, Intimidate +10, Listen +10, Search +9, Sense Motive +10, Spot +10, Survival +10, Tumble +11

Feats: Blind-Fight, Improved Initiative

Environment: Negative Energy Plane

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 6-10 HD (Medium); 11-15 HD (Large)

Level Adjustment: -

*This creature is a sinister, spectral figure robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.*

Drelbs are energy creatures that make their home on the Negative Plane. They are called to the Prime Material Plane by evil spellcasters (via lesser planar ally spells) who task them with the duty of guarding treasure or secret places. Hence, they are sometimes referred to as haunting custodians. A drelb resembles a wraith; being nearly indistinguishable from the aforementioned creature. Drelbs speak their own language, but understand simple phrases of Common.





### COMBAT

A drelb attacks by touching an opponent with its incorporeal claw. It uses its illusory retreat ability at the first chance, attempting to catch an opponent unaware. Drelbs are not undead, and cannot be turned, though they sometimes feign being affected, using their illusory retreat ability to trick their attackers.

**Nether Chill (Su):** A creature touched by a drelb immediately drops anything it is holding and falls prone to the ground. This is a negative energy effect. There is no save against this ability.

**Illusory Retreat (Su):** As a free action, a drelb can rapidly diminish its form while it advances forward. To the onlooker, it appears as if the drelb is retreating. A creature succeeding at a DC 14 Will save can see through the illusion. Otherwise, the drelb advances into melee range, and its opponent is considered flat-footed for the drelb's first attack following the use of this ability. The save DC is Charisma-based.

**Incorporeal Traits:** Immune to nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Negative Subtype:** Immune to ability damage, ability drain, energy drain, and death effects. Negative energy heals it, but positive energy harms it.

**Psionic Turning (Su):** A drelb is continuously protected by an effect that duplicates and turns back psionic powers upon the original manifester. This works exactly like *spell turning*, except there is no level limit and the drelb is still affected normally by the psionic powers. This ability affects only psionics and not spells. This is a special exception to the psionic-magic transparency rule.

**Vulnerability (Ex):** A magical silver weapon is treated as if it is also keen (doubles threat range) when used against a drelb.

*✍* **Credit:** Converted from 1<sup>st</sup> Edition *Monster Manual 2* by Creature Catalogue (v3.0); updated to v3.5 by Ivan Chia. Used with permission.

## EGARUS

### *Tiny Plant (Extraplanar)*

Hit Dice: 6d8 (27 hp)

Initiative: -3

Speed: 0 ft.

Armor Class: 9 (+2 size, -3 Dex), touch 9, flat-footed 9

Base Attack/Grapple: +4/-7

Attack: -

Full Attack: -

Space/Reach: 2½ ft./0 ft.

Special Attacks: Break down

Special Qualities: Damage reduction 5/-, immunities to cold and fire, low-light vision, plant traits, sense existence, spell resistance 16, teleport, vulnerability

Saves: Fort. +5, Ref. -1, Will +2

Abilities: Str 5, Dex 4, Con 10, Int -, Wis 10, Cha 11

Skills: -

Feats: -

Environment: Quasielemental Plane of Vacuum

Organization: Solitary or clumps (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7-12 HD (Tiny); 13-18 HD (Small)

Level Adjustment: -

*Patches of dull-white fungi float within the empty void.*

Egarus is an abyssal fungus that adapted to survive on vacuum and nothingness. It was brought to a prime world after a planar traveler returned to his home with some fungus sticking to his boots. When the fungi threatened to cover the world, the gods intervened and cast the fungi into the Quasielemental Plane of Vacuum,



where it evolved further. Once it adapted to vacuum, the fungi cannot survive in any other environment.

### COMBAT

Egarus feeds on non-existence. In its home plane, it cannot abide matter and energy in any amount other than itself, teleporting directly to the offending matter in order to break it down. It usually appears in a random location within 25 ft. of the largest source of energy or matter. Because of its sudden appearance, creatures are usually surprised.


**Break Down (Su):** An egarus attacks anything within 25 ft. by breaking down one energy source or matter every round as a standard action. Energies are targeted first, followed by objects and creatures. Non-magical energies are automatically extinguished. Energies from spells or spell-like abilities are subjected to a *greater dispel magic* effect at a caster level equals to its HD. Supernatural energies are suppressed as if by an *anti-magic field* (DC13 Fort negates). Against objects and creatures, this effect functions like a *disintegrate* spell at caster level equals to its HD (DC 13 Fort partial). The save DC is Charisma-based.

**Plant Traits:** Immune to mind-affecting effects, poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits.

**Sense Existence (Ex):** An egarus can detect the presence of energy and matter within 1,000 miles. This sense provides it enough information to teleport to the location of the energy or matter.

**Teleport (Su):** An egarus can teleport as if using a *greater teleport* spell directly to any location where it senses the existence of energy or matter.

**Vulnerability (Ex):** An egarus cannot survive outside of a vacuum. If taken into a non-vacuum environment, it automatically suffers 1 Constitution damage per round. An egarus in this situation would try to break down its entire surrounding in a (usually) futile attempt to recreate a vacuum.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

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## ELEMENT + CREATURE

Also called animents, element creatures are elemental counterparts to common creatures found in the Prime Material Plane. When a sentient creature dies, its spirit goes to the Outer Plane which matches its alignment (usually the Beastlands for animals). However, sometimes, a portion of the life energy is left over, and passes into the Inner Planes instead. The residual force creates a duplicate of the beast it once animated on the Prime. The new form is composed of whatever element is at hand. For some reasons, only certain creatures are capable of forming element creatures. For example, there has never been any element humanoids. Some claim that they exist, just out of sight. Others claim the element humanoids have evolved further to become progenitors of genies.

### SAMPLE ELEMENT CREATURE

#### MAGMA MONSTROUS SCORPION

*Huge Elemental (Augmented Vermin, Earth, Extraplanar, Fire)*

Hit Dice: 10d8+30 (75 hp)

Initiative: +0

Speed: 50 ft.

Armor Class: 23 (-2 size, +15 natural), touch 8, flat-footed 23

Base Attack/Grapple: +7/+21

Attack: Claw +11 melee (1d8+6 plus 1d6 fire)

Full Attack: 2 claws +11 melee (1d8+6 plus 1d6 fire) and sting +6 melee (2d4+3 plus 1d6 fire plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Constrict 1d8+6, elemental touch (fire), improved grab, poison

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., fire subtype, tremorsense 60 ft., vermin traits

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

Abilities: Str 23, Dex 10, Con 16, Int -, Wis 10, Cha 2

Skills: Climb +10, Hide -4, Spot +4

Feats: -

Environment: Paraelemental Plane of Magma

Organization: Solitary or colony (2-5)

Challenge Rating: 9

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 11-19 HD (Huge)

Level Adjustment: -

*This huge scorpion seems to be composed of obsidian, with magma oozing out of the cracks in its exskeleton.*

This magma element creature uses a huge monstrous scorpion as its base creature.

### COMBAT

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Elemental Touch (Ex):** A huge magma monstrous scorpion deals an extra 1d6 points of fire damage.

**Constrict (Ex):** A monstrous scorpion deals automatic claw damage on a successful grapple check.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, stunning, critical hits, and flanking.

**Fire Subtype (Ex):** Immune to fire, vulnerable to cold (+50% more damage).

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

**Poison (Ex):** Injury, Fort DC 18; initial and secondary damage 1d6 Con. The save DC is Constitution-based.

**Vermin Traits:** Immune to mind-affecting effects.

**Skills:** A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

### CREATING AN ELEMENT CREATURE

An Element Creature is an inherited template that can be added to any living, corporeal creature of one of the following types: aberration, animal, magical beast, plant, or vermin; this creature is hereafter referred to as





the base creature.

Element creatures of air, earth, fire, water, and cold (ice) are found in *Manual of the Planes*, pp.191-196. The following template is for the remaining elements.

**Type:** Creature type changes to elemental. An element creature also has extraplanar subtype when not on its home plane. An element creature has additional subtypes (see table below).

Do not recalculate base attack bonus, base save bonuses, and skill points.

**Hit Dice:** Change all current and future racial Hit Dice to d8.

**Speed:** Same as base creature. In addition, an element creature may have additional movement modes as listed in the table below. If the base creature already has these movement modes, use the higher speed.

**Armor Class:** As base creature, except that magma and mineral element creatures improve their natural armor by +3 and salt element creatures improve by +1.

**Special Attacks:** An element creature retains all the special attacks of the base creature and gains an additional special attack based on its element.

- *Desiccating Touch (Su):* A salt element creature deals additional desiccation damage with its natural weapons. Water-based creatures take double damage, while creatures without body fluids (e.g.

fire elemental, constructs) are immune. See “Attack Damage” in table below for damage.

- *Elemental Touch (Ex):* As *desiccating touch* special attack, except that damage is based on a specific energy type (see table below).
- *Engulf (Ex):* An element creature may be able to engulf opponents smaller than itself by moving into their spaces, provoking an attack of opportunity. An engulfed creature must make a Fort save (DC 10 + ½ HD + Constitution modifier) every round or automatically suffer damage as if hit by its primary attack.
- *Light Rays (Su):* A radiance element creature can fire light rays (one as a standard action, two as a full-round action) as a ranged touch attack with a 30 ft. range. It bypasses all damage reduction. See table below for damage.

**Special Qualities:** An element creature retains all the special qualities of the base creature and all of the following special qualities.

- *Damage Reduction (Su):* See table below.
- *Darkvision (Ex):* Range 60 ft.
- *Elemental Traits:* Immune to poison, sleep effects, paralysis, stunning, critical hits, and flanking.

An element creature may also have one of the following additional qualities, depending on its element.

- *Cold Subtype (Ex):* An element creature with cold subtype is immune to cold and vulnerable to fire.

### ELEMENT CREATURE ABILITIES BY ELEMENT

Element	Subtypes	Speed	Special Attacks	Special Qualities
Ash	Cold, Negative	Burrow 20 ft.	Elemental Touch (cold)	Earth Glide
Dust	Earth, Negative	-	Engulf	-
Lightning	Air, Positive	Fly 100 ft. (perfect)	Elemental Touch (electricity)	Immunity (electricity)
Magma	Earth, Fire	-	Elemental Touch (fire)	-
Mineral	Earth, Positive	Burrow 20 ft.	-	Earth Glide
Ooze	Earth, Water	Swim 30 ft.	Elemental Touch (acid)	Immunity (acid)
Radiance	Fire, Positive	Fly 100 ft. (perfect)	Light Ray	-
Salt	Negative, Water	-	Desiccating Touch	-
Smoke	Air, Fire	Fly 100 ft. (perfect)	Engulf	-
Steam	Positive, Water	Swim 90 ft.	Engulf	Resistance
Vacuum	Air, Negative	Fly 100 ft. (perfect)	-	Natural Invisibility



- **Earth Glide (Ex):** A element creature may be able to 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 creature flings it back 30 ft., stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.
- **Fire Subtype (Ex):** An element creature with fire subtype is immune to fire and vulnerable to cold.
- **Immunity (Ex):** An element creature may be immune to a specific energy type listed below.
- **Natural Invisibility (Ex):** A vacuum element creature remains invisible even when attacking. This ability is inherent and is not subject to *invisibility purge* spell.
- **Negative Subtype (Ex):** An element creature with negative subtype is immune to ability damage, ability drain, energy drain, and death effects.
- **Resistance (Ex):** A steam element creature has cold and fire resistance. See table below.

**Environment:** Elemental Planes.


**Challenge Rating:** As base creature (1-3 HD), as base creature +1 (4-7 HD), or as base creature +2 (8+ HD).

**Alignment:** Usually neutral.

**Level Adjustment:** +2.

#### ELEMENT CREATURE AS FAMILIAR

An arcane caster may use Improved Familiar or Planar Familiar feat to grant the element creature template to his animal familiar. The master must be of at least caster level 3<sup>rd</sup>. and have 5 ranks in Knowledge

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Igor Calija and Ivan Chia.

#### ELEMENT CREATURE ABILITIES

HD	Attack Damage	Damage Reduction	Resistance
1-3	-	-	5
4-7	1d4	5/magic	5
8-11	1d6	5/magic	10
12+	1d8	10/magic	10

**Abilities:** Same as base creature, except Dex +4 (radiance and smoke only), Con +4 (mineral only).



#### ENERGY ATTACKS OF ELEMENT CREATURES

As an optional rule, you may change the energy attacks of a creature to make it more coherent with its elemental nature. Simply add the following ability to all element creatures.

**Element Transformation (Ex):** If the base creature has energy-based attacks, the energy type changes to match the associated energy of its elemental form. For example, the gaze of a fire element basilisk would turn a victim into a pillar of fire (instead of stone). An ooze element winter wolf would breathe a cone of acid and deals acid damage with its bite (instead of cold).



## ELEMENTAL OF CHAOS

While the forces of order and disorder usually have little to do with the Inner Planes, exceptions do occur. The elementals of chaos are natives of the four elemental planes, somehow touched with the essence of Limbo. Some sages suggest that they resulted from a slaad lord's visit to the Elemental Planes. There are four known types of elemental of chaos, one for each true element. Each of these pursues its own interests vigorously with little care for order on either its home plane or the Prime Material.

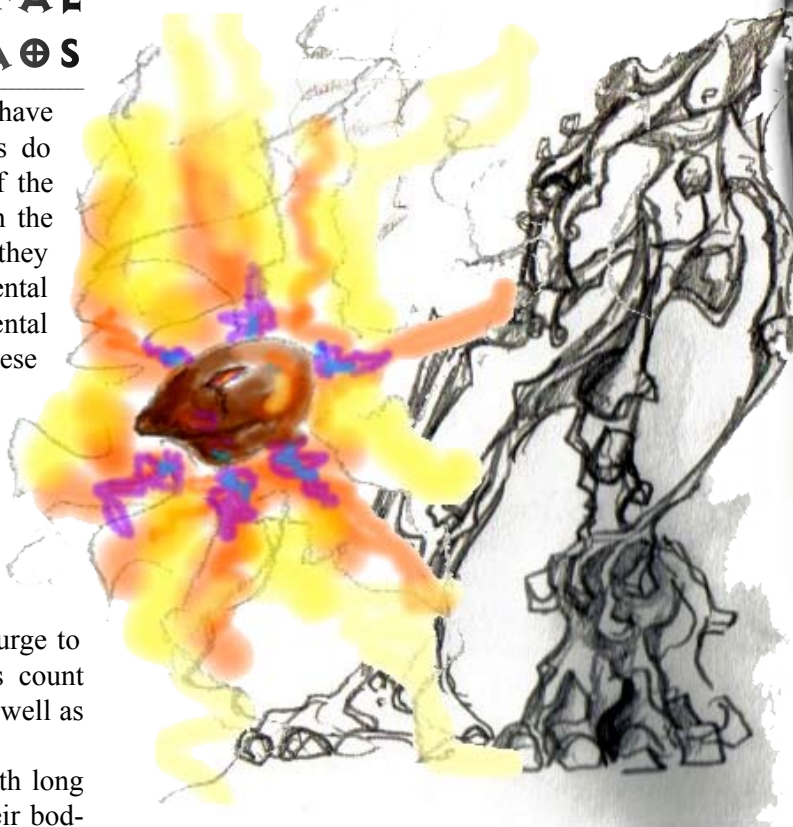
Eolians of Air appear as shifting wind-beings that look like heat shimmers, although they are actually cool and solid. Chaotic to the extreme, they help planewalkers if the mood strikes them, although they later may get the urge to betray or even harm their "friends". Eolians count anemos and krysts as their natural enemies, as well as the highly regimented horde.

Erdeens of Earth are lumpy rock beings with long veins of metal and ore running throughout their bodies. Fascinated by the chaotic instability of earth, these elementals feel amazed that so many creatures view it as a stable element. Erdeens have been known to trap adventurers underground and engage them in bizarre discussions about the nature of reality. They consider galeb duhr, hydrax, and hordes as their enemies, and greatly fear air-based creatures.

Pyrophors of Fire, with their eerily shifting features, appear as flickering coals, with fingers of flame that periodically flare out. Perhaps the most evil of the elementals, they revel in the destructive powers of fire, maliciously bathing the Prime Material Plane in "purifying" flame whenever they get the chance. They hate water elementals, and enjoy bothering the lawful helions.

Undines of Water normally look like featureless, transparent snakes, shape-shifting easily, sometimes adopting a form with many tentacles to handle objects. These solitary creatures possess a philosophy similar to that of djinn – to aid those whom they consider worthy. Little is known of the undines' social structure or ultimate goals, if they have any at all. They hate the

helions and hordes.



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### SAMPLE ELEMENTAL OF CHAOS

#### HUGE PYROPHOR

*Huge Elemental (Chaotic, Fire, Extraplanar)*

Hit Dice: 16d8+64 (136 hp)

Initiative: +11

Speed: 60 ft. (12 squares)

Armor Class: 19 (-2 size, +7 Dex, +4 natural), touch 15, flat-footed 12

Base Attack/Grapple: +12/+24

Attack: Slam +17 melee (2d8+4 plus 2d8 fire)

Full Attack: 2 slams +17 melee (2d8+4 plus 2d8 fire)

Space/Reach: 15 ft./15 ft.

Special Attacks: Burn, smite law 1/day, spell-like abilities

Special Qualities: Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, magic immunity, see invisible, spell resistance 18, vulnerability to cold

Saves: Fort +9, Ref +17, Will +7



Abilities: Str 18, Dex 25, Con 18,  
Int 12, Wis 11, Cha 11

Skills: Concentration +13, Listen +22, Spot +22

Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative <sup>(B)</sup>, Iron Will, Mobility, Spring Attack, Weapon Finesse <sup>(B)</sup>

Environment: Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually chaotic evil

Advancement: 17–20 HD (Huge)

Level Adjustment: —

*This fire elemental appears as flickering coals, with fingers of flame that periodically flare out.*

This sample pyrophor is based on a Huge fire elemental. As such, it cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the pyrophor can step or jump over it. Pyrophors speak Ignan, though they rarely choose to do so.

### COMBAT

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

Its natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 22 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save. The save DC is Constitution- based.

**Magic Immunity (Ex):** An elemental of chaos is immune to spells of 2<sup>nd</sup> or lower level that allow spell resistance. It is likewise immune to all spells with fire

descriptor that allow spell resistance, regardless of spell level.

**See Invisible (Su):** An elemental of chaos can see invisible creatures and objects as if continually under the effect of the *see invisibility* spell.

**Smite Law (Su):** Once per day, this elemental of chaos can make a normal attack to deal an extra +16 damage against a lawful opponent.

**Spell-like Abilities:** 3/day – *burning hands* (DC 11), *detect law*, *detect magic*, *dispel magic*, *flaming sphere* (DC 12); 1/day – *chaos hammer* (DC 14), *fire storm* (DC 18). Caster level 8<sup>th</sup>.

### CREATING AN ELEMENTAL OF CHAOS

An Elemental of Chaos is an inherited template which can be added to any air, earth, fire, or water elemental of Large or greater size, hereafter referred to as the base creature. An elemental of chaos uses all the base creature's statistics and abilities except as noted here.

**Type:** As base creature (elemental). It also gains chaotic subtype.

**Special Attacks:** An elemental of chaos retains all the special attacks of the base creature, and also gains smite law and spell-like abilities. An air elemental of chaos also has the suffocate special attack. A water elemental of chaos has improved grab and constrict special attacks.

- *Constrict (Ex):* On a successful grapple check, a water elemental of chaos (undine) can constrict to deal bludgeoning damage equal to its normal slam damage.
- *Improved Grab (Ex):* A water elemental of chaos (undine) can automatically grapple a creature hit by its slam attack without provoking an attack of opportunity. The water elemental does this by coiling itself around the victim. If it gets a hold, it can constrict.
- *Smite Law (Su):* Once per day, an elemental of chaos can make a normal attack to deal extra damage equal to its Hit Dice (max +20) against a lawful opponent.



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- **Spell-like Abilities:** All elementals of chaos gain lesser spell-like abilities, which are all usable 3/day. Elementals with 16+ HD also gain greater spell-like abilities, which are usable 1/day. Caster level equals ½ the elemental's Hit Dice. Save DCs are Charisma-based.
- **Suffocate (Ex):** An air elemental of chaos can attempt to plunge part of its wavering body into the lungs of a foe as a standard action. This requires a grapple check which does not provoke an attack of opportunity. If successful, the victim must make a Constitution check against DC 10. If the check fails, he becomes unconscious (0 hp). If the eolian maintains the grapple, the victim starts dying (-1 hp) on the next round and is dead on the round after. The DC of the Constitution check is increased by +1 for each previous consecutive round of suffocation.

**Special Qualities:** An elemental of chaos retains all special qualities of the base creature, and gains magic immunity, see invisible, and spell resistance. A water elemental of chaos also gains regeneration.

- **Magic Immunity (Ex):** An elemental of chaos is immune to spells of 2<sup>nd</sup> or lower level that allow spell resistance. It is likewise immune to all spells with the respective elemental descriptor that allow spell resistance, regardless of spell level.
- **Regeneration (Ex):** A water elemental of chaos regenerates 5 hit points of nonlethal damage per round. It takes normal damage only from fire. It can regenerate only in water.
- **See Invisible (Su):** An elemental of chaos can see invisible creatures and objects as if continually under the effect of the *see invisibility* spell.
- **Spell Resistance (Su):** An elemental of chaos has

spell resistance equal to its Hit Dice +2.

**Abilities:** As base creature, except Int +6.

**Skills:** Recalculate skill points due to increased intelligence.

**Challenge Rating:** As base creature +2.

**Treasure:** Double gems (earth elemental of chaos); or none (air, fire, and water elemental of chaos).

**Alignment:** Always any chaotic. Fire elementals of chaos are usually evil, and water elemental of chaos are usually good.

**Credit:** Converted from *Mystara Monstrous Compendium* by Ivan Chia.

## ELEMENTAL OF LAW

Everything has its opposite in the Inner Planes, and so do the foreign chaos-elementals. The elementals of law are natives of the four elemental planes, charged with the task of maintaining Order and Law, both on their respective home planes and the Prime Material. Still, they differ wildly in their methods of achieving this goal. There are four known types of elemental of law, one for each true element.

Anemos of Air are cottony-looking creatures consisting of a complex and ordered network of off-white fibers. Their extremely light bodies enable them to perform unbelievably dexterous aerial maneuvers. Each anemo works closely with others of its kind, forever at-

### SPELL-LIKE ABILITIES BY ELEMENT OF CHAOS

Element	Lesser Abilities 3/day	Greater Abilities 1/day
Air	<i>detect law, detect magic, dispel magic, stinking cloud</i>	<i>chaos hammer, control winds, cloudkill</i>
Earth	<i>detect law, detect magic, dispel magic, magic stone, stone shape</i>	<i>chaos hammer, earthquake, transmute rock to mud</i>
Fire	<i>burning hands, detect law, detect magic, dispel magic, flaming sphere</i>	<i>chaos hammer, fire storm</i>
Water	<i>detect law, detect magic, dispel magic, obscuring mist</i>	<i>chaos hammer, cone of cold, control water</i>



tempting to catalogue and order all of existence. These creatures are the most likely of all elementals of law to be found outside their home plane.

Krysts of Earth appear as sets of twelve golden, crystalline spikes projecting outward from a central point with a body made of quartz-like rock. Krysts have a widespread and complex society in their own realms, peacefully living with and helping earth elementals. They welcome visitors, and eagerly seek new knowledge of all types. They are engaged in a never-ending war with the hordes.

Helions of Fire are living rings of pulsating flame, able to twist their bodies in an extraordinary range of motion. Helions form tight family groups of -5 members, known as rings. Rings move methodically about the Elemental Plane of Fire, meeting to discuss and debate philosophical matters of all kinds. They are rarely encountered outside the Elemental Fire. They hate the efreet and the elementals of chaos.

Hydraxes of Water are crab-like creatures of deep blue ice and water, with six legs and two claws. They create ice tools of great beauty and complex cities in the planar border of Elemental Water and Paraelemental Ice. They seldom work together, however. Each hydrax waits for its turn to add to the strange group efforts.

### SAMPLE ELEMENTAL OF LAW

#### GREATER HYDRAX

*Huge Elemental (Cold, Extraplanar, Lawful, Water)*

Hit Dice: 21d8+105 (199 hp)

Initiative: +5

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

Armor Class: 22 (-2 size, +5 Dex, +9 natural), touch 13, flat-footed 17

Base Attack/Grapple: +15/+31

Attack: Claw +21 melee (2d10+8)

Full Attack: 2 claws +21 melee (2d10+8)

Space/Reach: 15 ft./15 ft.

Special Attacks: Drench, improved grab, smite chaos 1/day, spell-like abilities, water mastery, vortex

Special Qualities: Damage reduction 10/-, darkvision 60 ft., elemental traits, magic immunity, see invisible, spell resistance 23

Saves: Fort +17, Ref +14, Will +9

Abilities: Str 26, Dex 20, Con 21,  
Int 14, Wis 11, Cha 11

Skills: Concentration +16, Hide +10, Listen +27, Spot +27, Swim +16

Feats: Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack

Environment: Elemental Plane of Water

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Often lawful evil

Advancement: 22–23 HD (Huge)

Level Adjustment: —

*This water elemental appears as a crab-like creature of deep blue ice and water, with six legs and two claws.*

This sample hydrax is based on a greater water elemental. A water elemental can't venture more than 180 feet from the body of water from which it was conjured. Water elementals speak Aquan but rarely choose to do so.

#### COMBAT

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

Its natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

**Drench (Ex):** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level 21<sup>st</sup>).

**Improved Grab (Ex):** A water elemental of law can automatically grapple a creature hit by its claw attack without provoking an attack of opportunity.

**Smite Chaos (Su):** Once per day, an elemental of law can make a normal attack to deal an extra +20 damage against a chaotic opponent.

**Spell-like Abilities:** 3/day – *detect chaos, detect magic,*



*dispel magic*, *wall of ice* (DC 14); 1/day – *control water*, *ice storm*, *order's wrath* (DC 14), *scrying* (DC 14). Caster level 10<sup>th</sup>.

**Magic Immunity (Ex):** An elemental of law is immune to spells of 2<sup>nd</sup> or lower level that allow spell resistance. It is likewise immune to all spells with water descriptor that allow spell resistance, regardless of spell level.

**See Invisible (Su):** An elemental of law can see invisible creatures and objects as if continually under the effect of the *see invisibility* spell.

**Water Mastery (Ex):** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.) A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (up to 105 ft. long) and stop larger vessels (106-210 ft. long). Even large ships (211-420 ft. long) can be slowed to half speed.

**Vortex (Su):** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 10 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10-60 feet tall.

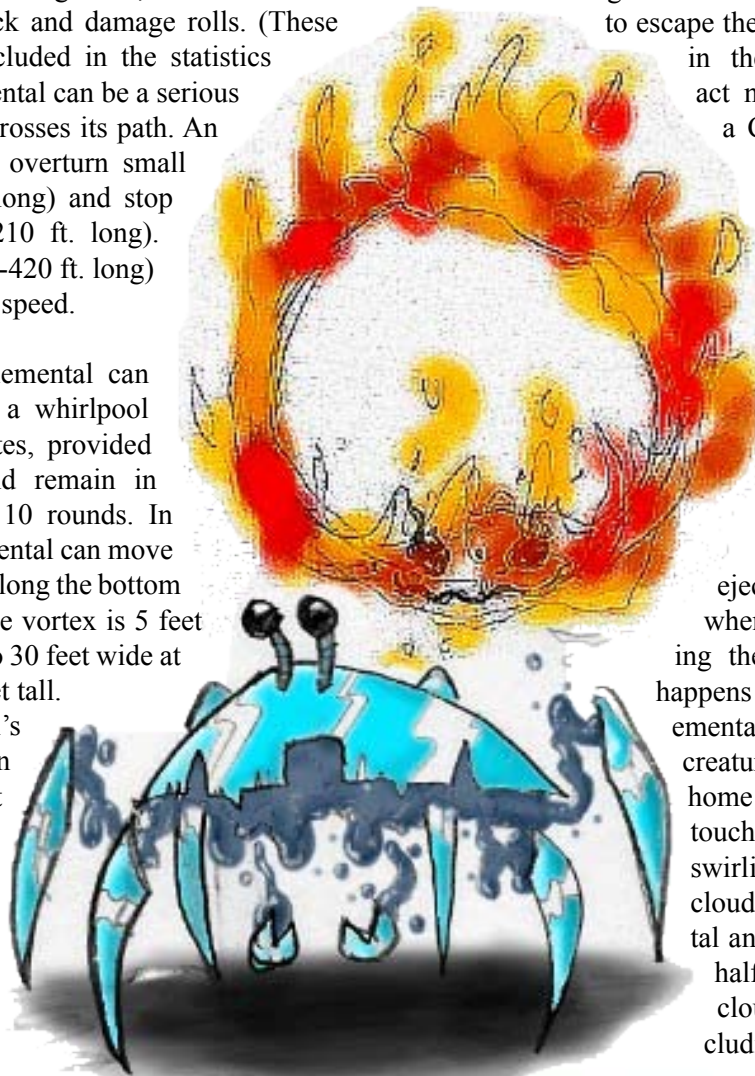
The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in

the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space. An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Large or smaller creatures might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed on a DC 28 Reflex save when it comes into contact with the vortex or take 2d8 damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The save DC is Strength-based.

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

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





feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

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

### CREATING AN ELEMENTAL OF LAW

An Elemental of Law is an inherited template which can be added to any air, earth, fire, or water elemental of Large or greater size, hereafter referred to as the base creature. An elemental of law uses all the base creature's statistics and abilities except as noted here.

**Type:** As base creature (elemental). It gains lawful subtype. A water elemental of law also gains cold subtype.

**Attack:** A water elemental of law replaces its slam attacks with claw attacks. Damage is unchanged.

**Special Attacks:** An elemental of law retains all the special attacks of the base creature, and also gains smite chaos and spell-like abilities. A fire elemental of law also has constrict and improved grab special attacks. A water elemental of law also has improved grab special attack.

- *Constrict (Ex):* On a successful grapple check, a fire elemental of law can constrict to deal bludgeoning and fire damage equals to its normal slam damage.

Its burn ability is also effective, requiring a Reflex save (adjusted for being grappled) to avoid catching on fire.

- *Improved Grab (Ex):* A fire or water elemental of law can automatically grapple a creature hit by its slam/claw attack without provoking an attack of opportunity. The fire elemental does this by coiling itself around the victim. If it gets a hold, it can constrict. The water elemental does this with its pincers, but it cannot constrict.
- *Smite Chaos (Su):* Once per day, an elemental of law can make a normal attack to deal extra damage equal to its Hit Dice (max +20) against a chaotic opponent.
- *Spell-like Abilities:* All elementals of law gain lesser spell-like abilities, which are usable 3/day. Elementals with 16+ HD also gain greater spell-like abilities, which are usable 1/day. Caster level equals ½ the elemental's Hit Dice. Save DCs are Charisma-based.

**Special Qualities:** An elemental of law retains all special qualities of the base creature, and gains magic immunity, see invisible, and spell resistance.

- *Magic Immunity (Ex):* An elemental of law is immune to spells of 2<sup>nd</sup> or lower level that allow spell resistance. It is likewise immune to all spells with the respective elemental descriptor that allow spell resistance, regardless of spell level.
- *See Invisible (Su):* An elemental of law can see invisible creatures and objects as if continually under the effect of the *see invisibility* spell.
- *Spell Resistance (Su):* An elemental of law has spell resistance equal to its Hit Dice +2.

### SPELL-LIKE ABILITIES BY ELEMENT OF LAW

Element	Lesser Abilities 3/day	Greater Abilities 1/day
Air	<i>detect chaos, detect magic, dispel magic, obscuring mist, solid fog, wind wall</i>	<i>control winds, order's wrath, summon monster IV (air elemental only)</i>
Earth	<i>detect chaos, detect magic, dispel magic, stone tell, wall of stone</i>	<i>order's wrath, spike stones, transmute rock to mud</i>
Fire	<i>remove disease, detect chaos, detect magic, dispel magic, wall of fire</i>	<i>fire shield (warm only), order's wrath, produce flame</i>
Water	<i>detect law, detect magic, dispel magic, wall of ice</i>	<i>control water, ice storm, order's wrath, scrying</i>





PART 1:  
ELEMENTAL  
DENIZENS

**Abilities:** As base creature, except Int +6.

**Skills:** Recalculate skill points due to increased intelligence.

**Challenge Rating:** As base creature +2.

**Alignment:** Always any lawful. Earth and fire elementals of law are usually good, while water elemental of law are often evil.

**Credit:** Converted from *Mystara Monstrous Compendium* by Ivan Chia.

## ELEMENTITE SWARM, NEGATIVE

*Tiny Elemental (Extraplanar, Negative, Swarm)*

Hit Dice: 7d8 (31 hp)

Initiative: +7

Speed: Fly 60 ft. (good)

Armor Class: 16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13

Base Attack/Grapple: +5/-

Attack: Swarm (2d6 plus negative infusion)

Full Attack: Swarm (2d6 plus negative infusion)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, negative infusion

Special Qualities: Darkvision 60 ft., elemental traits, sense energy, spell resistance 10, swarm traits

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

Abilities: Str 9, Dex 16, Con 10, Int 2, Wis 11, Cha 11

Skills: Hide +12, Listen +7, Spot +6

Feats: Ability Focus (distraction), Alertness, Improved Initiative

Environment: Negative Energy Plane

Organization: Solitary, cloud (2-4), or murder (5-8)

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral

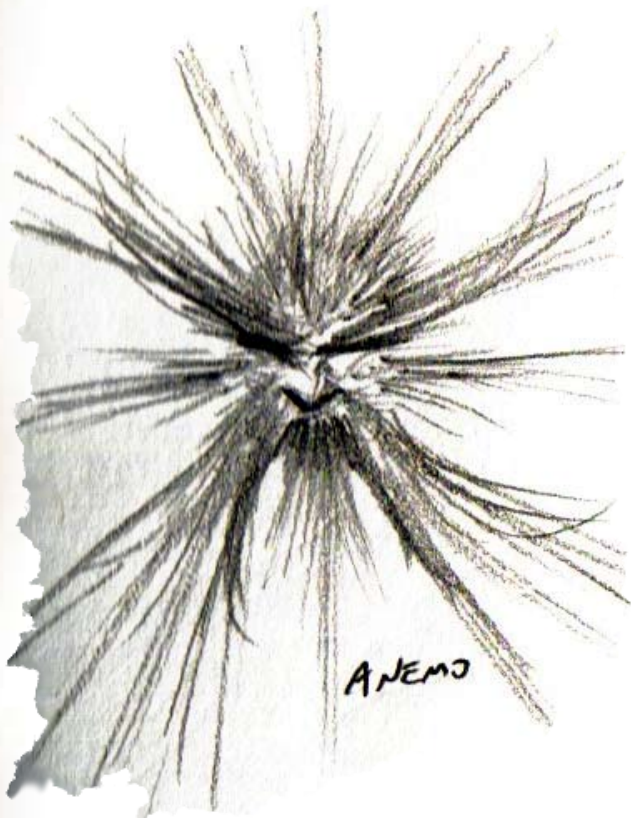
Advancement: -

Level Adjustment: -

*Pairs of flapping bat-like wings devoid of bodies, heads, or other features silently swarm in, draining life and vitality in the process.*

Also called negative fundamentals, negative elementite swarms are weakly empowered manifestations of the Negative Energy Plane. As such, they seldom venture into other planes. However, sometimes 1-10 swarms are drawn to another plane when a powerful undead creature is created. Thus, sometimes when a vampire first breaches its grave, a burst of midnight wings emerges with it through the negative energy conduit.

Like other elementite swarms (see *Planar Handbook*), some sages believe them to be premature forms of elementals. This however is a point of debate, since many refused to acknowledge negative energy as an





element at all. These negative elementite swarms have no language, but share a low-level empathic bond with each other.

### COMBAT

Negative elementite swarms always target living creatures as prey to drain them of their offending life force. In its home plane, these swarms sustain by the abundance of negative energy. On other planes, they require to drain vitality of living creatures to sustain their existence. If such a swarm does not deal at least 6 points of damage via negative infusion within a week, it fades into nothingness.

**Distraction (Ex):** Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round. A DC 15 Fort save negates. Spellcasting or spell concentration within the swarm area requires a Concentration check (DC 20 + spell level). The save DC is Constitution-based.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Negative Infusion (Su):** A negative elementite swarm infuses a living creature it swarms over with negative energy, draining it of vitality and dealing an additional 2d6 damage. Non-living creatures are immune to such infusion.

**Negative Subtype:** Immune to ability damage, ability drain, energy drain, and death effects. Negative energy heals it, but positive energy harms it.

**Sense Energy (Su):** A negative elementite swarm can automatically detect the presence of living creatures and creatures with either positive or negative subtypes within 100 ft. This functions as blindsight against such creatures.

**Swarm Traits:** A swarm is not subjected to critical hits or flanking. Swarms are never staggered or reduced to a dying state, as they merely breaks up when reduced to 0 or less hit points. They cannot be tripped, grappled, or bull rushed, and they cannot grapple others. A swarm is immune to individually targeted spells, and takes

50% more damage from area effects. Furthermore, a swarm's occupied space is shapeable and it can occupy any 4 contiguous squares and can squeeze through any space large enough for a Tiny creature. A swarm of Tiny creatures takes half damage from slashing and piercing weapons.

**Skills:** A negative elementite swarm gains +4 racial bonus on Hide checks when in low-light conditions.

*✍ Credit:* Converted from *Return to the Tomb of Horrors* by Ivan Chia.

## ENTROPY

### *Huge Aberration (Extraplanar)*

Hit Dice: 16d8+112 (184 hp)

Initiative: +2

Speed: 30 ft.

Armor Class: 23 (-2 size, +2 Dex, +13 natural), touch 10, flat-footed 21

Base Attack/Grapple: +12/+28

Attack: Claw +18 melee (2d8+8)

Full Attack: 2 claws +18 melee (2d8+8) and bite +16 melee (2d6+4/19-20)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, sunder planar boundaries

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunities

Saves: Fort +12, Ref +9, Will +13

Abilities: Str 27, Dex 15, Con 25, Int 10, Wis 17, Cha 15

Skills: Knowledge (the planes) +2, Listen +18, Spot +18, Survival +11

Feats: Blind-Fight, Cleave, Improved Critical (bite), Multiattack, Lightning Reflexes, Power Attack

Environment: Inner Planes

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)

Level Adjustment: –



*This elongated, worm-like creature has many legs, two pincer-like claws, four eyes and a wide mouth with a set of viciously pointed teeth.*

The entropes are a hateful engine of destruction that seeks the annihilation of all things and places. They are able to literally eat their way through planar borders, and do this often. These beasts were created by Doomguard alchemists of Citadel Sealt to encourage entropy by dissolving the barriers between the Inner Planes. Some have escaped their creators and now wander the planes aimlessly.

Some worry that about what other engines of entropy the Doomguards have been creating, but the entropes are probably the greatest achievement of the Doomguard faction so far. The Doomguards in the Plane of Salt have been known to sell engines of destruction to the fiends to intensify the Blood War. Some fear a variant species of the entropes would appear in the Lower Planes, slowly eating away to merge all the Lower Planes into one cosmic plane of evil.

Entropes are mercilessly hunted down by the menglis (also called unravelers), who feel greatly threatened by the beasts. The unravelers would do anything to stop the entropes' ravages. Entropes can understand Planar Trade, but are entirely incapable of speech or communication.

### COMBAT

An entropes attacks creatures smaller than itself on sight. It is intelligent enough to realize that the planar breaches it creates by feeding can harm its enemies. An entropes' natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Improved Grab (Ex):** To use this ability, an entropes must hit an opponent of up to Large size with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Immunities (Ex):** An entropes is immune to acid, cold, electric, fire, and sonic damage.

**Sunder Planar Boundaries (Su):** An entropes can "eat" through elemental borders as a full round action once every 1d4 rounds. This creates an energy intrusion

from an elemental or energy plane to the current plane. All creatures and objects within 20 ft. of the entropes take 8d6 points of energy damage; a Reflex save (DC 25) is allowed for half damage. The damage type is determined by the secondary plane: fire (fire), earth (acid), water (cold), air (electric), negative energy, or positive energy (which heals living creatures rather than damaging them).

Furthermore, the eating of planar borders creates a planar breach in an area of 10d10 ft. radius centered on the entropes in 1d4 rounds (see *Planar Handbook*, pp.151-153). Initially, this is a minor breach, wherein creatures with the respective elemental subtype receive a +1 bonus on attack rolls, saves and skill checks. Spells with the respective elemental descriptor have their save DCs increased by +1. A minor breach lasts for 1d6 days minus 12 hours.

In an area already with a minor breach, this effect creates a severe breach. The elemental or energy trait (see *Dungeon Master's Guide*, pp.148-149) of the other plane applies to the current location. The breach lasts for 1d6 days minus 48 hours (minimum 1 hour). Anyone in the area (except for the entropes) has a 20% chance of moving to the other plane. This chance can be increased to 100% if a willing character makes a DC 15 Knowledge (the planes) check.

In an area already with a severe breach, this ability creates a complete breach. A two-way gate opens anywhere within 10 ft. from the entropes in 1d4 rounds. All planar traits of the other plane apply to an area of 10d10 ft. radius centered on the gate. There is a 5% chance that the breach is permanent; otherwise it lasts for 1d6 days minus 72 hours (minimum 10 minutes).

*✍ Credit:* Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.



**PLANEWALKER**



## FIRE+AIL

*A frolicsome, shapeless creature of living flame loops and darts in the air.*

A firetail is a creature of elemental fire with a reputation for chaotic behavior and unreliability. These beings are independent and solitary. When lesser firetails form bands to planar travel, the group often disperses upon reaching the destination, leaving each firetail stranded

on the foreign plane. Although they never forget friends, firetails are creatures of whims, suddenly disappearing with no good reason. Likewise, they never forget their enemies, often making sure they go down in flames.

Firetails reproduce via phoenix combustion. When a firetail reaches 400 years of age, it accumulates several piles of flammable materials in a cave. The creature then bursts into flames as a *fireball* (caster level equals Hit Dice; save DC is Charisma-based), setting the piles on fire. After an hour, each pile generates one lesser firetail, and rarely, a single tshala as well.

	<b>FIRETAIL, LESSER</b> <i>Small Elemental (Extraplanar, Fire)</i>	<b>FIRETAIL, GREATER</b> <i>Medium Elemental (Extraplanar, Fire)</i>
Hit Dice:	6d8+6 (33 hp)	13d8+26 (84 hp)
Initiative:	+8	+9
Speed:	Fly 40 ft. (good)	Fly 50 ft. (good)
Armor Class:	18 (+1 size, +4 Dex, +3 natural), touch 15, flat-footed 14	22 (+5 Dex, +7 natural), touch 15, flat-footed 17
Base Attack/Grapple:	+4/+1	+9/+12
Attack:	Slam +10 melee (1d4+1 plus 1d4 fire)	Slam +15 melee (1d8+3 plus 1d6 fire)
Full Attack:	2 slams +10 melee (1d4+1 plus 1d4 fire)	4 slams +15 melee (1d8+3 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Blaze, burn	Blaze, burn, spell-like abilities
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, plane shift, spell resistance 15, vulnerability to cold	Darkvision 60 ft., elemental traits, immunity to fire, spell resistance 21, vulnerability to cold
Saves:	Fort +3, Ref +9, Will +2	Fort +6, Ref +13, Will +7
Abilities:	Str 12, Dex 19, Con 13, Int 8, Wis 10, Cha 11	Str 16, Dex 21, Con 15, Int 17, Wis 16, Cha 13
Skills:	Listen +4, Spot +5	Balance +7, Diplomacy +3, Hide +21, Jump +5, Listen +19, Sense Motive +19, Spot +19, Tumble +21
Feats:	Dodge, Mobility, Improved Initiative <sup>(B)</sup> , Weapon Finesse <sup>(B)</sup> , Weapon Focus (slam)	Dodge, Empower Spell-Like Ability (fireball), Mobility, Improved Initiative <sup>(B)</sup> , Iron Will, Weapon Finesse <sup>(B)</sup> , Weapon Focus (slam)
Environment:	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary or flight (2-5)	Solitary
Challenge Rating:	4	8
Treasure:	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral
Advancement:	7-12 HD (Small)	14-26 HD (Medium)
Level Adjustment:	-	-



### COMBAT

Firetails tend to take sides in conflicts, sometimes for good, other times for evil. They hate salamanders and attack them on sight. Fire elementals are usually ignored.

**Blaze (Ex):** Every 1d4 rounds, a firetail may blaze as a free action. This causes all creatures and objects within 5 ft. to take 1d6 fire damage (DC 14 Reflex half). Furthermore, all the melee attacks that a firetail makes during that round deal an additional 1d6 points of fire damage (no save). The save DC is Constitution-based.

**Burn (Ex):** The slam attack of a firetail deals bludgeoning damage plus fire damage from the creature's flaming body. Those struck by a firetail also must succeed on a DC 14 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

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

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Plane Shift (Su):** Once per day, three or more firetails may band together in a group in order to *plane shift* all participating firetails, as the spell.


### GREATER FIRETAIL

When a lesser firetail reaches 200 years of age, it secludes itself to a place of extreme heat, such as a lava pool. It then drains the place of fire completely, often taking over a week. Thereafter, it transforms into a greater firetail. This evolved form, also called tshala, has certain arcane powers. The two sub-species appear identical at first sight, but can be distinguished by size and speed.

**Blaze (Ex):** As lesser firetail, except the blaze deals 2d6 fire damage to all within 5 ft. (DC 18 Reflex half).

**Burn (Ex):** As lesser firetail, except save DC is 18.

**Spell-like Abilities (Sp):** At will – *feblemind* (DC 16), *heal* (DC 17), *plane shift*, *remove curse*; 3/day – empowered *fireball* (DC 14); 1/day – *fire trap* (DC 15), *maze*. Caster level 13<sup>th</sup>. The save DCs are Charisma-based.

 **Credit:** Converted from *Forgotten Realms Monstrous Compendium 11* by Ivan Chia.

## FACE†

### *Medium Elemental (Extraplanar)*

Hit Dice: 4d8+12 (30 hp)

Initiative: +2

Speed: 20 ft.

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +3/+5

Attack: 1 claw +6 melee (1d4+2 plus desiccate)

Full Attack: 2 claws +6 melee (1d4+2 plus desiccate)

Space/Reach: 5 ft./5 ft.

Special Attacks: Desiccate

Special Qualities: Combine, darkvision 60 ft., elemental traits, hive mind, immunities, split

Saves: Fort. +7, Ref. +3, Will +4

Abilities: Str 15, Dex 14, Con 16,

Int 10, Wis 13, Cha 12

Skills: Listen +8, Spot +8

Feats: Iron Will, Weapon Focus (claw)

Environment: Quasielemental Plane of Salt

Organization: Solitary or detachment (3-12)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral

Advancement: 5-8 HD (Medium); 9-16 HD (Large);  
17-16 HD (Huge)

Level Adjustment: -

*A facet is a humanoid drawn of angular lines and composed of salt crystals.*

These salt creatures are at war against the Elemental Plane of Water. About a third of all facets inches



forward at the border to the Plane of Water in an attempt to eradicate all moisture. Some seem to think that there is a master facet controlling all others, but this is as yet unproven. Some calculated that the facet population doubles every 3 weeks.

Facets do not seem to communicate in any way, thus some have considered them to be one single organism with detachable parts working in synch with a collective consciousness.

#### COMBAT

A facet hates water and organic creatures, attempt to absorb their body moisture as soon as possible. Creatures composed of water are usually targeted first.

**Desiccate (Ex):** A facet can leech moisture from any creature hit by its attacks if it contains some form of moisture, such as blood. This deals 1d4 Constitution damage per hit. Creatures with water subtype take 1d6 Con damage instead. Creatures without moisture, such as a fire elemental or a stone golem, is immune to this effect.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.


**Split (Ex):** When a facet dealt an amount of Constitution damage equals to its HD, it splits into two facets as a full round action on its next turn. Each facet is weakened as if it has a number of negative levels equals to  $\frac{1}{2}$  its HD. The new facet can split if it recovers from its weakened state by resting 1 day per “negative level” that it has.

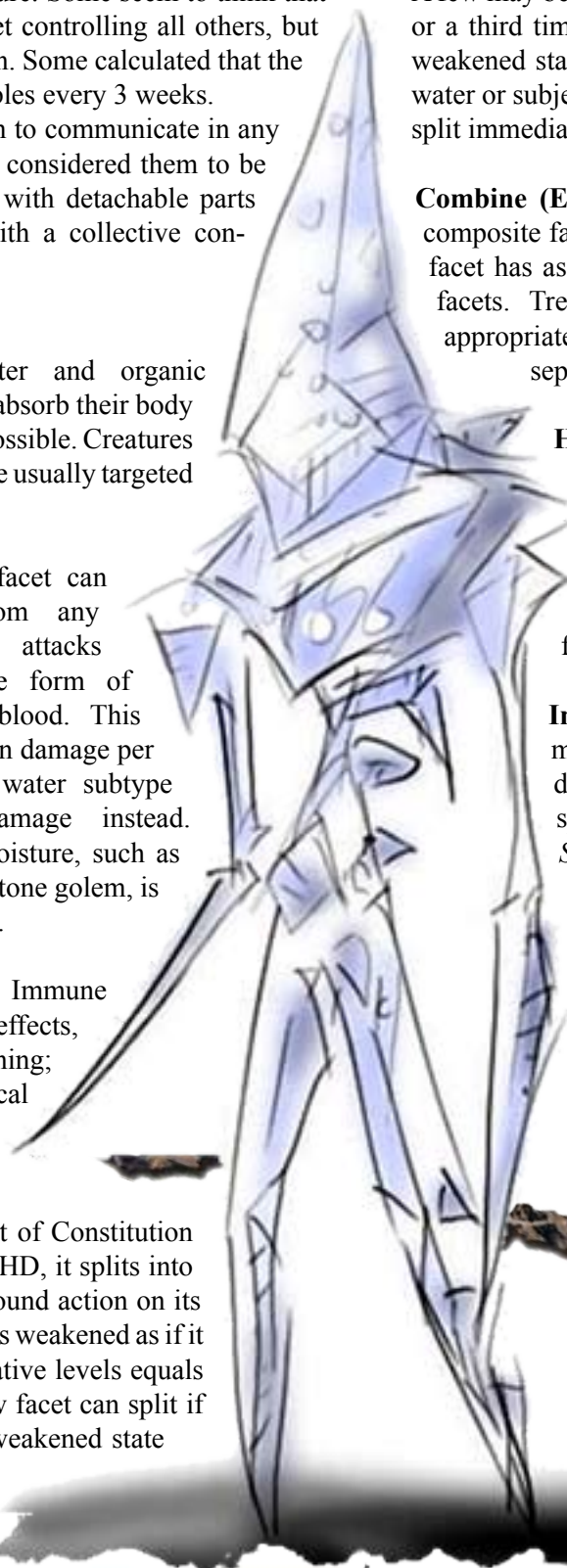
Most facets can only split once in an entire lifetime. A few may be able to split a second time (20% chance) or a third time (5% chance) if they recover from the weakened state. Immersing a facet in a large body of water or subjecting it to a create water spell forces it to split immediately if it is able.

**Combine (Ex):** Up to 5 facets can combine into a composite facet as a full round action. The combined facet has as many HD as the sum of its constituent facets. Treat this as an advanced facet of the appropriate HD. It takes a full round action to separate from a combined form.

**Hive Mind (Ex):** All facets within 500 feet from each other are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No facet in a group is considered flanked unless all of them are.

**Immunities (Ex):** A facet is immune to mind-affecting effects, dehydration, and desiccating effects, like *horrid wilting* spell or a dry lich’s desiccating touch (see *Sandstorm*, pp.155-157).

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.






PAR 1:  
ELEMENTAL  
DENIZENS

## GENIE, NOBLE

Genies are humanlike beings that dwell on the elemental planes, famous for their strength, guile, and skill with illusion magic. On the Inner Planes, among their own kind, genies have their own, extremely complex societies. These have little in common between them, so not much can be said in general about genie culture. Consult individual entries below for descriptions of dao, djinn, efreeti, and marid realms.

Common genies (described in *Monster Manual*) are ruled over by advanced members of the race, officials and dignitaries of ancient noble heritage. No more than one percent of the total population of any of the four genie races consists of noble genies. On a personal level, these creatures are older, wiser, and stronger than their lesser kin. More important, however, is the fact that noble genies command a far greater degree of respect and influence than most common genies – though, as always, there are exceptions.

**Plane Shift (Sp):** All noble genies can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13<sup>th</sup>).

 **Credit:** Converted from *Al-Qadim Monstrous Compendium 13* by Ivan Chia.

### NOBLE DAO

*Large Outsider (Earth, Extraplanar)*

Hit Dice: 12d8+60 (114 hp)

Initiative: +3

Speed: 20 ft., burrow 40 ft., fly 40 ft. (perfect)

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

Base Attack/Grapple: +12/+24

Attack: Slam +19 melee (1d8+9); or +1 acidic heavy pick +20 melee (1d8+8/x4 plus 1d8 acid)

Full Attack: 2 slams +19 melee (1d8+9); or +1 acidic heavy pick +20/+15/+10 melee (1d8+8/x4 plus 1d8 acid)

Space/Reach: 10 ft./10 ft.

Special Attacks: Earth mastery, spell-like abilities

Special Qualities: Darkvision 60 ft., immunities, plane shift, spell resistance 18, telepathy 100 ft.

Saves: Fort +13, Ref +11, Will +11

Abilities: Str 26, Dex 16, Con 21, Int 14, Wis 16, Cha 16

Skills: Appraise +17, Bluff +18, Craft (alchemy) +17, Craft (armor) +17, Diplomacy +22, Intimidate +20, Knowledge (planes) +17, Sense Motive +18, Sleight of Hand +5, Spellcraft +17, Spot +18

Feats: Awesome Blow, Cleave, Improved Bull Rush<sup>(B)</sup>, Sunder, Power Attack, Weapon Focus (heavy pick)

Environment: Elemental Plane of Earth

Organization: Solitary, company (2-4), or procession (1-2 plus 4-20 common dao)

Challenge Rating: 10

Treasure: Double standard

Alignment: Usually neutral evil



### THE GREAT KHAN OF THE DAO

The Great Khan of the dao – currently Kabril Ali al-Sara al-Zalazil – lives in the Sevenfold Mazeword at the center of the Great Dismal Delve, and rules with a sure eye and an iron heart. He is unusually fat for a dao, with none of the strength of limb that most of his nobles have. However, his eyes are bright with schemes and he has a quick wit. He has a great interest in mechanical improvements in fields such as optics, clockwork systems, alchemical research, and metallurgy. Visitors who desire an audience are expected to bribe guards and nobles to win entrance. All visitors are blindfolded and led to the court, a process that requires several hours. The khan prefers to ask constant questions rather than listen to the pleading of visitors. The khan prefers that his subjects and his audiences be humble and poor. Those unfortunate souls who arrive resplendent in their finery and wealth must make gifts of their riches to the khan. The khan is a powerful noble dao sorcerer.



Advancement: 13-24 HD (Large); 25-36 HD (Huge)  
Level Adjustment: –

*A stocky, muscular humanoid nearly twice your height is standing before you. He is wearing silk robes and his arms and neck are heavy with jewelry.*

Noble dao are the rulers of earth genies, commanding earth elementals, dao, xorn and other slaves to toil for them searching for gems. Their attitude towards other races is simply callous. Joy in other's misfortunes is an entrenched part of noble dao culture.

Most dao nobles live in the Great Dismal Delve, ruling from their respective estates. Female nobles are responsible for care and well-being of slaves and the oversight of new excavations. This grants considerable influences, but as with most other genies, the female nobles are bound by custom to defer to their mates in all things. They are strictly excluded from commerce and economics, which is considered too vulgar and dangerous for them.

A noble dao speaks Jannti, Dwarven, Planar Trade, Prime Common, and Terran.

#### COMBAT

Noble dao enjoy combat only when they already know the results. They are fond of spies and briberies, never fighting any battles when someone else can be paid to do so. They rearrange the battlefield to suit them, using their spell-like abilities to divide foes, seal off or create escape routes, and prevent effective enemy maneuvers.

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

**Immunities (Ex):** A noble dao is immune to all earth-based effects and the *maze* spell.

**Spell-Like Abilities:** At will – *alter self*, *detect magic*, *gaseous form*, *invisibility*, *misdirection* (DC 15), *passwall*, *obscuring dust* (as *obscuring mist*), *persistent image* (DC 19), *wall of stone* (DC 18); 3/day

– *move earth*, *polymorph* (self only), *transmute rock to mud* (DC 17), *wish* (to non-genies only); 1/day – *dominate monster* (DC 22), *earthquake*, *repulsion* (DC 19), *stoneskin*, *whispering dust* (as *whispering wind*). Caster level 20<sup>th</sup>. The save DCs are Charisma-based.

#### NOBLE DJINNI

*Large Outsider (Air, Extraplanar)*

Hit Dice: 10d8+30 (75 hp)

Initiative: +10

Speed: 20 ft., fly 60 ft. (perfect)

Armor Class: 22 (-1 size, +6 Dex, +5 natural, +2 deflection), touch 17, flat-footed 16

Base Attack/Grapple: +10/+20

Attack: Slam +15 melee (1d8+6); or +1 shock scimitar +16 melee (1d8+6/18-20 plus 1d6 electricity)

Full Attack: 2 slams +15 melee (1d8+6); or +1 shock scimitar +16/+11 melee (1d8+6/18-20 plus 1d6 electricity)

Space/Reach: 10 ft./10 ft.

Special Attacks: Air mastery, spell-like abilities, whirlwind

Special Qualities: Darkvision 60 ft., immunities, plane shift, telepathy 100 ft., spell resistance 18

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

Abilities: Str 23, Dex 22, Con 16, Int 17, Wis 16, Cha 17

Skills: Appraise +13, Concentration +13, Craft (any one) +13, Diplomacy +18, Escape Artist +19, Knowledge (any one) +16, Listen +16, Move Silently +19, Sense Motive +16, Spellcraft +16, Spot +16, Use Rope +15

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative<sup>(B)</sup>, Quicken Spell-Like Ability (*invisibility*)

Environment: Elemental Plane of Air

Organization: Solitary, company (2-4), or procession (1-2 plus 4-20 common djinn)

Challenge Rating: 8

Treasure: Double standard

Alignment: Usually chaotic good

Advancement: 11-20 HD (Large); 21-30 (Huge)

Level Adjustment: –

*Looking down upon you with a measure of cool*





*amusement is a tall, graceful humanoid. His hair and robes are fluttering in the wind, but his turban remains fixed perfectly in place. His voice sounds like the wind itself.*

Noble djinn are the rulers of all genies in the Elemental Plane of Air. They pride themselves in being the fairest of their kind and wear jewelry to distinguish themselves further from common djinn. Despite their haughtiness, they respect individual achievements. It is said that a noble djinni never forgets a service or a slight from another creature.

Noble genies do not allow their feet to touch the ground, sneering at life forms unable to fly and hovering over earthbound nobles to make their point. A noble djinni speaks Jannti, Auran, Ignan, Planar Trade, and Prime Common.

#### COMBAT

Noble djinn seldom allow themselves to be drawn into direct combat, preferring to command common djinn and summoned creatures to fight while casting spells and giving orders. If possible, they use *invisibility* to avoid combat altogether. A noble djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

**Air Mastery (Ex):** Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

**Immunities (Ex):** In addition to being immune to acid, a noble djinni is also immune to all air-based or gaseous attacks, including spells with air descriptor.

**Spell-Like Abilities:** At will – *invisibility* (self only),

*gust of wind*; 3/day – *air walk*, *wish* (to non-genies only); 1/day – *control weather*, *cloudkill* (DC 17), *create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (self only, 1 hour duration), *major creation* (created vegetable matter, stone, and base metals are permanent), *persistent image* (DC 18), *wind walk*, *maze*. Caster level 20<sup>th</sup>. The save DCs are Charisma-based.

**Whirlwind (Su):** A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet. A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni might be lifted into the air and take damage when caught in the whirlwind. An affected creature must succeed on a DC 24 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second Reflex save (same DC) or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a Reflex save (same DC) each round to escape the whirlwind. The creature still takes damage but



#### THE GRAND CALIPH OF THE DJINN

The Grand Caliph of the djinn is Husam al-Balil ben Nafhat al-Yugayyim. He rules from the Citadel of Ice and Steel along with a council of 36 advisors, and rarely leaves this stronghold, except on occasional hunts. He is a competent ruler, but is fickle and easily bored. He prefers to win by wits than by strength or magic. The citadel contains the seat of a secretive cabal of djinn sorcerers and illusionists called the Invisible College, the arcane defenders of the caliphate. The court chamber seems to be in perpetual motion, as its many layers of silk streamers constantly flutter in and out. In dealing with creatures not of Elemental Air, the Grand Caliph is merciful and often ends his recitation and judgment within a few minutes. Creatures who (willingly or unwillingly) gain an audience with the Grand Caliph must hover before him. The caliph is a powerful noble djinni sorcerer.



can leave if the save is successful. The save DCs are Strength-based and include a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. A djinni can have only as many creatures trapped inside a whirlwind at one time as will fit inside the whirlwind's volume. The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind is.

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

#### **NØBLE EFREETI**

*Large Outsider (Extraplanar, Fire)*

Hit Dice: 13d8+52 (110 hp)

Initiative: +9

Speed: 20 ft., fly 40 ft. (perfect)

Armor Class: 22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17

Base Attack/Grapple: +13/+24

Attack: Slam +19 melee (1d8+7 plus 1d6 fire); or +1 flaming scimitar +20 melee (1d8+7/18-20 plus 1d6 fire)

Full Attack: 2 slams +19 melee (1d8+7 plus 1d6 fire); or +1 flaming scimitar +20/+15/+10 melee (1d8+7/18-20 plus 1d6 fire)

Space/Reach: 10 ft./ 10 ft.

Special Attacks: Change size, heat, spell-like abilities

Special Qualities: Darkvision 60 ft., immunity to fire, plane shift, telepathy 100 ft., spell resistance 18, vulnerability to cold

Saves: Fort +12, Ref +13, Will +11

Abilities: Str 25, Dex 20, Con 19,

Int 15, Wis 16, Cha 16

Skills: Bluff +19, Concentration +16, Craft (any one)

+18, Diplomacy +23, Disguise +13, Intimidate +21, Listen +19, Move Silently +21, Sense Motive +19, Sleight of Hand +7, Spellcraft +12, Spot +19

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative <sup>(B)</sup>, Power Attack, Quicken Spell-Like Ability (*scorching ray*)

Environment: Elemental Plane of Fire

Organization: Solitary, company (2-4), or procession (1-2 plus 3-15 common efreet)

Challenge Rating: 11

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: 14-26 HD (Large); 27-39 HD (Huge)

Level Adjustment: –

*This tall humanoid is smiling kindly, but a chill goes down through your bones even though the heat is unbearable. The creature's flaming skin is dark, almost as black as his beard, and his eyes glow white. It wears baggy pantaloons, a shoulder harness, and massive armbands and earrings. It addresses you in a honey-smooth voice that makes you want to immediately believe him.*

The undisputed rulers of Elemental Fire, noble efreet continually plot against each other with a degree of cunning and skill seen elsewhere only in the infernal planes. Their true goals are their own – they claim to always be working for the benefit of all creatures of glorious Fire, but few believe this. Efreet arrogance and lust for power have won them few friends except for devils, and the genies of flame are well known as baatezu collaborators.

Interestingly enough, the efreeti nobility are not as vain as other noble genies since they depend on force and treachery rather than wit and appearance to compel followings. Still, they see all creatures as either slaves or enemies, acknowledging only their own efreet rulers. Less evil behavior is known among noble efreet wooing human maidens, but for them even the courtship is just another form of the hunt. A noble efreeti speaks Jannti, Ignan, Infernal, Planar Trade, and Prime Common.

#### **COMBAT**

Noble efreet are powerful warriors, trained in magical and physical combat from a very young age. They enjoy



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the kill, but prefer not to do all the work of wearing down opponents, leaving it to common efreet and hell hounds. Toying with one's enemies is considered an art form. Like common efreet, they love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic.

**Change Size (Sp):** Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can also work on the efreeti (despite being an outsider). A DC 14 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup>-level spell.

**Heat (Ex):** An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee or in each round it maintains a hold when grappling.

**Spell-Like Abilities:** At will – *detect magic*, *produce flame*, *pyrotechnics* (DC 15), *scorching ray* (3 rays); 3/day – *gaseous form*, *invisibility*, *permanent image* (DC 19), *polymorph* (self only), *wall of fire* (DC 17), *wish* (to non-genies only); 1/day – *delayed blast fireball* (DC 20), *fire seeds* (DC 19), *fire shield*, *locate creature*. Caster level 20<sup>th</sup>. The save DCs are Charisma-based.

### NOBLE MARID

*Huge Outsider (Extraplanar, Water)*

Hit Dice: 16d8+80 (152 hp)

Initiative: +8

Speed: 30 ft., fly 40 ft. (good), swim 60 ft.

Armor Class: 25 (-2 size, +4 Dex, +13 natural), touch 12, flat-footed 21

Base Attack/Grapple: +16/+32

Attack: Slam +22 melee (2d6+8); or +1 frost trident +24 melee (3d6+8 plus 1d6 cold)

Full Attack: 2 slams +22 melee (2d6+8); or +1 frost trident +24/+19/+14/+9 melee (3d6+8 plus 1d6 cold)

Space/Reach: 15 ft./ 15 ft.

Special Attacks: Drench, spell-like abilities, vortex, water mastery

Special Qualities: Cold resistance 15, darkvision 120 ft., plane shift, spell resistance 33, telepathy 100 ft., water walk

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

Abilities: Str 27, Dex 18, Con 20,

Int 19, Wis 18, Cha 21

Skills: Balance +6, Bluff +24, Craft (alchemy) +16, Diplomacy +28, Escape Artist +23, Intimidate +25, Jump +10, Knowledge (arcana) +18, Knowledge (planes) +20, Listen +23, Move Silently +23, Sense Motive +23, Sleight of Hand +6, Spellcraft +25, Spot +23, Tumble +20

Feats: Cleave, Dodge, Improved Bull Rush, Power Attack, Quicken Spell-Like Ability (*acid arrow*),



### THE GREAT SULTAN OF THE EFREET

All efreet are ruled by the Great Sultan Marrake al-Sidan al-Hariq ben Lazan and his council of six pashas from the Charcoal Palace in the City of Brass. The Great Sultan himself is an advanced noble efreeti sorcerer. He sports a tiny goatee, his hands end in extremely long claws and his eyes spark with fire. He commonly wears an armor of white-hot iron and is constantly under a *fire shield* effect. The Sultan keeps a harem of 101 courtesans, but he seldom visits them. Instead, he lavishes his affections on two prize nightmares, steeds named Eversmoke and Black Onyx. It is rumored that he even sleeps in their stalls before important races. The Sultan wagers heavily, and his losses have sometimes beggared the city's treasury, but he always pays what he owes.

The Sultan is constantly accompanied by 20-60 common efreet guards, 1-20 entertainers, 4-40 noble efreet courtiers, and sometimes 1-4 baatezu ambassadors, all of whom are vying for his attention in an almost comical way. The audience hall is a blast furnace of reddish light and smoke, generated by chained fire elementals. Gold and brass ornaments littered the hall. The great citadel of the efreeti race, the fabled City of Brass, is a magnificent fortress of towers, domes, spires, and minarets standing on a great hemisphere of solid brass fully 40 miles across (see *Planar Handbook*, pp.138-141).



Weapon Focus (trident)

Environment: Elemental Plane of Water

Organization: Solitary, company (2-4), or procession  
(1-4 plus 6-20 common marids)

Challenge Rating: 15

Treasure: Double standard

Alignment: Usually chaotic neutral

Advancement: 17-32 HD (Huge); 33-48 HD  
(Gargantuan)

Level Adjustment: –

*A huge, blue-skinned humanoid is swimming in circles around you. Its skin is mostly slick, with a hint of scales or small fins here and there. The creature is scantily dressed in finery woven entirely from seaweed, with a brocade of coral and pearls.*

Noble marids are the true masters of all the oceans of Elemental Water. They are easily the most charismatic of genies, attention-grabbing and not given to subtlety. As all marids, the nobles are fickle creatures with wide-ranging tastes, and thus highly unpredictable. They look down on all other genies, tolerating djinn and jann but despising dao and efreet, and consider all non-genies little more than rabble.

Although all marids lay some claim to nobility, the truly noble marids are those who serve the padisha and scheme to succeed to the throne upon her death. Thus, the nobles ignore the common marids unless they somewhat affect their standing at the court or succession.

A typical traveling household consists of 1-4 noble marids, 2-4 common marids (who comprise cousins, vassals, lovers, courtesans and followers), and some friendly water creatures such as dragon turtles, water elementals, tritons, and orcas.

A noble marid usually stands at 22 ft. tall and weighs over 8,000 lbs. It speaks Jannti, Aquan, Merfolk, Planar Trade, and Prime Common.

#### COMBAT

Marids almost never fight outside their element, and within the waves, they are frightfully effective combatants. Their preferred attack form is drawing lesser foes inside their vortex form.

**Drench (Ex):** The marid's touch puts out torches,

campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *greater dispel magic* (caster level equals Hit Dice).

**Spell-Like Abilities:** At will – *acid arrow*, *control water* (DC 21), *create water*, *detect magic*, *invisibility*, *obscuring mist*, *polymorph* (self only), *purify food and drink* (water only), *see invisibility*, *solid fog*, *water breathing* (1 week duration); 3/day – *control weather*, *cone of cold* (DC 20), *horrid wilting* (DC 23), *ice storm*, *wish* (to non-genies only). Caster level 20<sup>th</sup>. The save DCs are Charisma-based.

**Vortex (Su):** The marid can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 5 rounds. In vortex form, the genie can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall. The marid controls the exact height, but it must be at least 10 feet. A marid in vortex form cannot make slam attacks and does not threaten the area around it.

The marid's movement while in vortex form does not provoke attacks of opportunity, even if the marid enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the marid moves into or through the creature's space.

Creatures of up to Medium size might take damage when caught in the vortex, and may be swept up by it. An affected creature must succeed on a DC 29 Reflex save when it comes into contact with the vortex or take 3d6 points of damage. It must also succeed on a second Reflex save (same DC) or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save (same DC) each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the vortex cannot move except to go where the marid carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures



caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The marid can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The marid can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the marid and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

**Water Mastery (Ex):** A marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the marid is touching the ground, the marid takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.) A marid can easily overturn a ship up to 55 ft. long and stop vessels of up to 110 ft. long. Ships up to 220 ft. long are slowed to half speed.


**Skills:** A marid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## GENIE, TASKED

Tasked genies may once have been the standard genies of the four elemental planes. However, centuries of devotion to a single type of labor have altered their forms to better suit the nature of their work. Their profession now defines them. A tasked genie deprived of his work grows weak and sickly, sometimes even insane to the point of metamorphosis.

Unlike other genies, tasked genies are not uneasy or hostile among humans and other humanoids, and can thus be found in cities. Their pride is derived from their accomplishments, not from birthright and caste. Tasked genies band together in nomadic tribes based on meritocracy instead of caste and nobility of standard genies. Their nomadic "camps" are more like mansions, which disappears like mirages when the genies move on.

Tasked genies do not render a service to a non-genie unless they are paid or enslaved. A tasked genie can be bound by a sha'ir for powers. Guardian genies can live up to 1,001 years, and other tasked genies usually live about 200 years. Occasionally, genies take mortal lovers, but such loves are often stormy. Rarely, genasi result from such unions.

 **Credit:** Converted from *Al-Qadim Monstrous Compendium 13* and *Monstrous Compendium Annual 1* by Ivan Chia.



### THE GREAT PADISHAH OF THE MARID

The Great Padishah is Kalbari al-Durrat al-Amwaj ibn Jari. She can reputedly detect any spoken lie, which doesn't seem to stop her from enjoying outrageous flattery. Her appearance is subject to dispute – it is said she has ebony or pearl-white skin. She prefers slashed robes of gold, silver, or blue that reveal richer cloth beneath. The Padishah has kept her position by her political acumen, skill at maneuvering in the politics of honor, and her competitive generosity.

The marid court meets in the Citadel of Ten Thousand Pearls, built on a coral reef of a dozen miles. Some of its passages are extremely narrow, requiring the liquid form of marid to pass through. It is abandoned during certain seasons known only to court insiders. During these times the court is either at the blooming of the red tides, the swarming of the salmon to their home streams, or visiting the islands of Al-Zira, the Djinni's Claws.

While the court is away, the citadel is sometimes seized by a water mage named Hatim al-Rakal, who hosts sha'ir and other visitors and poses as the Padishah. He always attempts to form a brotherhood of water mages capable of withstanding the marid, but these plans are always swept aside when the marid court returns. Since the Padishah finds him amusing, he is always banished instead of killed.

**ADMINISTRATOR GENIE***Medium Outsider (Extraplanar, Air)*

Hit Dice: 6d8 (27 hp)

Initiative: +1

Speed: 30 ft., fly 40 ft. (good)

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +6/+5

Attack: Slam +5 melee (1d4-1)

Full Attack: 2 slams +5 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., telepathy 100 ft., unseen servant

Saves: Fort +5, Ref +6, Will +6

Abilities: Str 8, Dex 12, Con 11,  
Int 17, Wis 13, Cha 16Skills: Appraise +12, Bluff +12, Diplomacy +16,  
Gather Information +14, Intimidate +5, Knowledge  
(local) +12, Listen +10, Profession (administrative)  
+13, Search +12, Sense Motive +12, Sleight of  
Hand +12, Spot +10Feats: Dodge, Negotiator, Skill Focus (Profession  
[administrative])Environment: Elemental Plane of Air / Elemental  
Plane of Water

Organization: Solitary or family (2-12)

Challenge Rating: 2

Treasure: Standard

Alignment: Always lawful (any)

Advancement: By character class

Level Adjustment: –

*This tall, noble humanoid with dark, tan skin is dressed in flowing silks.*

Administrator genies serve in bureaucracies for genies and humans, acting as advisors and negotiators. They were once either djinn or marids, thus being able to fly or swim accordingly. But these modes of movement are usually saved for emergency, the administrator genies seldom use them for mere transportation.

Administrator genies are proud of their work, serving as clerks or even city managers. They are ambitious and try to rise to positions of behind-the-scene power, while staying out of public eye. They are often part of

a family which serves together in large organizations. Those who work alone can also call upon their family for favors. Rumors claim that there are only two families, one descended from djinn and the other from marids.

Administrator genies are often well paid and when they retire, they often pass the jobs on to other family members. If bound into servitude, they become obstinate and slow to process paper work. Their personal quarters reflect air or water theme, depending on the genies' origins. Those that advance in class levels usually choose the expert NPC class.

An administrator genie is a little less than 6 ft. tall, and weighs about 190 pounds. It speaks Jannti, Planar Trade, and either Aquan or Auran.

**COMBAT**

Administrator genies prefer not to get into fights, since they are more adept at handling logistics. If forced, they usually have at least one magic item which they can use in emergency.

**Spell-like Abilities:** 3/day – *charm person* (DC 14), *detect thoughts* (DC 15), *tongues*; 1/day – *suggestion* (DC 16). Caster level 6<sup>th</sup>. The save DCs are Charisma-based.

**Unseen Servant (Su):** An administrator genie is constantly served by an invisible force equivalent to the one created by the *unseen servant* spell.

**Possessions:** Potion of cure moderate wounds, potion of invisibility.

**Heritage Variants:** As mentioned, there are two types of administrator genies – djinn and marid. The sample administrator genie above was once a djinni. Those administrator genies who were once marids have water subtype instead of air and have a swim speed of 40 ft. instead of fly 40 ft.



## ARCHITECT GENIE

*Medium Outsider (Earth, Extraplanar)*

Hit Dice: 9d8+18 (58 hp)

Initiative: +3

Speed: 40 ft.

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

Base Attack/Grapple: +9/+12

Attack: Slam +12 melee (1d6+3)

Full Attack: 2 slams +12 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Collapse building, exploit structural weakness, spell-like abilities

Special Qualities: Darkvision 60 ft., work devotion

Saves: Fort +10, Ref +9, Will +8

Abilities: Str 17, Dex 16, Con 14, Int 17, Wis 14, Cha 11

Skills: Appraise +15, Concentration +14, Craft (any one) +15, Diplomacy +12, Disable Device +15, Knowledge (architecture and engineering) +22, Listen +14, Open Lock +15, Profession (architect) +17, Search +15, Spot +14

Feats: Endurance, Great Fortitude, Skill Focus (Profession [architect]), Skill Focus (Knowledge [architecture & engineering])

Environment: Elemental Plane of Earth

Organization: Solitary or team (2-8)

Challenge Rating: 6

Treasure: None

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: –

*A bald, muscular humanoid surveys the site with compass and set squares. A rune of ownership is marked on his head.*

An architect genie, also called builder genie, is a dao who has been reshaped by a life of constant construction. Their powers are responsible for tales of cities springing up overnight at the command of genies.

Almost all architect genies are slaves to the dao. They resent their slavery but are unable to overthrow the might of the earth genies. They are on good terms with earth elementals, xorn, and pech. They judge other races based on their architectural and building achieve-

ments.

Architect genies are common in the Great Dismal Delve, but are also sometimes bound by sha'ir to serve mortal princes. Some are even given as gifts from noble dao. Architect genies can be very literal or subversive in obeying commands, depending on the effects on their constructions.

Architect genies live for their work, wanting to be remembered for their construction instead of their personal traits. Thus, they are merciless on themselves and others when their work is concerned. They do not care what they are building, only that whatever they build is of great standard. All sites built by architect genies cost four times as much. They are extremely durable, having twice as much hit points as normal. They can imitate any style they have seen.

An architect genie is about 7 ft. tall and weighs some 600 pounds. It speaks Jannti and Terran.

### COMBAT

Unless commanded, an architect genie usually avoids combat, preferring to do repair work after the fight. Like the dao, they prefer to let others do the fighting for them. If need be, an architect genie would lead his foes into secret passages filled with traps. Architect genies often advance in the expert class, which is their favored class.

**Collapse Building (Su):** As a full-round action, an architect genie can expertly shake a building's foundation and cause it to collapse. This functions as an *earthquake* spell. The building must have been familiar to the genie, requiring at least an hour of study of the entire site.

**Exploit Structural Weakness (Ex):** An architect genie can exploit structural weakness to deal more damage. He can cause critical hits even on targets normally immune to them, such as objects, constructs, and corporeal undead.

**Spell-like Abilities:** 3/day – *make whole, minor creation, wood shape*; 1/day – *passwall, stone shape, stone tell*. Caster level 14<sup>th</sup>.

**Work Devotion (Su):** An architect genie is immune to all mind-affecting effects which demand it to



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fight outdoors or to fight in buildings not of its own making.

**Skills:** An architect genie has a +4 racial bonus on Knowledge (architecture and engineering) checks.

### ARTIST GENIE

*Medium Outsider (Extraplanar)*

Hit Dice: 7d8+7 (38 hp)

Initiative: +3

Speed: 30 ft.

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

Base Attack/Grapple: +7/+8

Attack: Masterwork dagger +9 melee (1d4+1/19-20)

Full Attack: Masterwork dagger +9/+4 melee (1d4+1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., shackled spirit, telepathy 100 ft.

Saves: Fort +6, Ref +8, Will +7

Abilities: Str 12, Dex 17, Con 13, Int 18, Wis 14, Cha 21

Skills: Concentration +11, Craft (any two) +18, Diplomacy +17, Disable Device +9, Gather Information +10, Listen +14, Move Silently +8, Perform (any two) +22, Search +14, Sense Motive +12, Spot +14, Use Rope +8

Feats: Alertness, Skill Focus (Perform [any two])

Environment: Inner Planes

Organization: Solitary or group (2-8)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: –

*A flamboyant humanoid dressed in colorful trappings sits on a flying carpet, playing a musical instrument.*

Artist genies are poets, composers, musicians and sculptors. Some others are also craftsmen, such as potters, goldsmiths and seamstresses.

They are adaptable, taking on the custom of the group. They are also fierce rivals with each other since

few others can match their skills. Artist genies have only scorn for the unskilled or untalented who cannot appreciate their master pieces. They push the boundaries of the latest fashion and are often hedonistic, requiring odd food or such routines or contemplation before their work can reach the highest level. Slighting their work demands retribution, from vicious gossip and social ridicule to outright violence.

Artist genies depend on refined patrons and high levels of cultural achievements. They often neglect their material needs in order to get rare working materials. An artist genie forced into idleness for prolonged period either dies or goes mad.

Artist genies speak Jannti, Planar Trade, Prime Common, and at least one of the elemental languages, such as Auran.

### COMBAT

Artist genies are not warriors. They use their spell-like powers for artistic creations. Their favored class is bard.

**Shackled Spirit (Ex):** An enslaved, mistreated, or charmed artist genie does not produce superior work. It suffers a penalty ranging from -4 to -10 (depending on circumstance) on all Craft and Perform skill checks under such conditions.

**Spell-like Abilities (Sp):** 3/day – *displacement*, *mirror image*, *persistent image* (DC 19), *polymorph* (self only), *stone shape*. Caster level 7<sup>th</sup>. The save DCs are Charisma-based.

**Skills:** An artist genie has a +4 racial bonus on all Craft and Perform checks.

**Feat Variants:** Many artist genies choose Skill Focus (craft) instead of Skill Focus (perform).







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## DECEIVER GENIE

*Medium Outsider (Air, Extraplanar)*

Hit Dice: 9d8+18 (58 hp)

Initiative: +9

Speed: 30 ft., fly 60 ft. (perfect)

Armor Class: 18 (+5 Dex, +3 natural), touch 15, flat-footed 13

Base Attack/Grapple: +9/+12

Attack: Claw +13 melee (1d6+3)

Full Attack: 2 claws +13 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blinding strike, spell-like abilities

Special Qualities: Darkvision 60 ft., displacement, elusive liar, spell resistance 15, telepathy 100 ft.

Saves: Fort +8, Ref +11, Will +8

Abilities: Str 17, Dex 20, Con 15, Int 13, Wis 15, Cha 16

Skills: Bluff +22, Diplomacy +19, Escape Artist +17, Forgery +13, Hide +17, Listen +14, Move Silently +11, Sense Motive +14, Sleight of Hand +13, Spot +14

Feats: Dodge, Improved Initiative, Skill Focus (Bluff), Weapon Focus (claw)

Environment: Elemental Plane of Air

Organization: Solitary

Challenge Rating: 7

Treasure: No coins; double goods (art objects only); standard items

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: -

*This tall, gaunt humanoid has long limbs and a lower body which trails off into smoke. His eyes are striking, one is blue, the other brown.*

Deceiver genies are servants of noble djinn and sometimes of powerful jann. They themselves are djinn perverted to a life of deception. They enjoy sending victims over illusory bridges, tempting them with illusory oases or even sowing strife in parties. They will gladly give up food and treasure in pursuit of a cruel prank. However, they usually dislike taking the form of others and are uncomfortable being near others for more than a few minutes.

Deceiver genies sometimes build villages in remote

regions of Elemental Air or the Prime Material. They are dangerous to their masters when not set to tasks, sowing lies and discord in their masters' households. They are not interested in wealth, but are fans of the arts, which they consider a formal form of lying. They will never harm a storyteller or a tasked artist genie, though they may still confuse them. Deceiver genies speak Jannti and Auran.

### COMBAT

Deceiver genies are cowards shrouded in a shimmers of blurs. Their favored class is rogue.

**Blinding Strike (Ex):** On a critical hit, a deceiver genie permanently blinds a sighted opponent, deftly using its steel nails to tear out the eyes.

**Displacement (Su):** A deceiver genie has a continually active *displacement* effect which provides 50% miss chance against all attacks.

**Elusive Liar (Su):** A deceiver genie's lies cannot be detected via magical means. It is also immune to mind-affecting effects which compel it to speak the truth (such as *zone of truth*). Even when charmed, they still lie shamelessly to their "best friends". However, because of this, a deceiver genie suffers -4 on saving throws against spells from the illusion school.

**Spell-like Abilities:** At will - *alter self*, *misdirection* (DC 15), *nondetection*, *silent image* (DC 14), *tongues*, *whispering wind*; 3/day - *hallucinatory terrain* (DC 17), *major image* (DC 16), *seeming* (DC 18), *shadow evocation* (DC 18); 1/day - *mislead*, *permanent image* (DC 19), *programmed image* (DC 19), *project image*, *veil* (DC 19). Caster level 9<sup>th</sup>. The save DCs are Charisma-based.

**Skills:** A deceiver genie has a +4 racial bonus on Bluff checks.

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**GUARDIAN GENIE***Large Outsider (Extraplanar, Fire)*

Hit Dice: 14d8+42 (105 hp)

Initiative: +9

Speed: 40 ft.

Armor Class: 24 (-1 size, +5 Dex, +10 natural), touch  
14, flat-footed 19

Base Attack/Grapple: +14/+24

Attack: Claw +19 melee (1d8+6); or +1 scimitar +20  
melee (1d8+7/18-20)Full Attack: 4 claws +19 melee (1d8+6); or +1  
scimitar +20/+15/+10 melee (1d8+7/18-20) and 3  
secondary +1 scimitars +20 melee (1d8+7/18-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, spell-like abilities,  
multi-weapon styleSpecial Qualities: All-around vision, darkvision 60 ft.,  
immunity to mind-affecting effects, spell resistance  
18, telepathy 100 ft.

Saves: Fort +12, Ref +14, Will +10

Abilities: Str 23, Dex 21, Con 17,  
Int 14, Wis 13, Cha 12Skills: Balance +7, Concentration +20, Diplomacy  
+20, Hide +18, Intimidate +18, Jump +12, Listen  
+26, Move Silently +22, Search +23, Sense Motive  
+18, Spot +22, Tumble +22Feats: Cleave, Combat Reflexes, Improved Initiative,  
Power Attack, Multi-Weapon Fighting

Environment: Elemental Plane of Fire

Organization: Solitary or group (2-5)

Challenge Rating: 10

Treasure: None plus 4 +1 scimitars

Alignment: Always lawful (any)

Advancement: By character class

Level Adjustment: –

*A large humanoid with dark red hide and four powerful arms stands before the portal. His horned head features two vigilant faces, one in front, another behind.*

Guardian genies are powerful spirits sworn to defend specific items and sites tirelessly. They were once efreet, but have been reshaped to be loyal to the exact wording of their oaths.

These humorless creatures follow their procedures with methodical precisions. They are willing to de-

scribe what they are guarding, but not what they can do to prevent its theft. Guardian genies guard only objects and sites, not creatures. They consider bribe an insult and usually attack the briber. No genie would touch a treasure guarded by a guardian genie.

Their guardian contracts usually last for 101 or 1,001 years, after which it must be renegotiated. Since they cannot do anything to hasten the completion of their tasks, frustrated guardian genies dislike social interaction and speak in clipped sentences as if annoyed. Guardian genies speak Jannti and Ignan.

**COMBAT**

Guardian genies move with inhuman speed despite their bulks. They usually target spellcasters before all others. Although they are competent fighters, they generally have no love of violence, preferring to threaten and warn first. They are proficient with all martial weapons. Their favored class is fighter.

**All-Around Vision (Ex):** Since a guardian genie has a second face on the back of his head, he gains a +4 racial bonus on Search and Spot checks, and he cannot be flanked.

**Breath Weapon (Su):** Once per day, a guardian genie can breathe a cloud of green fire in a 15 ft. radius burst centered on the genie. The cloud deals 14d6 points of fire damage. A Reflex save (DC 20) halves this damage. The save DC is Constitution-based.

**Multi-Weapon Style (Ex):** A guardian genie is extremely skilled in fighting with multiple weapons, allowing it to further lessen the penalty by 2 for both primary hand and off hands. With the Multi-Weapon Fighting feat, this effectively reduces the penalty to zero.

**Spell-like Abilities:** 3/day – *alarm*, *glyph of warding* (DC 14), *guards and wards* (DC 17), *see invisibility*, *sepia snake sigil* (DC 14), *shout* (DC 15), *silence* (DC 13); 1/day – *blade barrier* (DC 17). Caster level 14<sup>th</sup>. The save DCs are Charisma-based.

Some guardian genies (30% chance) have alternative guardian-related powers, such as *hold portal*, *dimension door*, etc.

**Skills:** In addition to the aforementioned +4 racial bonus on Search and Spot checks, a guardian genie also has a +8 racial bonus on Listen checks.

### **HARIM SERVANT GENIE**

*Large Outsider (Extraplanar)*

Hit Dice: 7d8+28 (59 hp)

Initiative: +3

Speed: 30 ft.

Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13

Base Attack/Grapple: +7/+16

Attack: Scimitar +12 melee (1d6+5/18-20)

Full Attack: Scimitar +8/+3 melee (1d6+5/18-20) and secondary scimitar +8 melee (1d6+5/18-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., spell resistance 11, telepathy 100 ft.

Saves: Fort +9, Ref +8, Will +7

Abilities: Str 20, Dex 17, Con 19, Int 13, Wis 15, Cha 12

Skills: Concentration +14, Diplomacy +13, Gather Information +11, Knowledge (history) +11, Listen +12, Perform (act) +11, Search +11, Sense Motive +12, Spot +12

Feats: Dodge, Two-Weapon Fighting, Weapon Focus (Scimitar)

Environment: Inner Planes

Organization: Solitary or group (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Always lawful neutral

Advancement: By character class

Level Adjustment: –

*This male humanoid stands tall and muscular, but unlike most genies, not especially handsome. He is dressed in a fine, simple fabric.*

Harim servant genies guard and entertain the women of a harem, performing minor tasks around the harem area. Most of them enjoy working for “lesser beings” than for other genies, since it builds their own importance. They act in a fatherly manner towards the women, guiding, protecting and helping them. They demand

respect and do not hesitate to punish unruliness.

Harim servants take care of all the needs of the women, from mending, cooking, to storytelling and guarding. Harim servants demand little pay, receiving gratification from their work and adoration of their “daughters”. If bound into service, they often become servants of the women in the harem than servants of the harem masters. Other genies do not approach women of a harem protected by a Harim servant, unless the latter allows them access. They can empathize with females of the “lesser races”, often providing advices more suited to a harem girl than to an adventurer or merchant. Harim servants speak Jannti and at least one of the elemental languages, such as Auran.

### **COMBAT**

Harim servant genies use their powers to serve, protect and entertain the women of the harem. They are proficient with all martial weapons and often carry two scimitars. Their favored class is fighter.

**Spell-like Abilities:** 3/day – *major creation, mending, minor creation, prestidigitation*; 1/day – *alarm, create food and water*. Caster level 9<sup>th</sup>.

### **HERDSMAN GENIE**

*Medium Outsider (Native)*

Hit Dice: 3d8+3 (16 hp)

Initiative: +3

Speed: 40 ft.

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +3/+5

Attack: Short sword +5 melee (1d6+3/19-20) or composite short bow +6 ranged (1d6+3/x3)

Full Attack: Short sword +5 melee (1d6+3/19-20) or composite short bow +6 ranged (1d6+3/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved mounted archery, spell-like abilities

Special Qualities: Darkvision 60 ft., herd endurance, telepathy 100 ft.

Saves: Fort +4, Ref +6, Will +4

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

Skills: Diplomacy +8, Handle Animal +10,





Knowledge (nature) +3, Listen +7, Move Silently +9, Ride +15, Search +7, Sense Motive +7, Spot +7, Survival +7

Feats: Mounted Combat <sup>(B)</sup>, Ride-By Attack, Trample

Environment: Any desert

Organization: Solitary or group (2-8)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral (any)

Advancement: By character class

Level Adjustment: –

*A dark-skinned humanoid with black, loose hair seems to have wrinkled from prolonged exposure to the sun. Riding on a camel, he approaches, bringing with him a strong rancid smell of over-ripe milk.*

Herdsmen genies are dedicated and social creatures that live to provide for their herds. Although they are usually



“native” outsiders, some have adapted to the planes, particularly the Quasielemental Planes of Dust and Ash. They may have descended from jann.

These nomadic, usually solitary creatures gather in bands only when the size of their herds requires it. They are primarily concerned about the welfare of their herds and may disobey their masters if the commands put the herds into danger or unfavorable conditions. They consume the blood of their herd animals, but never enough to kill any single individual. They also use milk to produce fermented drinks and cheese.

Herdsmen genies are relatively fond of other races, often holding competitions for riding, sprinting and running. When they convert to a religion, they tend to be very zealous in proselytizing. Herdsman genies speak Jannti and usually Prime Common.

#### COMBAT

Herdsmen genies fight only in self-defense or in defense of their herds. They favor bows, spears, short swords and sometimes even lassoes. They often ride camels. Their favored class is fighter.

**Herd Endurance (Su):** A group of at least 3 herdsman genies can induce endurance in all their herds as if the animals all possess the Endurance feat for 1 day. This ability can be used once per week and is often used to force march the herds across plains.

**Improved Mounted Archery (Ex):** A herdsman genie does not suffer the usual -4 (when taking a double move) and -8 (when running) penalties for using range weapons while mounted.

**Spell-like Abilities:** 1/day – *flame arrow*, *phantom steed*, *remove fear*, *summon monster III* (small air elemental only). Caster level 3<sup>rd</sup>. The save DCs are Charisma-based.

**Skills:** A herdsman genie has a +4 racial bonus on Handle Animal and Ride checks.

## MESSENGER GENIE

*Small Outsider (Air, Extraplanar)*

Hit Dice: 3d8+3 (16 hp)

Initiative: +8

Speed: 40 ft., fly 80 ft. (perfect)

Armor Class: 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12

Base Attack/Grapple: +3/-1

Attack: Dagger +8 melee (1d3 plus poison) or small dart +8 ranged (1d3 plus poison)

Full Attack: Dagger +8 melee (1d3 plus poison) or small dart +8 ranged (1d3 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Call of vengeance, darkvision 60 ft., devoted messenger, poison use, telepathy 100 ft.

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

Abilities: Str 11, Dex 19, Con 13, Int 13, Wis 12, Cha 14

Skills: Balance +6, Bluff +8, Diplomacy +12, Escape Artist +10, Hide +14, Intimidate +4, Jump +6, Listen +7, Move Silently +10, Sense Motive +7, Sleight of Hand +6, Spot +7, Tumble +10

Feats: Dodge, Improved Initiative, Weapon Finesse<sup>(B)</sup>

Environment: Inner Planes

Organization: Solitary or group (2-8)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

Level Adjustment: –

*This slim, fluid humanoid is in constant motion. It wears close fitting clothes and keeps its hair cropped short under tight turbans. Its lower body trails off into bluish smoke.*

Messenger genies were once djinn, but now serve all genies as messengers between nobles of the various realms. They are always moving and can't stand to be kept waiting. They believe that motion represents progress and good will, thus slow creatures must be evil, lazy or corrupt. They are the first to be up in work and last to retire for rest.

Messenger genies are usually protected by other genies who value their services. Assaulting a messenger

genie can incur a punishment of 100 years of servitude and stealing from one is punishable by death.

Unlike most outsiders, messenger genies are not immortal; they live only 10-15 years. They can work for 40 days without rest, but then they collapse into a week-long coma. They speak Jannti, Auran, and often Planar Trade.

### COMBAT

Messenger genies prefer to flee than to fight, but would rather die than to surrender their documents or message. Their weapons are always coated with cold sleep poison. Their favored class is rogue.

**Call of Vengeance (Su):** A dying messenger genie (-1 to -9 hp) can send its spirit out on the winds, reaching the nearest intelligent creature (not counting its slayers) and asking for vengeance. On the Prime Material Plane, there is a 5% cumulative chance per round of dying that a random genie has heard the call and responded. On the Inner Planes, this increases to 10% chance instead.

**Devoted Messenger (Ex):** A messenger genie has a +4 racial bonus on saves against all mind-affecting effects that compel it to reveal its message.

**Poison Use (Ex):** A messenger genie is trained in the use of poison and never risk accidentally poisoning himself when applying poison to a blade. A messenger genie often uses bardan ruqad, an injected/digested poison also known as "cold sleep", to deliver messages to unpredictable recipients. The genie uses the poison to deliver its message and flee as the sleep effect takes place.

**Cold Sleep:** Poison; Ingested/Injury DC 16; initial damage paralysis 1d6+2 rounds; secondary damage unconsciousness 1d6 hours; Price 750 gp.

**Spell-like Abilities:** 3/day – *tongues*; 1/day – *bull's strength*, *dimension door*, *haste*, *invisibility*, *pass without trace*, *shadow walk*, *tiny hut*. Caster level 9<sup>th</sup>. The save DCs are Charisma-based.



**MINER GENIE**

*Large Outsider (Earth, Extraplanar)*

Hit Dice: 6d8+12 (39 hp)

Initiative: +0

Speed: 20 ft., burrow 40 ft.

Armor Class: 17 (-1 size, +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +6/+16

Attack: Claw +12 melee (1d8+6/19-20)

Full Attack: 2 claws +12 melee (1d8+6/19-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Collapse shaft, spell-like abilities

Special Qualities: Augmented critical, damage reduction 5/adamantine, darkvision 60 ft., detect metal and mineral, improved stone-cunning, telepathy 100 ft.

Saves: Fort +7, Ref +5, Will +6

Abilities: Str 23, Dex 10, Con 15,  
Int 11, Wis 12, Cha 11

Skills: Appraise +9, Balance +9, Climb +15, Hide +5, Knowledge (architecture and engineering) +9, Listen +10, Search +9, Spot +10

Feats: Cleave, Power Attack, Weapon Focus (claw)

Environment: Elemental Plane of Earth

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: –

*This broad-shouldered humanoid has thick, powerful limbs and exaggerated claws. Its head is bullet shaped and it is entirely hairless.*

Miner genies are a relatively recent form of tasked genies, employed by the dao, but originally created by evil wizards. They were once dao, but they have been compelled to work in mine shafts for so long that they are now hulking, driven creatures that live only to dig and carry stones.

Miner genies prefer dim light and dusty mines, where nobody can see the dishonorable state to which they have been reduced. They are always grim and self-pitying, prone to fits of sudden rage. They are solitary and strive to avoid each other. They never mate be-

cause they do not want to bring others into their harsh servitude. This made them remarkably kind and gentle around dao children. They are sometimes allowed to be guardians for the illegitimate children of noble dao on this account. A few of these children have become miner genies themselves when left too long in their care.

Although they know the dao are helpless against the powerful archmages who enslaved them, they are irrationally angry that the dao did nothing to save them. The dao might find miner genies amusing if the latter had been formed from some lesser race, but as their blood brothers, many dao feel that miner genies are an abomination which should be done away with as soon as the yoke of the wizard masters is lifted.

Miner genies speak Jannti and Terran.

**COMBAT**

Miner genies have fast-growing claws, which become ingrown and crippled if they stop mining for more than a week. Thus, they cannot use weapons.

**Augmented Critical (Ex):** A miner genie's claws are extremely sharp, threatening a critical hit on an attack roll of 19-20, instead of just 20.

**Collapse Shaft (Su):** A miner genie can collapse any mine shaft it has dug with a single blow to the shaft walls. This functions as an *earthquake* spell. The genie can use the ability once per day in a mine which it has dug personally.

**Detect Metal and Mineral (Su):** A miner genie can detect the presence of metal or mineral such as quartz or gemstones within 120 ft.

**Improved Stone-Cunning (Ex):** A miner genie has a +4 racial bonus on Search checks to detect unusual stonework, such as sliding walls, stone traps, new construction, shaky stone supports, etc. A miner genie who merely comes within 20 ft. of unusual stonework can make a Search check as if he were actively searching and it can use the Search skill to find stonework traps as a rogue can. A miner genie can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

**Spell-like Abilities:** 1/day – *faerie fire*, *gaseous form*



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(as a cloud of dust), *move earth*, *water breathing*. Caster level 6<sup>th</sup>. The save DCs are Charisma-based.

### ⓄATHBINDER GENIE

*Large Outsider (Extraplanar, Fire)*

Hit Dice: 12d8+36 (90 hp)

Initiative: +9

Speed: 20 ft., fly 40 ft. (perfect)

Armor Class: 22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17

Base Attack/Grapple: +12/+21

Attack: Slam +16 melee (1d8+5); or *scorching ray* +17 ranged touch

Full Attack: 2 slams +16 melee (1d8+5); or *scorching ray* +17 ranged touch

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Bind oath, darkvision 60 ft., shield of oath, spell resistance 20, telepathy 100 ft.

Saves: Fort +11, Ref +13, Will +10

Abilities: Str 21, Dex 20, Con 16, Int 12, Wis 14, Cha 15

Skills: Balance +7, Concentration +18, Diplomacy +19, Intimidate +17, Jump +3, Listen +17, Move Silently +20, Search +16, Sense Motive +17, Spot +17, Tumble +20

Feats: Dodge, Empower Spell-like Ability (*scorching ray*), Improved Initiative, Mobility, Weapon Focus (ray)

Environment: Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 10

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 13-24 HD (Large); 25-36 HD (Huge)

Level Adjustment: -

*This humanoid has black, glossy skin and eyes shining like purple fire. Its lower body trails off into smoke and it is entirely surrounded by a nimbus of white fire.*

Oathbinder genies are reshaped efreet devoted to maintaining solemn oaths between their masters and any consenting sentient creature. If these oaths are broken, it punishes the oath-breaker according to the terms of the oaths. They are encountered only when

the oaths are made and when the oaths are broken or dispelled.

Oathbinder genies are experts on all aspects of contracts, vows and oaths. They gladly debate fine points or split hairs with anyone inclined on such issues. They refused to serve marids, whose word can rarely be counted on. No genies would willingly break the word they give to an oathbinder genie, although they may try to subvert the spirit of the deal.

An oath costs at least 1,000 gp to establish (often many times that much). Oathbinder genies demand more for their services when the conditions of the oaths are more strict or exacting.

Oathbinder genies speak Jannti and Ignan.

### COMBAT

An oathbinder genie usually attacks with its scorching rays, focusing on the oath-breaker.

**Bind Oath (Su):** At will, an oathbinder genie can bind an oath made by a willing creature for any period of time, usually defined in the terms of the oath itself. This has the effects of a *geas/quest* spell (caster level equals the genie's Hit Dice). When an oath is broken or magically negated, the genie is instantly aware and is gated to the offender's location within 1d4 rounds. It will try to discover if the oath is still valid. If it thinks this is so, it will attack.

**Spell-like Abilities:** At will - *scorching ray* (3 rays); 3/day - *bane* (DC 13), *bestow curse* (DC 16), *command* (DC 13), *hold person* (DC 15), *resilient sphere* (DC 18), *wall of force*. Caster level 12<sup>th</sup>. The save DCs are Charisma-based.

**Shield of Oath (Su):** An oathbinder genie is highly resistant to attacks from a creature whose oath it oversees. Against attacks from the oath-breaker, the genie gains a +4 morale bonus on saving throws, a +1 morale bonus on attack rolls, damage reduction 15/-, and magic immunity (as unbeatable spell resistance).

Furthermore, if the genie kills the oath-breaker, the latter becomes a ghost and is captured for one month per level of the victim. During this time, the victim cannot be contacted or resurrected. Only a *wish* or *miracle* can overcome the captivity.

**SLAYER GENIE***Large Outsider (Extraplanar)*

Hit Dice: 12d8+36 (90 hp)  
Initiative: +8  
Speed: 40 ft., fly 60 ft. (good)  
Armor Class: 21 (-1 size, +4 Dex, +8 natural), touch 13, flat-footed 17  
Base Attack/Grapple: +12/+24  
Attack: +1 scimitar +21 melee (1d8+9/18-20); or claw +17 melee (1d8+8)  
Full Attack: +1 scimitar +21/+16/+11 melee (1d8+9/18-20) and +1 secondary scimitar +21/+16 (1d8+9/18-20) and 2 claws +17 melee (1d8+4)  
Space/Reach: 10 ft./10 ft.  
Special Attacks: Frightful presence, sneak attack +3d6, spell-like abilities  
Special Qualities: Darkvision 60 ft., spell resistance 18, telepathy 100 ft., two-weapon style  
Saves: Fort +11, Ref +12, Will +10  
Abilities: Str 27, Dex 19, Con 17, Int 13, Wis 15, Cha 15  
Skills: Balance +6, Bluff +17, Diplomacy +6, Disguise +12, Hide +19, Intimidate +4, Jump +14, Listen +17, Move Silently +23, Search +11, Sense Motive +17, Sleight of Hand +18, Spot +21, Tumble +19  
Feats: Improved Initiative, Improved Two-Weapon Fighting, Multiattack, Two-Weapon Fighting, Weapon Focus (scimitar)  
Environment: Inner Planes  
Organization: Solitary  
Challenge Rating: 10  
Treasure: Half standard plus 2 +1 scimitars  
Alignment: Always neutral evil  
Advancement: By character class  
Level Adjustment: –

*A massive winged humanoid with dark polished skin, naked to the waist, creeps up behind. Two arms are human-like, holding scimitars. The other two arms end in lion-like claws. A third green eye rests above its two red eyes, between its horns.*

The slayer genie's purpose is to kill as often as possible – by stealth if possible or through rage if discovered. Their intelligences allow them to carry out their

purposes with a fair degree of discretion.

When tasked genies (especially guardian genies) are driven mad, they become slayer genies, seeking release in bloodshed. They see other creatures as merely sets of abilities and attributes to overcome, whose purpose is to die at the hands of the slayer. A slayer genie may inform creatures that it is upset that they are denying their own purposes by not dying at its hands. Refusal to admit that one wants to die at its hands upsets it even further. The only exceptions are the undead and deathless. The genies are puzzled over whether they should bother to kill something that is already dead.

Slayer genies are rumored to be first created to terrify the enemies of genie lords. Now they are usually assassins in service of some genie lords or powerful humanoids. Those who are free tend to have very short reigns of terror. An unwatched slayer genie is very dangerous and may begin slaughtering its master's servants.

Slayer genies enjoy discussing the nature of various weapons, martial trickery, stealth and tactics. They are strangely fixated to the process of killing for its own sake, remembering the death throes and weapon styles of their enemies.

Slayer genies speak Jannti and Planar Trade.

**COMBAT**

Slayer genies prefer to kill their targets quietly. They are proficient with all martial weapons and prefer scimitars, axes, morning stars and maces. Their favored class is rogue and they often take levels in assassin prestige class.

**Frightful Presence (Ex):** A slayer genie's very presence is unsettling to foes. This ability affects only opponents with fewer Hit Dice or levels than the slayer genie has, and takes effect automatically when the genie performs some sort of dramatic action (charging, attacking, or even merely revealing its true form). Opponents within 30 ft. who witness the action become frightened for 5d6 rounds unless they succeed at their Will saves (DC 18). The save DC is Charisma-based. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours.

**Spell-like Abilities:** At will – *blindness* (DC 14), *darkness*, *silence* (DC 14), *misdirection*, *ventriloquism*; 3/day – *dimension door*, *gaseous form*, *improved*



*invisibility, polymorph* (self only). Caster level 12<sup>th</sup>. The save DCs are Charisma-based.

**Two-Weapon Style (Ex):** A guardian genie is extremely skilled in fighting with two weapons, allowing it to further lessen the penalty by

2 for both primary hand and off hands. With Two-Weapon Fighting feat, this effectively reduces the penalty to zero.

**Skills:** A slayer genie has a +4 racial bonus on Hide, Move Silently, and Spot checks.





### WARMPONGER GENIE

*Medium Outsider (Extraplanar)*

Hit Dice: 7d8+21 (52 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 22 (+3 natural, +7 half-plate armor, +2 heavy shield), touch 10, flat-footed 22

Base Attack/Grapple: +7/+12

Attack: Scimitar +13 melee (1d6+5/18-20) or 1 slam +12 melee (1d8+5)

Full Attack: Scimitar +13/+8 melee (1d6+5/18-20) or 2 slams +12 melee (1d8+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., inspire heroism, telepathy 100 ft.

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

Abilities: Str 20, Dex 13, Con 16,  
Int 15, Wis 13, Cha 15

Skills: Craft (weapon) +12, Diplomacy +14,  
Intimidate +12, Knowledge (geography) +12,  
Listen +11, Perform (wind) +12, Ride +11, Search  
+12, Sense Motive +11, Spot +11

Feats: Cleave, Power Attack, Weapon Focus (scimitar)

Environment: Inner Planes

Organization: Solitary or troop (2-6)

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

Level Adjustment: –

*A heavily-armored humanoid swings his scimitar expertly, with his swinging hair dripping with blood.*

Warmonger genies are strategists and war advisers to generals who fought for genie emirs and caliphs. They are smaller in size than most of their kin and that fact causes no end of anger and frustration. These genies routinely plunder any ecosystem they come across for war supply and resources. Repeated marches over the same region often render the land bare and devoid of livestock. Non-combatants starve in their wakes.

Warmonger genies live among their troops and worship their lords. They are completely devoted to war, sometimes even ignoring the cease-fire commands

from their lords if they think they can win the war for them. They are sometimes summoned for war-related tasks, like defending a strategic pass or leading assault troops.

They usually try to convince their lords to continue fighting. Their logic is simple: fighting now will prevent fighting later. These genies may even play on their lord's vanity, claiming that bringing more land under his control will benefit others due to his enlightened policies. Furthermore, they are capable of creating an environment of fear and suspicion, which is conducive for turning nations into armed camps. Deep down, they see political figures as foolish and incapable of understanding the glories of soldiering.

Warmonger genies speak Jannti, Planar Trade, and Prime Common.

### COMBAT

Warmonger genies are aspiring generals and warriors. They usually wear the heaviest armor and arm themselves with scimitars, maces and picks. They are commonly found at the rear of battles, observing from their mounts. They are proficient with all martial weapons, shields and armors.

**Inspire Heroism (Su):** Once per day as a standard action, a warmonger genie can inspire his troops and allies granting them a +2 morale bonus to attack rolls, saves and skill checks for one hour. This is a mind-affecting effect.

**Spell-like Abilities:** At will – *fear* (DC 16), *remove fear*; 3/day – *cloak of bravery\**, *magic weapon*, *suggestion* (DC 15). Caster level 7<sup>th</sup>. The save DCs are Charisma-based.

\* See *Complete Warrior*; if this accessory is not available, use *good hope* spell instead.



PLANEWALKER



PAR+1:  
ELEMENTAL  
DENIZENS

## WINEMAKER GENIE

*Medium Outsider (Extraplanar)*

Hit Dice: 3d8+3 (16 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +3/+5

Attack: Slam +5 melee (1d8+2)

Full Attack: Slam +5 melee (1d6+2) and 2 claws +0 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, constrict 1d6+2, improved grab, spell-like abilities

Special Qualities: Darkvision 60 ft., telepathy 100 ft.

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

Abilities: Str 14, Dex 13, Con 13, Int 10, Wis 13, Cha 9

Skills: Craft (alchemy) +6, Diplomacy +7, Gather Information +5, Knowledge (nature) +6, Listen +7, Profession (any) +7, Sense Motive +9, Spot +7

Feats: Negotiator, Skill Focus (Profession [any one])

Environment: Inner Planes (Air, Earth, or Fire)

Organization: Solitary or group (2-8)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral (any)

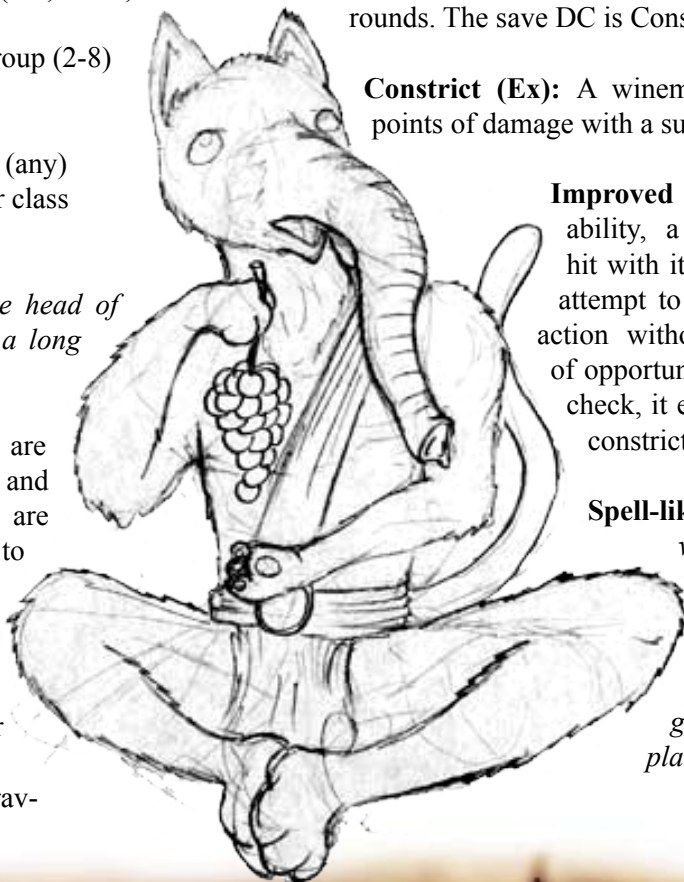
Advancement: By character class

Level Adjustment: –

*This erect creature has the head of a cat, body of a dog and a long elephant trunk.*

Winemaker genies are devoted to nurturing vines and extracting vintages. They are quiet creatures, tending to their fields and supervising their harvests. They do not wear cloth, but drape themselves in leaves during growing season or grape juices during harvest.

Winemaker genies are trav-



elers, moving from harvest to harvest, never staying at one vineyard for more than a couple of years. Harvest is their only festival, filled with drinks, songs, wits and jokes. They get along well with wine snobs, satyrs, nymphs, centaurs and hill giants. They are friendly with any race who can appreciate wine, regardless of alignment.

Any fermented beverages made by a winemaker genie is considered “masterwork” and can cost up to four times its normal price. Unfortunately, their work devotion leads to a slow decay of skills. Older genies are often village drunks and fools. Winemaker genies speak Jannti and either Planar Trade or Prime Common; many also learn other languages.

### COMBAT

Winemaker genies are poor fighters, but their frenzy when angered can be frightening. They can use their trunks to wield weapons and other tools. Their favored class is expert.

**Breath Weapon (Su):** A winemaker genie can breathe a 20 ft. cone of wine; all creatures in the area must make a DC 12 Fortitude save or be blinded for 1d4 rounds. The save DC is Constitution-based.

**Constrict (Ex):** A winemaker genie deals 1d6+2 points of damage with a successful grapple check.

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

**Spell-like Abilities:** 3/day – create water, detect poison, goodberry, purify food and drink, speak with animals, water walk; 1/day – daylight, plant growth, transport via plants. Caster level 3<sup>rd</sup>.

## GIGGAG SWARM

*Diminutive Vermin (Extraplanar, Swarm)*

Hit Dice: 9d8+9 (49 hp)  
Initiative: +4  
Speed: 20 ft., burrow 20 ft.  
AC: 18 (+4 size, +3 Dex, +2 natural), touch 16, flat-footed 16  
Base Attack/Grapple: +6/-  
Attack: Swarm (2d6)  
Full Attack: Swarm (2d6)  
Space/Reach: 10 ft./0 ft.  
Special Attacks: Distraction  
Special Qualities: Darkvision 60 ft., immune to weapon damage, mindless, swarm traits, tremorsense 30 ft.  
Saves: Fort. +7, Ref. +5, Will +3  
Abilities: Str 1, Dex 15, Con 12, Int -, Wis 10, Cha 2  
Skills: Climb +12, Spot +4  
Feats: -  
Environment: Elemental Plane of Earth  
Organization: Solitary or swarm (2-4)  
Challenge Rating: 3  
Treasure: None  
Alignment: Always neutral  
Advancement: -  
Level Adjustment: -

*The giggag are hardy, thick-bodied insects that feed mostly on carrion and refuse, but occasionally also on clueless travelers.*

These insects swarm over carrion and refuse, sometimes found feasting on the remains of planewalkers who were unable to dig their way out of the earth. They are often prey to tiny burrowing creatures called tosh.

### COMBAT


Giggag swarms behave like common swarms, attacking as a unit against larger creatures who threaten them.

**Distraction (Ex):** Any living creature that begins its turn with a giggag swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Mindless:** No Intelligence score, and immune to mind-affecting effects.

**Swarm Traits:** A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any nine contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures. A swarm consisting of diminutive beings is immune to all weapon damage.

**Skills:** A giggag swarm gains +4 racial bonus on Spot checks and +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Igor Calija.

## HELIAN

*Large Outsider (Extraplanar, Fire)*

Hit Dice: 14d8+98 (161 hp)  
Initiative: +6  
Speed: 60 ft.  
AC: 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17  
Base Attack/Grapple: +14/+29  
Attack: Slam +20 melee (2d6+7 plus heat metal)  
Full Attack: 2 slams +20 melee (2d6+7 plus heat metal)  
Space/Reach: 10 ft./10 ft.  
Special Attacks: Fireball, heat metal  
Special Qualities: Darkvision 60 ft., fiery aura, immunity to fire, spell resistance 17, vulnerability to cold  
Saves: Fort. +16, Ref. +11, Will +12  
Abilities: Str 24, Dex 14, Con 25, Int 15, Wis 17, Cha 16



PAR 1:  
ELEMENTAL  
DENIZENS

Skills: Bluff +20, Concentration +24, Craft (any one) +19, Diplomacy +22, Hide +15, Intimidate +22, Knowledge (planes) +19, Listen +20, Sense Motive +20, Spot +20

Feats: Blind-Fight, Empower Spell-like Ability (*fireball*), Improved Grapple<sup>(B)</sup>, Improved Initiative, Improved Natural Attack (slam), Power Attack

Environment: Elemental Plane of Fire

Organization: Solitary or tribe (10-40)

Challenge Rating: 9

Treasure: None

Alignment: Always any non-good

Advancement: 15-28 HD (Large)

Level Adjustment: -

*This humanoid-shaped creature of living flame possesses a quasi-metallic bone structure, on which the bodily flames cling. Its skin seems elastic and smooth, despite being composed of semi-liquid fire. It otherwise seems like a very buff humanoid with reddish-yellow skin.*

These creatures are born on the Elemental Plane of Fire, formed from the union of the planar flames and the soul of a deceased follower of evil or neutral deities of fire. Chant has it that the cultists of Imix, the fire archontal, also become helians after death. Although they retain their intellect and wisdom, they do not retain their personal experiences and thus, would not recognize friends, enemies or family members.

Helians are organized in tribes to protect themselves, but know when to back down from overwhelming odds to ensure their survival. In the Plane of Fire, they are often persecuted by the efreeti and other fire creatures. Some have managed to find vortices out of the elemental plane into the suns of various crystal spheres, such as Realmspace. These free helians are somewhat xenophobic and often perceive spelljamming creatures as potential persecutors. They speak Ignan.

### COMBAT

A helian usually attacks only when provoked or threatened. It seldom fights to death, preferring to live to fight the enemy another day. A helian usually attempts to cause panic among its foes with fireballs. Thereafter, it either uses slam attack or attempts to

grapple a foe to subject him to its fiery aura.

**Fiery Aura (Su):** When a creature grapples or is grappled by a helian, it automatically takes 3d6 fire damage every round. Touching such a grappled creature automatically causes 1d6 fire damage. This fire damage can prevent a creature from being healed by magic, unless the caster makes a Concentration check (DC 10 + damage dealt).

**Fireball (Sp):** A helian can conjure an empowered *fireball* 3/day. Caster level 14<sup>th</sup>; DC 18 Reflex half. The save DC is Charisma-based and includes +2 racial bonus.

**Heat Metal (Su):** If a helian hits a creature wearing metal armor with its slam attacks, the metal armor is affected by a *heat metal* spell. A magical metal armor can make a DC 15 Will save to avoid being heated. The save DC is Charisma-based.

 **Credit:** Converted from *Spelljammer: Realmspace* by Ivan Chia.

## HGAUN

*Medium Magical Beast (Air, Extraplanar)*

Hit Dice: 2d10+4 (15 hp)

Initiative: +3

Speed: 30 ft., fly 60 ft. (good)

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

Base Attack/Grapple: +2/+3

Attack: Bite +3 melee (1d4+1)

Full Attack: Bite +3 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., low-light vision, immunity, scent

Saves: Fort. +5, Ref. +6, Will +0

Abilities: Str 12, Dex 16, Con 14, Int 3, Wis 11, Cha 6

Skills: Hide +3, Listen +3, Move Silently +3, Spot +4, Survival +2

Feats: Alertness, Track<sup>(B)</sup>

Environment: Elemental Plane of Air

Organization: Solitary or pack (2-8)



Challenge Rating: 1  
Treasure: None  
Alignment: Always neutral  
Advancement: 3-4 HD (Medium); 5-6 HD (Large)  
Level Adjustment: -

*A dog-like creature approaches and barks loudly. Its bird-like head features multi-faceted eyes. Spreading its feathered wings, it swoops towards you.*

A hgaun is the result of arcane experiments in the Plane of Air. These experiments were conducted by Prime wizards who migrated to the plane crossbred hunting dogs with birds. Chant has it that these Primes are also the Riven from the prime world of Ortho. The Riven were exiled to the Plane of Air after the Harmonium conquered their world. They now live in the city of Blurophil, served by their hgaun creations.


These creatures have since spread into the wild atmosphere of the plane. Now, other natives also domesticate the hgaun to serve as hunting dogs. Because of their ability to penetrate all illusions, they are also excellent guardians. The hgaun does not speak, but it barks in a high-pitched squawking sound.

#### COMBAT

Wild hgaun hunt in packs like wild dogs. Domesticated hgaun usually hunt with their masters.

**Immunity (Ex):** A hgaun is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Skills:** A hgaun gains +4 racial bonus on Survival checks when tracking by scent.

 **Credit:** Converted from *Tales from the Infinite Staircase* by Ivan Chia.



#### *Diminutive Elemental (Earth, Extraplanar, Swarm)*

Hit Dice: 6d8+18 (45 hp)  
Initiative: +8  
Speed: 40 ft.  
Armor Class: 19 (+4 size, +4 Dex, +1 natural), touch 18, flat-footed 15  
Base Attack/Grapple: +4/-  
Attack: Swarm (2d6)  
Full Attack: Swarm (2d6)  
Space/Reach: 10 ft./0 ft.  
Special Attacks: Distraction  
Special Qualities: Darkvision 60 ft., elemental traits, hive mind, immune to weapon damage, immunity to mind-affecting effects, swarm traits, tremorsense 60 ft.  
Saves: Fort +8, Ref +8, Will +4  
Abilities: Str 1, Dex 18, Con 16, Int 13, Wis 14, Cha 11  
Skills: Concentration +12, Listen +13, Spot +13  
Feats: Alertness, Improved Initiative, Lightning Reflexes  
Environment: Elemental Plane of Earth  
Organization: Solitary or patrol (2-8 swarms)  
Challenge Rating: 3  
Treasure: None  
Alignment: Always lawful evil  
Advancement: -  
Level Adjustment: -

*This mantis-shaped creature is composed of a swarm of tiny earthen insects. Its companion, however, appears in the shape of a black beetle with glowing red antennae.*

Hordes are frightening life forms native to the Elemental Plane of Earth. Each single horde entity comprises hundreds of separate, insect-like bodies united by a single mind. The bodies of a particular horde consciousness all took alike, and different hordes often feature their own distinct body types.

Sages speculate that a single horde hive mind can control a practically limitless number of creatures, perhaps up to a 10,000 Hit Dice total. Each horde hive mind has its own name, and all the swarm-bodies under



the control of a single hive mind will respond to this name, which can cause confusion among outsiders.

The lawful hordes will sacrifice as many bodies as needed to reach a goal. A horde does not recognize any other form of life as worthy of respect - even another of its own kind. When a horde needs more room, it simply tries to take it, without regard for other creatures. Thus, most consider these creatures evil. Hordes often battle each other for living space.

All intelligent creatures of Earth, particularly the krysts (elementals of law), fear and hate hordes. Horrific tales abound of whole realms overrun by a single horde and stripped of all vegetation and native creatures, save for a few "herds" of humanoids kept as feeding stock.

### COMBAT

The horde attacks other creatures whenever it finds such an action in its own best interest. Hordes do not consider any other life forms intelligent and have no compunctions against destroying others.

In battle, a horde typically tries to telekinetically hold a foe immobile and within the swarm, slowly consuming it. (Its modifier is +0 for telekinetic bull rush and trip checks, and +6 for disarm and grapple checks.) The collective is usually intelligent enough to recognize a true threat - those that attack it with area-effect spells - and target such opponents first.

**Distraction (Ex):** Any living creature that begins its turn with a horde swarm in its square must make a Fort save (DC 15) or be nauseated for 1 round. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.


**Hive Mind (Ex):** Any horde swarm with at least 1 hit point per Hit Die (or 6 hit points, for a standard swarm) forms a hive mind, giving it an Intelligence of 13. When a horde is reduced below this hit point threshold, it becomes mindless. A single hive mind has

been known to control up to four horde swarms.

A hive mind has no controlling body, such as the queen of an insect hive: the collective mind and life force occupy all component creatures evenly. However, the horde hive mind can control distinctive swarms only within an area 100 miles across. If a horde swarm is taken outside this range, it either develops a distinct hive mind, or becomes a mindless thing which dies within several days.

**Spell-like Abilities:** At will - *detect thoughts* (DC 12), *telekinesis* (DC 15). Caster level 6<sup>th</sup>. The save DCs are Charisma-based.

**Swarm Traits:** A horde swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any nine contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures. As a swarm consisting of diminutive beings, the horde is immune to all weapon damage.

 **Credit:** Converted from *Mystara Monstrous Compendium* by Ivan Chia.

## KHARGRA

*Small Elemental (Earth, Extraplanar)*

Hit Dice: 6d8+12 (39 hp)  
Initiative: +6  
Speed: 40 ft, burrow 30 ft  
Armor Class: 23 (+1 size, +2 Dex, +10 natural), touch 13, flat-footed 21  
Base Attack/Grapple: +4/+2  
Attack: Bite +7 melee (2d6+2)  
Full Attack: Bite +7 melee (2d6+2), and 3 claws +5 melee (1d4+1)  
Space/Reach: 5 ft/5 ft  
Special Attacks: Break weapon, digest metal, improved grab



Special Qualities: Darkvision 60 ft, earth glide, elemental traits, immunities to cold and fire, tremorsense, vulnerabilities  
Saves: Fort +7, Ref +4, Will +2  
Abilities: Str 15, Dex 15, Con 15, Int 5, Wis 11, Cha 10  
Skills: Hide +8, Move Silently +4, Listen +4, Spot +3  
Feats: Improved Initiative, Improved Natural Attack (bite), Multiattack  
Environment: Elemental Plane of Earth  
Organization: Solitary or pack (2-5)  
Challenge Rating: 4  
Treasure: No coins; standard goods (gems only); no items  
Alignment: Always neutral  
Advancement: 7-10 HD (Small); 11-18 HD (Medium)  
Level Adjustment: –

*This four feet long cylindrical creature is covered in large metallic scales. Three large flexible metal fins are spaced evenly around its body. Between the fins, equally spaced, are three conical sheaths from which emerge its extendible claws. Two small eyes protrude from either side of the topmost fin. Its circular mouth is over a foot in diameter and lined with curved metal teeth that open and close as an iris does.*

Khargra are low-intelligent creatures from the Elemental Plane of Earth. They are called “earth fish” or even “earth birds” by the clueless, and they are used as ore-snoops by the dao. They hatch from an egg and mature on Elemental Earth, but as they age, they slowly migrate to Quasielemental Mineral – this destination appears to be some kind of a final reward for them. Some say the khargra may be a sort of larval form of the xorn, but this is in all probability pure screed.

Khargra feed on high-grade ore. They have an uncanny ability to sense a significant amount of precious metals and ore in their vicinity. If hungry, packs attack planewalkers packing quality metal weapons or armor. A khargra weighs about 300 pounds. It understands Terran but does not speak.

#### COMBAT

The preferred attack method of a khargra is to wait just inside a layer of rock, and when its prey passes nearby,

emerge suddenly, gaining surprise. It will attempt to fasten its arms onto metal objects and devour it with its mouth. Nonmetallic creatures or objects are bitten, but not digested.

**Digest Metal (Ex):** A khargra can attempt to devour any metal objects worn or carried by its grabbed opponent. By winning a grapple check, it automatically bites a metal weapon, shield, armor, or another metal item on the opponent’s person, attempting to sunder it as a free action and automatically dealing double damage. An object destroyed this way is devoured by the khargra and cannot be repaired unless retrieved from the elemental’s digestive tract.


**Earth Glide (Ex):** A khargra can glide through stone, dirt, or almost any other sort of earth including 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 khargra flings the khargra back 30 feet, stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.

**Elemental Traits (Ex):** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Improved Grab (Ex):** To use this ability, a khargra must hit an opponent of up to Medium size 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 use its digest metal ability.

**Tremorsense (Ex):** A khargra is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within a 60 ft. range.

**Vulnerabilities (Ex):** Despite its immunity to fire, a khargra always takes maximum damage from a *heat metal* spell. Also, a *stone to flesh* spell instantly slays a khargra unless it succeeds on its Fortitude save.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Creature Catalogue (v3.0); updated to v3.5 by Ivan Chia. Used with permission.





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## KLYNDES

*Medium Elemental (Extraplanar, Water)*

Hit Dice: 4d8+12 (30 hp)

Initiative: +5

Speed: Fly 40 ft. (perfect)

Armor Class: 17 (+1 Dex, +6 natural), touch 11, flat-footed 16

Base Attack/Grapple: +3/+5

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

Full Attack: 4 claws +5 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., elemental traits, gaseous form, immunity to fire

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

Abilities: Str 14, Dex 13, Con 17, Int 12, Wis 11, Cha 11

Skills: Hide +12, Listen +7, Spot +7

Feats: Improved Initiative, Iron Will

Environment: Paraelemental Plane of Steam

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral

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

Level Adjustment: -

*A klyndes appears as wispy darkness or shadow of steam, existing between air and water.*

A klyndes is completely isolated from others of its kind, oblivious to their existences and each believing itself to be unique. As such, it has no society or lair as it wanders the steaming plane. Some enterprising individuals may be able to convince a klyndes to become a well-paid assassin or spy. Klyndesi do not speak any language beyond hissing of steam, thus all communication must be magically mediated.

### COMBAT


A klyndes preys upon any living flesh creatures for sustenance, usually the harmless, balloon-like beasts called fabere. Since it is usually hidden in the mist, it usually springs a surprise attack.

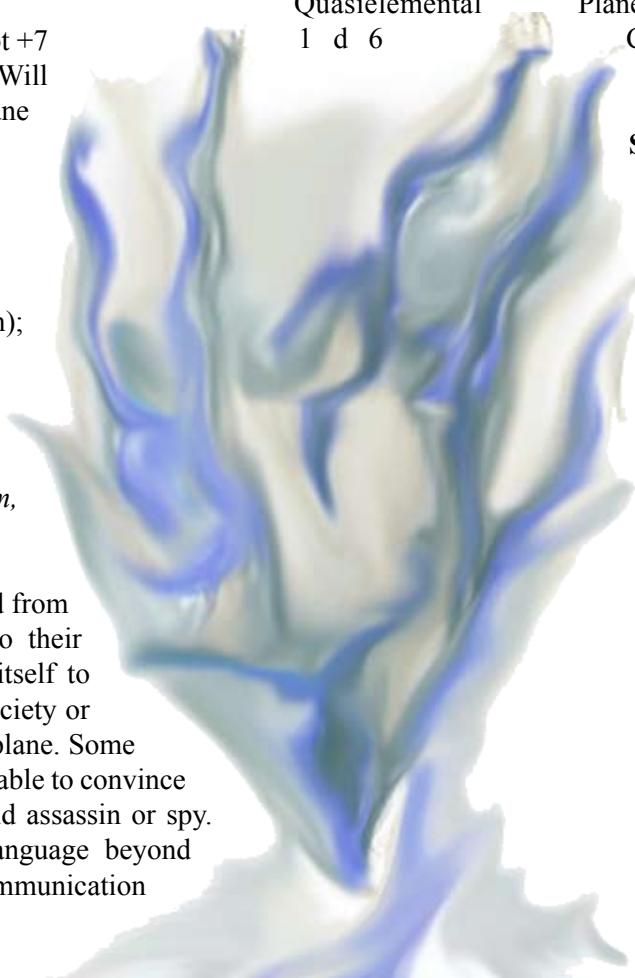
**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Gaseous Form (Ex):** A klyndes can assume *gaseous form* (as the spell) at will as a full-round action. It cannot attack while in gaseous form and gains damage reduction 10/magic.

**Vulnerability (Ex):** A klyndes cannot survive in an environment devoid of water vapor. It takes double damage from dehydration and desiccating effects. If brought into a void like the Astral Plane or the Quasielemental Plane of Vacuum, it suffers 1 d 6 Constitution damage per round.

**Skills:** A klyndes has +4 racial bonus on Hide checks. This increases to +8 bonus in a steamy environment.

 **Credit:** Converted from *Planescape Monstrous Compendium* 3 by Ivan Chia.





## LAVAWORM

*Medium Magical Beast (Extraplanar, Fire)*

Hit Dice: 6d10+12 (45 hp)

Initiative: +5

Speed: 15 ft.

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

Base Attack/Grapple: +6/+9

Attack: Bite +9 melee (1d6+3 plus 1d6 fire)

Full Attack: Bite +9 melee (1d6+3 plus 1d6 fire) and 1 secondary bite +7 melee (1d4+1 plus 1d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: Burst of speed, darkvision 60 ft., immunity to fire, low-light vision, vulnerability to cold

Saves: Fort. +7, Ref. +6, Will +1

Abilities: Str 17, Dex 12, Con 15, Int 2, Wis 8, Cha 6

Skills: Listen +5, Spot +6

Feats: Alertness, Improved Initiative, Multiattack

Environment: Paraelemental Plane of Magma

Organization: Solitary or group (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7-12 HD (Medium); 13-18 HD (Large); 19-24 HD (Huge)

Level Adjustment: -

*A reddish-brown worm composed of semi-molten rock hunches its body up and moves its end forward, lowering its body as its head moves forward. A large maw lies at either end, periodically expelling noxious sulfuric gas.*

The lavaworm moves in a manner similar to an inchworm. It has an elastic epidermis which stretches as it moves or attacks. Both ends of the creature possess mouths with needle-like teeth and a pair of eyes. This often gives the impression that there is no clear front and back to the creature, but in fact there is. The creature's rear mouth is smaller than the front, and it never travels backwards.

### COMBAT

The lavaworm attacks and eats any moving thing which

is cooler than itself. It never attacks fire elementals and other creatures with fire subtype, unless it is looking for creatures to incubate its eggs. The lavaworm often charges using its burst of speed to reach its surprised prey.

**Burst of Speed (Ex):** The lavaworm can increase its speed to 50 ft. for a single round as a free action. This can be used once every 5 rounds.

**Breath Weapon (Ex):** A lavaworm can spew a cloud of sulfuric gas as a standard action, blinding all creatures within 20 ft. for 1d6 rounds (DC 15 Reflex negates). This can be used once every 5 rounds. The save DC is Constitution-based.

### ECOLOGY

When the creatures mate, the female lays eggs on the hottest location or creature it can find. Around 500 eggs are hatched from each incubation. The young worms eat their way into the host creature and then eat everything else within reach. They then eat each other until they are one week old before emerging from the host's body. They become fully grown in just one year.

An adult male lavaworm mates for a week and becomes permanently sterile, while a female continues to mate every year. A sterile male lairs alone and becomes very territorial. Such lavaworms have been reported to grow up to 30 ft. long. Many lavaworms have migrated via vortices into the suns of many prime material worlds.

*✍* **Credit:** Converted from *Spelljammer: Realmspace* by Ivan Chia.





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## MEPHIT

Mephits are small, winged humanoid-shaped creatures which draw substance from the elements. They are often employed as messengers for more powerful creatures. Each elemental plane has a native mephit species, except for Smoke (which hosts smoke and sulfur mephits), Steam (which hosts steam and mist mephits), Magma (which hosts magma and glass mephits), and Vacuum (which has no known mephit).

The following entries introduce mephits of ash, lightning, mineral, mist, radiance, and smoke. Glass and sulfur mephits are featured in *Sandstorm*. Other mephits are found in *Monster Manual*.

### COMBAT

Mephits are not strong, and they know it. Thus, they generally avoid combat, unless they are certain they are swarm and win the fight. All mephits can summon other mephits.

Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Summon Mephit (Sp):** A mephit can summon another mephit of the same variety 1/day, with 25% chance of success. This is equivalent to a 2<sup>nd</sup>-level spell.

*✍* **Credit:** Converted from *Planescape Monstrous Compendium 1* by Ivan Chia.



### ASH MEPHIT

*Small Outsider (Extraplanar, Fire)*

Hit Dice: 3d8+6 (19 hp)

Initiative: +0

Speed: 30 ft., fly 40 ft. (average)

Armor Class: 15 (+1 size, +4 natural), touch 11, flat-footed 15

Base Attack/Grapple: +3/+0

Attack: 1 claw/sting +5 melee (1d3+1)

Full Attack: 2 claw/stings +5 melee (1d3+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, spell-like abilities, summon mephit

Special Qualities: Breathless, damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to cold and fire

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

Abilities: Str 13, Dex 10, Con 13, Int 6, Wis 14, Cha 9

Skills: Bluff +6, Diplomacy +2, Disguise +2, Escape

Artist +4, Hide +8, Intimidate +3, Listen +6, Move

Silently +4, Spot +7, Use Rope +2

Feats: Power Attack, Toughness

Environment: Quasielemental Plane of Ash

Organization: Solitary, gang (2-4, mixed types), or

mob (5-12, mixed types)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 4-6 HD (Small); 7-9 HD (Medium)

Level Adjustment: +3

*This mephit has powdery gray skin and wings. It has a nasal whining voice and no ears.*

Ash mephits are acutely depressed and lugubrious. They like to impose on passersby endless tales of their sorrows, boredom and frustrations. Ash mephits are often employed as sentries (which merely increase their boredom and whining). In the Plane of Ash, they dwell in scattered communities.

Ash mephits speak Common and Ignan.

### COMBAT

Ask mephits are not aggressive. They prefer to subdue another creature if possible, so as to acquire an "audience" to share their woes.



**Breath Weapon (Su):** 10 ft. cone of ash, 1d8 fire damage, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

**Breathless (Ex):** An ash mephit do not breathe and is immune to gas effects.

**Fast Healing (Ex):** An ash mephit heals only in contact with ashes or burning earth.

**Spell-like Abilities:** 1/day – *sleep* (DC 10), *daze monster* (DC 11). Caster level 6<sup>th</sup>. The save DC is Charisma-based.

**Vulnerability (Ex):** An ash mephit takes +50% more damage from water-based and air-based attacks.



## LIGHTNING MEPHIT

*Small Outsider (Extraplanar, Air)*

Hit Dice: 3d8 (13 hp)

Initiative: +6

Speed: 30 ft., fly 90 ft. (average)

Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15

Base Attack/Grapple: +3/-1

Attack: 1 claw +4 melee (1d3 and 1d4 electricity)

Full Attack: 2 claws +4 melee (1d3 and 1d4 electricity)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, summon mephit

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to electricity, shock feedback

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

Abilities: Str 10, Dex 14, Con 10,

Int 6, Wis 12, Cha 13

Skills: Bluff +7, Diplomacy +7, Escape Artist +8,

Hide +12, Listen +4, Move Silently +5, Spot +5,

Use Rope +4

Feats: Dodge, Improved Initiative

Environment: Quasielemental Plane of Lightning

Organization: Solitary, gang (2-4, mixed types), or mob (5-12, mixed types)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 4-6 HD (Small); 7-9 HD (Medium)

Level Adjustment: +3

*The wingless, lightning mephits have torsos and limbs composed of thin black lightning bolts. Their heads smell like ozone and glow with a permanent light.*

Lightning mephits are energetic, hyperactive and curious. As the fastest kind of mephit, they are often employed as messengers. In their home plane, these mephits establish small kingdoms amid the storm clouds.

Lightning mephits talk very fast, with many mistakes and false starts, usually in Common or Auran.

## COMBAT

A lightning mephit dislikes combat, preferring to



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befriend opponents. Since its fast healing works in a charged environment, it has a tendency to congregate with others of its kind.

**Breath Weapon (Su):** 15 ft. line of lightning, 1d8 electric damage, Reflex DC 12 half. The save DC is Con-based and includes a +1 racial bonus.

**Shock Feedback (Ex):** Anyone hitting a lightning mephit in melee with natural weapons or metallic weapons must make a DC 12 reflex save or take 1d3 electric damage.

**Fast Healing (Ex):** A lightning mephit heals only in contact with electricity or in a charged environment, such as when an electric attack (including its own) was made in the last 10 rounds.



### MINERAL MEPHIT

*Small Outsider (Earth, Extraplanar)*

Hit Dice: 3d8+6 (19 hp)

Initiative: -1

Speed: 30 ft., fly 40 ft. (poor)

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

Base Attack/Grapple: +3/+2

Attack: Claw +8 melee (1d3+3)

Full Attack: 2 claws +8 melee (1d3+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, spell-like abilities, summon mephit

Special Qualities: Breathless, damage reduction 5/magic, darkvision 60 ft., fast healing 2, odorless

Saves: Fort +5, Ref +2, Will +4

Abilities: Str 16, Dex 8, Con 15, Int 6, Wis 12, Cha 13

Skills: Appraise +4, Bluff +7, Diplomacy +6, Escape

Artist +2, Hide +7, Listen +4, Move Silently +2,

Spot +5, Use Rope +1

Feats: Power Attack, Weapon Focus (claws)

Environment: Quasielemental Plane of Mineral

Organization: Solitary, gang (2-4, mixed types), or mob (5-12, mixed types)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 4-6 HD (Small); 7-9 HD (Medium)

Level Adjustment: +3

*This thickly-built mephit has rigid, metallic wings. Its body glitters with ground mica.*

Mineral mephits are suspicious, greedy and self-righteous. They style themselves as treasure guards, whether they own it or not. They hate planewalkers taking minerals from their home plane, and also demand them to surrender their gold and gems.

Mineral mephits speak Common and Terran.

### COMBAT

Mineral mephits usually hide themselves, silently observing suspicious creatures. They usually attack only if their treasures are threatened.

**Breath Weapon (Su):** 10 ft. cone of shining crystals,



as glitterdust spell, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

**Breathless (Ex):** A mineral mephit do not breathe and is immune to gas effects.

**Fast Healing (Ex):** A mineral mephit heals only in contact with stone, gems or jewelry.

**Odorless (Ex):** A mineral mephit has no odor, thus scent ability does not help in discerning its location or tracking it.

**Spell-like Abilities:** 1/day – *passwall*. Caster level 6<sup>th</sup>.

### MIST MEPHIT

*Small Outsider (Extraplanar, Water)*

Hit Dice: 3d8 (13 hp)

Initiative: +6

Speed: 30 ft., fly 50 ft. (perfect)

Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15

Base Attack/Grapple: +3/-1

Attack: 1 claw +4 melee (1d3)

Full Attack: 2 claws +4 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, spell-like abilities, summon mephit

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., fast healing 2, mist vision

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

Abilities: Str 10, Dex 14, Con 11, Int 6, Wis 14, Cha 15

Skills: Bluff +7, Diplomacy +6, Disguise +8, Escape Artist +7, Hide +11, Listen +6, Move Silently +6, Spot +5

Feats: Dodge, Improved Initiative

Environment: Quasielemental Plane of Steam

Organization: Solitary, gang (2-4, mixed types), or mob (5-12, mixed types)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 4-6 HD (Small); 7-9 HD (Medium)

Level Adjustment: +3

*This pale green mephit is shrouded in mists.*

Mist mephits fancy themselves as master spies, often reporting on other mephits for treacherous behaviors. They have an intense rivalry with the bossy, hypersensitive steam mephits, bordering on hatred.

Mist mephits speak Common and Auran.

### COMBAT

Mist mephits generally avoid combat, but are often provoked into fights with steam mephits.

**Breath Weapon (Su):** 10 ft. cone of mist, blind and nauseated for 1d4 rounds, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

**Fast Healing (Ex):** A mist mephit heals only in open-air, wet environment.

**Spell-like Abilities:** 1/day – *gaseous form*, *obscuring mist*. Caster level 6<sup>th</sup>.

**Mist Vision (Ex):** A mist mephit can see clearly in fog and mists without suffering any miss chance or penalty.





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## RADIANT MEPHIT

*Small Outsider (Extraplanar, Fire)*

Hit Dice: 3d8 (13 hp)

Initiative: +6

Speed: 30 ft., fly 50 ft. (perfect)

Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15

Base Attack/Grapple: +3/-1

Attack: 1 claw +4 melee (1d3)

Full Attack: 2 claws +4 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, spell-like abilities, summon mephit

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity, low-light vision, vulnerability

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

Abilities: Str 10, Dex 14, Con 11, Int 6, Wis 13, Cha 16

Skills: Bluff +9, Diplomacy +9, Disguise +6, Escape Artist +6, Hide +10, Listen +4, Move Silently +6, Spot +5, Use Rope +4

Feats: Dodge, Improved Initiative

Environment: Quasielemental Plane of Radiance

Organization: Solitary, gang (2-4, mixed types), or mob (5-12, mixed types)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 4-6 HD (Small); 7-9 HD (Medium)

Level Adjustment: +3

*Radiant mephits are dazed, distracted individuals with reflective silvery bodies and prismatic wings. They have wide mouths and expressionless faces, except during their fits of crazed giggling.*

Radiant mephits are prone to non-sequiturs and glazed looks, as if always dazed by radiance. They lack the attention span needed to carry out missions effectively, thus they are seldom employed by other races.

Radiant mephits speak Common and Ignan.

## COMBAT

A radiant mephit usually flies around the radiance in a daze, ignoring most creatures unless they are

aggressive.

**Fast Healing (Ex):** A radiant mephit heals only in bright illumination, such as daylight.

**Immunity (Ex):** A radiant mephit is immune to all effects that affect or work through vision, including gaze attacks, *color spray*, and visual illusions.

**Spell-like Abilities:** At will – *color spray* (DC 14). Caster level 6<sup>th</sup>. The save DC is Charisma-based.

**Vulnerability (Ex):** A radiant mephit suffers -2 penalty to save against mind-affecting effects.





## SMOKE MEPHIT

*Small Outsider (Air, Extraplanar, Fire)*

Hit Dice: 3d8 (13 hp)

Initiative: +7

Speed: 30 ft., fly 50 ft. (perfect)

Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14

Base Attack/Grapple: +3/-1

Attack: Claw +4 melee (1d3)

Full Attack: 2 claws +4 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, spell-like abilities, summon mephit

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., fast healing 2

Saves: Fort +3, Ref +6, Will +5

Abilities: Str 10, Dex 16, Con 10, Int 6, Wis 15, Cha 13

Skills: Bluff +7, Diplomacy +6, Disguise +2, Escape Artist +9, Hide +13, Intimidate +3, Listen +5, Move Silently +6, Perform (comedy) +4, Sleight of Hand +5, Spot +5, Use Rope +5

Feats: Dodge, Improved Initiative

Environment: Paraelemental Plane of Smoke

Organization: Solitary, gang (2-4 mephits of mixed types), or mob (5-12 mephits of mixed types)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 4-6 HD (Small); 7-9 HD (Medium)

Level Adjustment: +3 (cohort)

*This small, winged, shadowy creature has more or less humanoid features. While there is something decidedly impish in that grin, the being's elemental nature is apparent.*

Smoke mephits are particularly crude and lazy, even compared to other types. They spend most of their time sitting around invisible, smoking pipe-weed, telling had jokes about their creators, and generally shirking their responsibilities.

Lower-planar beings traditionally dispatch a smoke mephit as a gift to enemies, a gesture of insolence and contempt that amounts to a declaration of vendetta. A smoke mephit is about 4 feet tall and weighs about 2

pounds. It speaks Auran and Ignan.

### COMBAT

A smoke mephit usually avoids combat. If attacked, it prefers to go invisible and flee as soon as it has used its breath weapon once.

**Breath Weapon (Su):** 15 ft. cone of burning smoke, 1d4 fire damage and blindness for 1d2 rounds, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

**Fast Healing (Ex):** A smoke mephit heals only in a hot smoke-filled environment, such as above a magma pool or any volcanic region.

**Spell-like Abilities:** 1/hour - *dancing lights, invisibility*. Caster level 6<sup>th</sup>.







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## M I H S T U

*Medium Elemental (Air, Extraplanar)*

Hit Dice: 8d8+16 (52 hp)  
 Initiative: +10  
 Speed: 20 ft, fly 20 ft (good)  
 Armor Class: 22 (+6 Dex, +6 natural), touch 16, flat-footed 16  
 Base Attack/Grapple: +6/+7  
 Attack: Tentacle +12 melee (1d6+1)  
 Full Attack: 4 tentacles +12 melee (1d6+1)  
 Space/Reach: 5 ft./5 ft.  
 Special Attacks: Engulf  
 Special Qualities: Cold susceptibility, damage reduction 5/-, elemental traits, immunities, spell resistance 13  
 Saves: Fort +4, Ref +12, Will +4  
 Abilities: Str 12, Dex 22, Con 14, Int 14, Wis 14, Cha 13  
 Skills: Hide +10, Listen +12, Move Silently +15, Search +11, Spot +12  
 Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse <sup>(B)</sup>  
 Environment: Elemental Plane of Air  
 Organization: Solitary  
 Challenge Rating: 6  
 Treasure: Standard  
 Alignment: Usually neutral evil  
 Advancement: 9-16 HD (Medium); 17-24 HD (Large)  
 Level Adjustment: -

*A cloud of swirling mists and vapors extends four razor-tipped tentacles, waving them menacingly. Two bright lights within the cloud seem to serve as eyes.*

Mihstu are free-willed mist creatures of a malign nature from the Elemental Plane of Air. They like cool, damp places that are well hidden from sunlight. Mihstu are not entirely solid and can shape their bodies at will, but they usually appear as clouds of swirling mists and vapors. They can seep through small cracks and openings, and can spread themselves out over larger areas.

Mihstu are strictly solitary and only abide the company of those who can give them things, such as wizards who can reward them with powerful magic items

for performing a task. If intruders don't appear to be beneficial to the mihstu, it will assume a ghostly shape in an attempt to scare them away. Some sages have suggested that they have evolved from the sislun, which breaks up into multiple mihstu after spending centuries in the Air-Lightning border. They speak Auran.

### COMBAT


Mihstu form four razor-tipped tentacles from their bodies when they enter combat. It engages another creature in melee in an attempt to get closer, so that it may employ its enveloping attack.

**Cold Susceptibility (Ex):** When subjected to a cold-based effect, a mihstu must make a Fort save (DC as base effect) or be stunned for 1d4 rounds.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Engulf (Ex):** A mihstu can simply engulf Small or smaller creatures as a standard action. The mihstu merely has to move over the opponents, affecting as many as it can cover. Opponents 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 16 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the mihstu moves forward. Engulfed creatures are take 1 Constitution damage per round, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

**Immunities (Ex):** A mihstu is immune to electricity, magic missiles, and all ranged weapon attacks (excluding ranged touch spells, like *scorching ray*).

 **Credit:** Converted from 1<sup>st</sup> Edition *Monster Manual 2* by Creature Catalogue (v3.0); updated to v3.5 by Ivan Chia. Used with permission.



## NAUTILUS, GIANT

*Gargantuan Magical Beast (Extraplanar, Aquatic)*

Hit Dice: 18d10+126 (225 hp)

Initiative: -1

Speed: Swim 40 ft.

Armor Class: 26 (-4 Size, -1 Dex, +21 natural), touch 5, flat-footed 27

Base Attack/Grapple: +18/+42

Attack: Tentacle +27 melee (1d8+12/19-20)

Full Attack: 20 tentacles +27 melee (1d8+12/19-20) and bite +24 melee (3d6+6)

Space/Reach: 20 ft./5 ft. (15 ft. with tentacles)

Special Attacks: Improved grab, spell-like abilities, spells, swallow whole

Special Qualities: Darkvision 60 ft., low-light vision, see aura, spell resistance 25, telepathy 100 ft.

Saves: Fort +18, Ref +10, Will +12

Abilities: Str 34, Dex 8, Con 25, Int 17, Wis 18, Cha 15

Skills: Concentration +17, Diplomacy +22, Listen +25, Search +13, Sense Motive +14, Spellcraft +18, Spot +25

Feats: Empower Spell, Multiattack, Improved Critical (tentacle), Iron Will, Power Attack, Quicken Spell-like Ability (*charm monster*), Weapon Focus (tentacle)

Environment: Elemental Plane of Water / River Oceanus

Organization: Solitary

Challenge Rating: 17

Treasure: None

Alignment: Always neutral

Advancement: 19-36 HD (Gargantuan); 37-54 HD (Colossal)

Level Adjustment: -

*The oversized shell floating in the sea sprouts tentacles and then shows its huge intelligent eyes.*

The giant nautilus is often called “druid of the deep” because of its neutral alignment and insistence on maintaining balance in the underwater world. Most are native to the Elemental Plane of Water, though many are also found in the River Oceanus and the Prime Material Plane.

A giant nautilus is a solitary wanderer of the depths and has no lair. It is on good terms with most aquatic races, such as locathah, merfolk, sahuagin, and even ixitxachtli. In fact, it often serves as an impartial mediator and judge for these races. When there is overfishing or sea pollution, it intervenes via negotiation, warning and sometimes force. It considers a sunken ship a terrible eyesore and would help in the removal of the entire ship (not just its valuable cargo), usually by protecting those removing the ship from aquatic predators.

A giant nautilus lives up to 4,000 years. Sages speculate that it travels back to Elemental Water to spawn. It eats primarily huge crustaceans, such as giant crabs and lobsters. It has no natural enemies, but sometimes comes into conflict with the kraken.

On a number of occasions, the shell of a giant nautilus had been used to build an exceptional submersible vehicle capable of withstanding great pressure.

A giant nautilus understands Aquan, but communicates via telepathy.

### COMBAT

The number of attacks a giant nautilus can make against a single opponent depends on the size of the enemy. It can make up to five attacks against a Medium or smaller creature, ten attacks against a Large creature, and twenty attacks against a Huge or larger creature.

**Improved Grab (Ex):** To use this ability, a giant nautilus must hit a foe with its tentacle attacks. 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 can attempt to swallow whole on its next turn.

**See Aura (Su):** A giant nautilus is constantly under the effects of following spells: *detect chaos*, *detect evil*, *detect good*, and *detect law*.

**Spell-like Abilities:** At will – *charm monster* (DC 16), *control water*, *detect magic*, *locate creature* (aquatic creatures only), *summon monster III*, *wall of corals* (as *wall of stone*); 3/day – quickened *charm monster* (DC 16), *summon nature's ally V* (Large water elemental only). Caster level 18<sup>th</sup>. The save DCs are Charisma-based.




## NIMBUS

**Spells:** A giant nautilus can cast spells as a 12<sup>th</sup>-level druid. The save DCs are Wisdom-based.

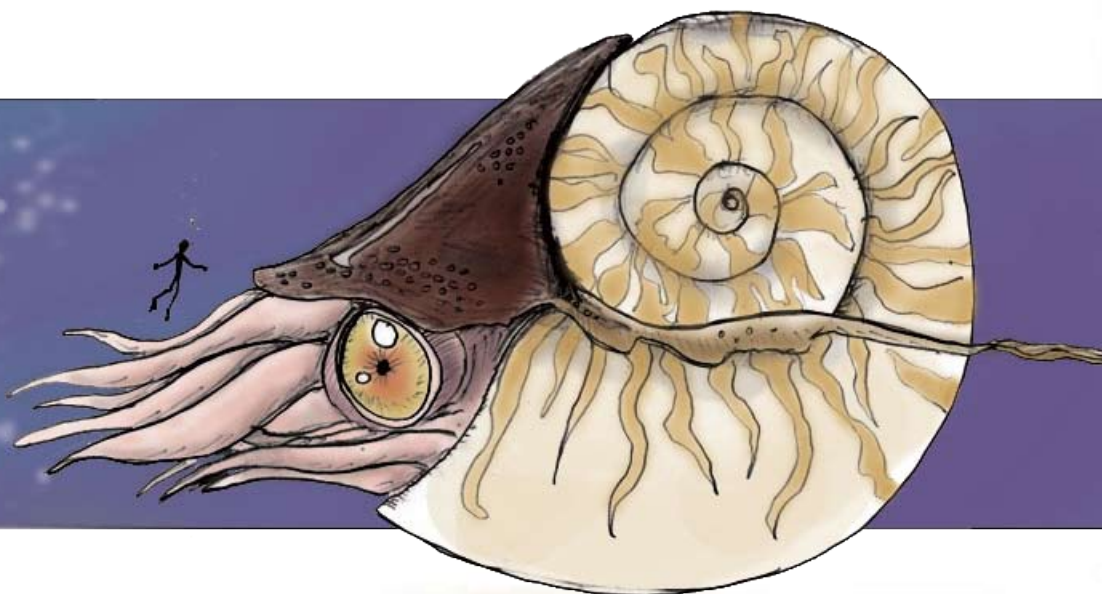
Typically prepared spells (save DC 14 + spell level):  
0 – *cure minor wounds*, *flare* (x2), *know direction*, *light* (x2); 1<sup>st</sup> – *cure light wounds*, *entangle*, *faerie fire* (x2), *obscuring mist*, *speak with animals*; 2<sup>nd</sup> – *animal messenger*, *barkskin*, *bull's strength*, *cat's grace*, *resist energy*; 3<sup>rd</sup> – *call lightning*, *cure moderate wounds*, *greater magic fang*, *contagion*, *poison*; 4<sup>th</sup> – *dispel magic*, *control water*, *ice storm*, *rusting grasp*; 5<sup>th</sup> – *call lightning storm*, *cure critical wounds*, *stoneskin*; 6<sup>th</sup> – empowered *ice storm* (x2).

**Swallow Whole (Ex):** A giant nautilus can try to swallow a grabbed opponent of up to Large size by making a successful grapple check. The swallowed creature takes 2d8+6 points of bludgeoning damage and 8 points of acid damage per round from the creature's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 30 points of damage to the gizzard (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The gizzard of a nautilus can hold 8 Medium, 32 Small, 128 Tiny, or 256 Diminutive or smaller opponents.

 **Credit:** Converted from *Monstrous Compendium Annual 1* by Ivan Chia.

*Small Outsider (Extraplanar, Positive)*

Hit Dice: 8d8+8 (44 hp)  
Initiative: +2  
Speed: Fly 120 ft. (perfect)  
Armor Class: 18 (+1 size, +2 Dex, +5 natural), touch 13, flat-footed 16  
Base Attack/Grapple: +8/+4  
Attack: Shock +11 melee touch (5d6)  
Full Attack: Shock +11 melee touch (5d6)  
Space/Reach: 5 ft./5 ft.  
Special Attacks: Engulf, lightning bolt  
Special Qualities: Absorb electricity, damage reduction 10/magic, darkvision 60 ft., erratic form, immunities, shocking current, static charge, vulnerability  
Saves: Fort +1, Ref +6, Will +4  
Abilities: Str 10, Dex 15, Con 12, Int 2, Wis 11, Cha 11  
Skills: Escape Artist +13, Listen +11, Spot +11, Tumble +13  
Feats: Blind-Fight, Flyby Attack, Weapon Finesse  
Environment: Quasielemental Plane of Lightning  
Organization: Solitary  
Challenge Rating: 7  
Treasure: None  
Alignment: Always neutral  
Advancement: 9-16 HD (Small); 17-24 HD (Medium)  
Level Adjustment: -



*The nimbus is an energy creature with no fixed form. It shifts between a ball lightning, a sheet lightning, a bolt lightning, and St. Elmo's fire. In all its forms, the nimbus gives off a brilliant white or blue-white light.*

The nimbus is a creature of lightning. Although a nimbus appears to be a sort of elemental, it is not a true elemental. Some sages consider a xorn to be its parallel in terms of relation to the plane and the element. The nimbus usually enters the Material plane through gates or rifts that sometimes open at the core of powerful lightning storms. It will spend its time on the playing among the mountain peaks for sheer enjoyment. On its own plane, the nimbus is known to travel in groups, though they are usually solitary elsewhere.

This creature does not understand life, as we know it. It does not consider animals, plants, and other sentient creatures to be alive and makes no attempt to communicate with them in any fashion. It may consider energy phenomena such as fires and lightning bolts to be alive, though. How a nimbus communicate with another of its kind is completely unknown.

#### COMBAT

A nimbus on the Material plane is never aggressive unless attacked. Its preferred method of attack is to electrocute opponents. If the target is wearing armor made of ferrous metal (such as iron or steel, but not mithril or adamantine), or is carrying more than 25 pounds worth of ferrous metal equipment, the nimbus receives a +2 circumstance bonus to its attack roll.

**Absorb Electricity (Ex):** An electrical attack does no damage to a nimbus, and instead heal it of a number of hit points equals to the damage it otherwise would have done.

**Engulf (Ex):** A nimbus in the form of St. Elmo's fire can attempt to surround an opponent of any size and electrocute it. It cannot make a touch attack during a round in which it engulfs. As a standard action, the nimbus moves into the space of another creature, filling that space up with its energy form. Opponents can make attacks of opportunity against the nimbus, but if they do so they are not entitled to a saving throw. A victim who does not attempt an attack of opportunity

must succeed at a DC 16 Reflex save or be engulfed by the nimbus; on a success, they are pushed back or aside (opponent's choice) as the nimbus moves forward. Engulfed creatures are subject to the nimbus' shock touch, and are considered to be grappled and trapped within its body. The nimbus can only use this attack up to four times per day, as further attacks will drain its energy. The save DC is Strength-based and includes +2 racial bonus.

**Erratic Form (Ex):** A nimbus changes form frequently, and has four shapes that it typically appears in: ball lightning (a slowly drifting ball of light similar to a will-o-wisp); sheet lightning (a veil similar to a small aurora); bolt lightning (bolts of light arcing from object to object); or St. Elmo's fire (a diffuse, flickering glow that surrounds an object). The nimbus can change from one form to another at will as a free action. The nimbus can reach its maximum speed of 120 feet only in bolt form; in other forms, it's limited to a speed of 50 feet.

**Immunities (Ex):** The nimbus is immune to all mind-affecting effects, poison, and acid.

**Lightning Bolt (Su):** A nimbus can discharge a small lightning bolt each round, up to 60 ft. range and dealing 2d6 electrical damage (DC 15 Reflex half). This is otherwise as the *lightning bolt* spell. The save DC is Constitution-based.


**Shocking Current (Ex):** If an opponent strikes a nimbus in melee with a natural weapon or ferrous metallic weapon, the opponent suffers 1d4 points of electrical damage for each successful attack on the nimbus. He may also drop the weapon unless he makes a DC 15 Reflex save. The save DC is Constitution-based.

**Static Charge (Ex):** When the nimbus is provoked, it automatically generates a static charge powerful enough to give creatures within 30 ft. a mild electrical charge. This causes an uncomfortable feeling to creatures within 10 ft. of the nimbus, and causes any ferrous metal objects to glow with their own St. Elmo's fire with illumination as a torch. This induced charge does no damage, though it grants the nimbus a +6 circumstance bonus on Intimidate checks.



PART 1:  
ELEMENTAL  
DENIZENS

**Vulnerability (Ex):** A nimbus suffer -4 penalty to save against spells and spell-like abilities with the water descriptor.

 **Credit:** Converted from 1<sup>st</sup> Edition *Greyhawk Adventures* by Creature Catalogue (v3.0); updated to v3.5 by Ivan Chia. Used with permission.

## ⊕ ⊕ Z E S P R I T E

*Medium Elemental (Extraplanar)*

Hit Dice: 3d8+6 (19 hp)  
Initiative: +0  
Speed: 15 ft.  
Armor Class: 14 (+4 natural), touch 10, flat-footed 14  
Base Attack/Grapple: +2/+4  
Attack: Slam +5 melee (1d6+3)  
Full Attack: Slam +5 melee (1d6+3)  
Space/Reach: 5 ft./5 ft.  
Special Attacks: Suggestive touch  
Special Qualities: Damage reduction 10/-, darkvision 60 ft., elemental traits, malleable form  
Saves: Fort +3, Ref +3, Will +1  
Abilities: Str 14, Dex 10, Con 15, Int 8, Wis 10, Cha 13  
Skills: Hide +0 (+8 in a slimy environment), Listen +3, Spot +3  
Feats: Ability Focus (suggestive touch), Weapon Focus (slam)  
Environment: Paralemental Plane of Ooze  
Organization: Solitary or tribe (8-20)  
Challenge Rating: 3  
Treasure: None  
Alignment: Always neutral  
Advancement: 4-6 HD (Medium); 7-9 HD (Large)  
Level Adjustment: -

*A humanoid-shaped pile of ooze and goo slouches in front of you.*

The so-called ooze sprite is a creature of animated protoplasm able to shift its form into virtually any shape. It is more intelligent than most cutters would

assume, and has the ability few would expect from an ooze – it controls people’s minds. It feeds on tiny creatures native to the Plane of Ooze – worms, grubs, plankton-like microscopic organisms, etc.

Ooze sprites organize themselves in nomadic tribes, led by a “chieftain” of at least 6 Hit Dice. Every 6 Sigil years, all the chieftains gather in a council to empower a king with their chemicals, creating a 9-HD ooze sprite of Large size who hunts its own kind to cull the weak.

Chant has it that an ooze sprite called Mr. Slur, or Slurgosith, is the head of a vast criminal organization in Sigil. It has a magic item that allows it to speak, and uses its suggestive touch to control the minds of its subordinates. Otherwise, an ooze sprite does not speak, but communicates through a special sign language.

### ⊕ ⊕ M B A T

An ooze sprite is more difficult to dispose of than one would assume after seeing the creature. It is resistant to physical damage, and it uses its touch attack to influence foes to leave, surrender, sometimes even to attack their friends.

**Elemental Traits (Ex):** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Malleable Form (Ex):** An ooze sprite can shift its form, allowing it to seep through most small openings.

**Suggestive Touch (Su):** Ooze sprites secrete a substance that allows them to create an effect resembling a *suggestion* spell by making a special touch attack that deals no damage. The duration is one hour. A DC 12 Will save negates the suggestion. The save DC is Charisma-based.


**Skills:** An ooze sprite has a +8 racial bonus on Hide checks in any ooze or slime-covered environment.

### ⊕ ⊕ Z E S P R I T E

The gooey substance can be harvested from a dead ooze sprite, and used as an optional material component for the *suggestion* spell, resulting in a 30% chance of increasing its save DC by +1. A spellcaster may not use more than 1 optional component for any 1 spell. See Appendix for power component rules.



Harvest DC 15; Value -; Cost 5 gp.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

## PECH

*Small Fey (Earth, Extraplanar)*

Hit Dice: 4d6+4 (18 hp)

Initiative: +1

Speed: 20 ft.

Armor Class: 17 (+1 size, +1 Dex, +5 natural), touch 12, flat-footed 16

Base Attack/Grapple: +3/+3

Attack: Heavy pick +8 melee (1d6+4)

Full Attack: Heavy pick +8 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 120 ft., earth mastery, immunity to petrification, low-light vision, light blindness, spell resistance 10

Saves: Fort +2, Ref +5, Will +4

Abilities: Str 19, Dex 13, Con 13, Int 11, Wis 10, Cha 10

Skills: Climb +10, Craft (stonemasonry) +10, Hide +10, Listen +6, Move Silently +7, Profession (miner) +6, Spot +6

Feats: Dodge, Power Attack

Environment: Elemental Plane of Earth

Organization: Solitary, gang (2-4), pack (5-20), or tribe (21-40 plus an equal number of noncombatants)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral good

Advancement: 5-9 HD (Small); 10-12 HD (Medium)

Level Adjustment: +1

*This short humanoid is very thin, with long arms and legs. Its broad hands and feet are excellent for bracing and employing tools to work stone, which the creature seems to be doing. Its skin is pale and yellowish, and its hair red-brown. Its eyes are large and have no pupils.*

The pech are creatures of Elemental Earth, though

some have extensive mines in the deepest regions of the Prime Material plane. They are content to dwell in dark places and work stone, trading it to satisfy the meager needs of their primitive communities.

Pech tribes are the primary source of manpower for dao mines – resilient, fairly obedient, surprisingly strong, and with a gift for stone shaping, they make almost perfect labor slaves.

A pech stands about 4 feet tall, and weighs some 120 pounds. They speak their own language and Ter-ran, while a rare few also pick up Planar Trade.

### COMBAT

A pech relies on its pick in combat. When in groups, they use their spell-like abilities to shape cover for themselves or cut off enemies.


**Earth Mastery (Ex):** A pech gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the pech suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block).

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds pech for 1 round. In addition, they are dazzled (-1 circumstance penalty to all attack rolls, saves, and checks) while operating in bright light.

**Spell-Like Abilities:** 3/day – *stone shape*, *stone tell*. Caster level 10<sup>th</sup>.

In addition, four pech working together can create a *wall of stone* effect, while eight pech working together can create a *stone to flesh* effect. Caster level 16<sup>th</sup>. This is a full-round action for all pech involved.

**Skills:** A pech receives a +4 racial bonus on Craft (stonemasonry) checks.

 **Credit:** Converted from *Monstrous Manual* by Igor Calija.

## PSEUDOELEMENTAL, NEGATIVE

*The vaguely humanoid sheet of ebony flame moves with agility and determination. As it comes within range, you find that your life force is being drained slowly, even before the creature raised a fist.*

While they are not as rare as one might suspect, the “negative energy elementals” are possibly the least known denizens of the Inner Planes. They are called such mainly because these creatures are composed

of the “material” of their home, the Negative Energy Plane. They do not leave the Negative Energy Plane by choice, but they can be summoned by appropriate spells (such as the *summon monster* series) just like any other elementals.

On the Negative Energy Plane, these creatures are almost undetectable. They do not move or act, content to passively draw sustenance and observe their bleak surroundings. However, when summoned into a plane without negative dominant trait, an instinctive urge takes over, forcing them attempt to extinguish every last spark of life they can find. A negative pseudo-elemental must bestow 1 negative level per 2 HD every-

### NEGATIVE PSEUDOELEMENTAL, SMALL

*Small Elemental (Extraplanar, Negative)*

### NEGATIVE PSEUDOELEMENTAL, MEDIUM

*Medium Elemental (Extraplanar, Negative)*

Hit Dice:	2d8 (9 hp)	4d8+4 (22 hp)
Initiative:	+4	+6
Speed:	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)
Armor Class:	14 (+1 size, +3 natural), touch 11, flat-footed 14	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/-2	+3/+5
Attack:	Slam +2 melee (1d4+1 plus 1d4 negative energy)	Slam +5 melee (1d6+2 plus 1d6 negative energy)
Full Attack:	2 slams +2 melee (1d4+1 plus 1d4 negative energy)	2 slams +5 melee (1d6+2 plus 1d6 negative energy)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Aura of ending, energy drain, engulf	Aura of ending, energy drain, engulf
Special Qualities:	Darkvision 60 ft., elemental traits, elemental vulnerability	Darkvision 60 ft., elemental traits, elemental vulnerability
Saves:	Fort +0, Ref +0, Will +0	Fort +2, Ref +3, Will +4
Abilities:	Str 12, Dex 11, Con 10, Int 4, Wis 11, Cha 11	Str 14, Dex 15, Con 12, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4
Feats:	Improved Initiative	Improved Initiative, Power Attack
Environment:	Negative Energy Plane	Negative Energy Plane
Organization:	Solitary	Solitary
Challenge Rating:	1	3
Treasure:	None	None
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	3 HD (Small)	5-7 HD (Medium)
Level Adjustment:	-	-





**NEGATIVE PSEUDO-  
ELEMENTAL, LARGE**

*Large Elemental (Extraplanar, Negative)*

**NEGATIVE PSEUDO-  
ELEMENTAL, HUGE**

*Huge Elemental (Extraplanar, Negative)*

Hit Dice:	8d8+24 (60 hp)	16d8+44 (136 hp)
Initiative:	+7	+8
Speed:	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)
Armor Class:	16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13	18 (-2 size, +4 Dex, +6 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+13	+12/+24
Attack:	Slam +8 melee (2d6+3 plus 2d6 negative energy)	Slam +15 melee (2d8+4 plus 2d8 negative energy)
Full Attack:	2 slams +8 melee (2d6+3 plus 2d6 negative energy)	2 slams +15 melee (2d8+4 plus 2d8 negative energy)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Aura of ending, energy drain, engulf	Aura of ending, energy drain, engulf
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, elemental vulnerability	Damage reduction 5/-, darkvision 60 ft., elemental traits, elemental vulnerability
Saves:	Fort +5, Ref +5, Will +6	Fort +9, Ref +9, Will +10
Abilities:	Str 16, Dex 17, Con 16, Int 6, Wis 11, Cha 11	Str 18, Dex 19, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6	Listen +11, Spot +12
Feats:	Improved Initiative, Improved Sunder, Power Attack	Alertness, Combat Reflexes, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (slam)
Environment:	Negative Energy Plane	Negative Energy Plane
Organization:	Solitary	Solitary
Challenge Rating:	5	7
Treasure:	None	None
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	9-15 HD (Large)	17-20 HD (Huge)
Level Adjustment:	-	-

day or it is forced to return to its home plane. Thus, it is difficult for these creatures to remain hidden in any area for too long before its appetite gives it away.

Such aggressive behavior is very much unlike the docile xeg-yi energons, and seems to go against the theory that suggest that this elemental is the larval stage of the energon (or vice versa).

A negative pseudoelemental does not speak, but understands Planar Trade.

**COMBAT**

A negative pseudoelemental attacks any living creature it encounters, slamming it repeatedly until it is dead. Against multiple foes or a single well defended opponent, it usually attempts to engulf. These elementals ignore constructs and undead unless attacked.

Perhaps not surprisingly, true elementals bear a deep hatred for negative energy elementals, and attack on sight. All true elementals (Air, Earth, Fire, and Water) have a +2 morale bonus on attack and damage rolls against negative pseudoelementals.





PART 1:  
ELEMENTAL  
DENIZENS

**NEGATIVE PSEUDOELEMENTAL, GREATER**

*Huge Elemental (Extraplanar, Negative)*

**NEGATIVE PSEUDOELEMENTAL, ELDER**

*Huge Elemental (Extraplanar, Negative)*

Hit Dice:	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+10	+11
Speed:	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)
Armor Class:	21 (-2 size, +6 Dex, +7 natural), touch 14, flat-footed 15	23 (-2 size, +7 Dex, +8 natural), touch 15, flat-footed 16
Base Attack/Grapple:	+15/+28	+18/+32
Attack:	Slam +19 melee (2d8+5 plus 2d8 negative energy)	Slam +23 melee (2d8+6 plus 2d8 negative energy)
Full Attack:	2 slams +19 melee (2d8+5 plus 2d8 negative energy)	2 slams +23 melee (2d8+6 plus 2d8 negative energy)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Aura of ending, energy drain, engulf	Aura of ending, energy drain, engulf
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits, elemental vulnerability	Damage reduction 10/-, darkvision 60 ft., elemental traits, elemental vulnerability
Saves:	Fort +11, Ref +15, Will +12	Fort +12, Ref +17, Will +14
Abilities:	Str 20, Dex 23, Con 18, Int 8, Wis 11, Cha 11	Str 22, Dex 25, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14	Listen +15, Spot +16
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Sunder, Power Attack, Lightning Reflexes, Weapon Focus (slam)	Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Sunder, Mobility, Power Attack, Lightning Reflexes, Weapon Focus (slam)
Environment:	Negative Energy Plane	Negative Energy Plane
Organization:	Solitary	Solitary
Challenge Rating:	9	11
Treasure:	None	None
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	22-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	-	-

**Aura of Ending (Su):** The area around the elemental effectively has the minor negative dominant trait. All living creatures within the designated range (see table below) automatically take 1d6 points of damage per round; at 0 hit points or lower, they crumble into ash. This damage is in addition to the damage automatically dealt by the negative-dominant trait of the Negative Energy Plane. *Death ward* and similar spells negate the aura of ending damage automatically, but *attune form* and *avoid planar effects* do not.

Furthermore, all undead within this aura gain +2 turn resistance and fast healing 2. These stacks with any natural resistance and fast healing. There is a 5% cumulative chance per round (max. 50%) that fresh corpses (dead for 1 day or less) within the aura spontaneously animate as uncontrolled zombies.

All spells and spell-like abilities with the healing descriptor function at half effectiveness. This also applies to effects from magic items, such as potions, wands, and staves.



**Energy Drain (Su):** Living creatures engulfed by a negative pseudoelemental gain one or more negative levels per round (see table below). For each negative level bestowed, the elemental gains 5 temporary hit points.

**Engulf (Ex):** A negative elemental can sweep over its enemy with a midnight wave of death as a standard action. It simply has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the elemental, 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 Reflex save (see table below for DC) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the elemental moves forward. Engulfed creatures are subject to its energy drain each round, and are considered to be grappled and trapped within its body. The save DC is Strength-based.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Elemental Vulnerability (Ex):** A negative energy elemental suffers 50% more damage from effects which use acid, cold, electricity, and fire.

**Negative Subtype:** Immune to ability damage, ability drain, energy drain, and death effects; negative energy (such as *inflict* spells) heals it, but positive energy (such as cure spells) harms it.

**Skills:** A negative energy elemental has a +12 racial bonus on Hide checks on the Negative Energy Plane.

#### NEGATIVE PSEUDOELEMENTAL SIZES

Elemental	Height	Aura Range	Energy Drain	Engulf DC
Small	4 ft.	5 ft.	1	12
Medium	8 ft.	10 ft.	1	14
Large	16 ft.	15 ft.	2	17
Huge	32 ft.	20 ft.	2	22
Greater	36 ft.	30 ft.	2	25
Elder	40 ft.	60 ft.	3	28

#### NEGATIVE ESSENCE

A few wizards have discovered that a negative pseudoelemental can be compelled to be bound to a magic weapon with the use of *planar binding* spells and a successful opposed Charisma check. If successful, its essence can be used as a power component to grant consumptive special ability (see *Planar Handbook*) to a magic weapon.

If such an item is completely sundered, the elemental is released and usually seeks vengeance against its



#### VOID AS A FIFTH ELEMENT?

Deverus, a wizard from the prime world of Oerth, was among the first to propose Void (i.e. negative energy) as an element, and one of his breakthroughs was the development of magical knowledge necessary to summon Void creatures that mimic the true elementals. Void, he pointed out, has been well accepted as a fifth element by many Oriental cultures as well.

Other scholars however argued that it cannot be a true elemental since an element is supposed to have an opposing element and there is no evidence for the existence of a "positive energy elemental". Those who follow up on Deverus' research countered that elemental parallelism has no universal validity (using the fire bat as proof), and that the absence of evidence is no evidence of absence.

The controversy remains unresolved to this day. Deverus himself can no longer be reached. Some apocryphal reports claimed that his expertise on negative energy had drawn the attention of a demilich called Acererak, which is reputed to be the Devourer, an entity known to visitors to the demiplane-city of Moil.

But regardless of its true status, it is an established fact that these creatures exist. Many planewalkers refer to these creatures as "elementals" for their bodily compositions, and scorn the scholarly controversy, claiming that an argument over a name has no practical value when one is trying to survive in the Negative Energy Plane.



binder. If you use materials from *Eberron Campaign Setting*, you may wish to use Bind Elemental feat (p.51) instead of Craft Magic Arms and Armor feat.

See Appendix for power component rules.

Harvest DC - (Special); Value 5 XP per HD; Cost 25 gp per HD.

**Credit:** Converted from *Return to the Tomb of Horrors* by Igor Calija.

## QUASIELEMENTAL, NEGATIVE

Negative quasiaelementals are creatures formed from the disruptive influence of negative energy on elemental matter. They are native to the Quasiaelemental Planes of Ash, Dust, Salt, and Vacuum, which are sometimes thought of as the negation or disintegration of Fire, Earth, Water, and Air.

All negative quasiaelementals have the following qualities.

Environment: Negative Quasiaelemental Planes

Organization: Solitary

Challenge Rating: Small 1; Medium 3; Large 5; Huge 7; Greater 9; Elder 11

Treasure: None

Alignment: Usually neutral

Advancement: Small 3 HD (Small); Medium 5-7 HD (Medium); Large 9-15 HD (Large); Huge 17-20 HD (Huge); Greater 22-23 HD (Huge); Elder 25-48 HD (Huge)

Level Adjustment: –

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Negative Subtype:** Immune to ability damage, ability drain, energy drain, and death effects. Negative energy heals it, but positive energy harms it.

**Credit:** Converted from *Planescape Monstrous Compendium 3* by Igor Calija.

### ASH QUASIELEMENTAL

*It seemed to be just another pile of ash, but now it swirls about animating itself into crude shapes, some animalistic, some humanoid, and some vaguely resembling flames. The creature strongly radiates cold.*

The ash quasiaelementals embody the slow fading of energy that has already consumed all it can. They seem to emerge spontaneously from the cold, burnt-out areas of the Elemental Plane of Fire bordering the Quasiaelemental Ash. They are continually on the lookout for warmth to devour, since external sources of energy are the only thing that keeps them going. Ash quasiaelementals rarely leave their own plane, most of them submitting to the rule of a council of elders.

Ash quasiaelementals speak Ignan, though they rarely choose to do so.

### COMBAT

Ash quasiaelementals lash out with pseudopods or focus on their drain heat ability, either feeding on their foe's warmth by touch, or at a distance.

**Death Throes (Ex):** If killed by fire, an ash quasiaelemental explodes dealing 1d4 points of cold damage for every Hit Die it has to everything within 30 feet. A successful Reflex save halves this damage; the DC is equal to that of the Drain Heat ability (see table below).

**Drain Heat (Su):** An ash quasiaelemental continually radiates a warmth-sucking aura. All creatures within 30 ft. take 1d6 points of cold damage per round. No save is allowed against this effect.

As a standard action, the quasiaelemental can focus the aura into a 60 ft. cone for 1 full round. In that round, creatures within 30 ft. of the quasiaelemental but out of the cone do not suffer the cold damage; those within the cone take 3d6 points of cold damage (Fort save halves, see table below). The save DC is Constitution-based.



**ASH ELEMENTAL, SMALL**

*Small Elemental (Cold, Extraplanar, Negative)*

Hit Dice:	2d8 (9 hp)
Initiative:	+1
Speed:	40 ft.
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/-3
Attack:	Slam +3 melee (1d4 plus 1d4 cold)
Full Attack:	2 slams +3 melee (1d4 plus 1d4 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Death throes, drain heat
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +2
Feats:	Dodge, Weapon Finesse <sup>(B)</sup>

**ASH ELEMENTAL, MEDIUM**

*Medium Elemental (Cold, Extraplanar, Negative)*

Hit Dice:	4d8+8 (26 hp)
Initiative:	+2
Speed:	40 ft.
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+3/+4
Attack:	Slam +5 melee (1d6+1 plus 1d4 cold)
Full Attack:	2 slams +5 melee (1d6+1 plus 1d4 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Death throes, drain heat
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 12, Dex 15, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +4, Spot +3
Feats:	Dodge, Mobility, Weapon Finesse <sup>(B)</sup>

**ASH ELEMENTAL, LARGE**

*Large Elemental (Cold, Extraplanar, Negative)*

Hit Dice:	8d8+24 (60 hp)
Initiative:	+4
Speed:	40 ft.
Armor Class:	17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+6/+12
Attack:	Slam +9 melee (1d8+2 plus 1d6 cold)
Full Attack:	2 slams +9 melee (1d8+2 plus 1d6 cold)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Death throes, drain heat
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire
Saves:	Fort +5, Ref +10, Will +2
Abilities:	Str 14, Dex 19, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +6, Spot +5
Feats:	Combat Reflexes, Dodge, Mobility, Weapon Finesse <sup>(B)</sup>

**ASH ELEMENTAL, HUGE**

*Huge Elemental (Cold, Extraplanar, Negative)*

Hit Dice:	16d8+64 (136 hp)
Initiative:	+5
Speed:	50 ft.
Armor Class:	18 (-2 size, +5 Dex, +5 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+12/+20
Attack:	Slam +15 melee (2d6+4 plus 1d6 cold)
Full Attack:	2 slams +15 melee (2d6+4 plus 1d6 cold)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Death throes, drain heat
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire
Saves:	Fort +9, Ref +17, Will +5
Abilities:	Str 18, Dex 21, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +10, Spot +9
Feats:	Ability Focus (drain heat), Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse <sup>(B)</sup>



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### ASH ELEMENTAL, GREATER

*Huge Elemental (Cold, Extraplanar, Negative)*

Hit Dice:	21d8+84 (178 hp)
Initiative:	+10
Speed:	50 ft.
Armor Class:	20 (-2 size, +6 Dex, +6 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+15/+28
Attack:	Slam +19 melee (2d8+5 plus 1d8 cold)
Full Attack:	2 slams +19 melee (2d8+5 plus 1d8 cold)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Death throes, drain heat
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire
Saves:	Fort +11, Ref +20, Will +7
Abilities:	Str 20, Dex 23, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Ability Focus (drain heat), Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse <sup>(B)</sup>

### ASH ELEMENTAL, ELDER

*Huge Elemental (Cold, Extraplanar, Negative)*

Hit Dice:	24d8+96 (204 hp)
Initiative:	+11
Speed:	50 ft.
Armor Class:	22 (-2 size, +7 Dex, +7 natural), touch 15, flat-footed 15
Base Attack/Grapple:	+18/+32
Attack:	Slam +23 melee (2d8+6 plus 1d8 cold)
Full Attack:	2 slams +23 melee (2d8+6 plus 1d8 cold)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Death throes, drain heat
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire
Saves:	Fort +12, Ref +23, Will +8
Abilities:	Str 22, Dex 25, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +16, Spot +15
Feats:	Ability Focus (drain heat), Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse <sup>(B)</sup>

### ASH QUASIELEMENTAL SIZES

Elemental	Height	Weight	Drain Heat DC
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	15
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	24
Greater	36 ft.	10 lb.	26
Elder	40 ft.	12 lb.	28

### DUST QUASIELEMENTAL

*This billowing cloud of dust has tiny, eye-like pockets of swirling particles.*

The embodiments of Doomguard philosophy, dust quasiaelementals are spawned in the most desolate areas where Elemental Earth becomes Quasiaelemental Dust.

Vengeful and destructive, but not inherently malicious, dust quasiaelementals gather in leaderless groups and roam about wrecking chaos. They are more than willing to travel to other planes if the opportunity arises, since there are few things left to dissolve near their homes.

Dust quasiaelementals speak Terran, though they rarely choose to do so.

### COMBAT

Dust quasiaelementals revel in the obliteration of both objects and creatures. They are careless combatants, disregarding any caution or planning.

**Dust Storm (Su):** Creatures within a certain distance (see table below) of a dust quasiaelemental are exposed to a whirlwind of dust particles that form the creature's body. Everyone within the area takes 2d6 points of piercing damage each round it remains in the area, and

**DUST ELEMENTAL, SMALL***Small Elemental (Extraplanar, Negative)*

Hit Dice:	2d8+2 (11 hp)
Initiative:	+4
Speed:	20 ft., fly 20 ft. (average)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+1/-2
Attack:	Slam +3 melee (1d6+1)
Full Attack:	2 slams +3 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Dust storm
Special Qualities:	Darkvision 60 ft., earth glide, elemental traits
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 15, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +2
Feats:	Improved Initiative

**DUST ELEMENTAL, MEDIUM***Medium Elemental (Extraplanar, Negative)*

Hit Dice:	4d8+12 (30 hp)
Initiative:	+4
Speed:	20 ft., fly 20 ft. (average)
Armor Class:	17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+3/+6
Attack:	Slam +6 melee (1d8+3)
Full Attack:	2 slams +6 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Dust storm
Special Qualities:	Darkvision 60 ft., earth glide, elemental traits
Saves:	Fort +9, Ref +1, Will +1
Abilities:	Str 17, Dex 10, Con 17, Int 4, Wis 11, Cha 11
Skills:	Listen +4, Spot +3
Feats:	Great Fortitude, Improved Initiative

**DUST ELEMENTAL, LARGE***Large Elemental (Extraplanar, Negative)*

Hit Dice:	8d8+32 (68 hp)
Initiative:	+4
Speed:	20 ft., fly 20 ft. (average)
Armor Class:	18 (-1 size, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+6/+15
Attack:	Slam +10 melee (2d6+5)
Full Attack:	2 slams +10 melee (2d6+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Dust storm
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., earth glide, elemental traits
Saves:	Fort +12, Ref +2, Will +2
Abilities:	Str 21, Dex 10, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +6, Spot +5
Feats:	Great Fortitude, Improved Initiative, Power Attack

**DUST ELEMENTAL, HUGE***Huge Elemental (Extraplanar, Negative)*

Hit Dice:	16d8+80 (152 hp)
Initiative:	+8
Speed:	20 ft., fly 20 ft. (average)
Armor Class:	18 (-2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+12/+27
Attack:	Slam +18 melee (2d8+7)
Full Attack:	2 slams +18 melee (2d8+7)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Dust storm
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., earth glide, elemental traits
Saves:	Fort +15, Ref +5, Will +7
Abilities:	Str 25, Dex 10, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +10, Spot +9
Feats:	Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam)



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### DUST ELEMENTAL, GREATER

*Huge Elemental (Extraplanar, Negative)*

Hit Dice:	21d8+105 (199 hp)
Initiative:	+9
Speed:	20 ft., fly 20 ft. (average)
Armor Class:	19 (-2 size, +11 natural), touch 8, flat-footed 19
Base Attack/Grapple:	+15/+31
Attack:	Slam +21 melee (2d8+8)
Full Attack:	2 slams +21 melee (2d8+8)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Dust storm
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., earth glide, elemental traits
Saves:	Fort +17, Ref +7, Will +9
Abilities:	Str 27, Dex 10, Con 21, Int 8, Wis 11, Cha 11
Skills:	Listen +12, Spot +12
Feats:	Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

### DUST ELEMENTAL, ELDER

*Huge Elemental (Extraplanar, Negative)*

Hit Dice:	24d8+120 (228 hp)
Initiative:	+9
Speed:	20 ft., fly 20 ft. (average)
Armor Class:	21 (-2 size, +13 natural), touch 8, flat-footed 21
Base Attack/Grapple:	+18/+35
Attack:	Slam +25 melee (2d8+9/19-20)
Full Attack:	2 slams +25 melee (2d8+9/19-20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Dust storm
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., earth glide, elemental traits
Saves:	Fort +19, Ref +8, Will +10
Abilities:	Str 29, Dex 10, Con 21, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +13
Feats:	Cleave, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

is blinded for 1 minute. A successful Fortitude save (DC varies, see table below) halves the damage and negates the blindness. A dust quasiaelemental can suspend and resume this ability as a free action. The DC is Constitution-based.

**Earth Glide (Ex):** A dust quasiaelemental 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 dust quasiaelemental flings the quasiaelemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.



### DUST QUASIELEMENTAL SIZES

Elemental	Height	Weight	Storm Radius	Storm DC
Small	4 ft.	40 lb.	5 ft.	11
Medium	8 ft.	100 lb.	10 ft.	15
Large	16 ft.	400 lb.	15 ft.	17
Huge	32 ft.	1,000 lb.	20 ft.	24
Greater	36 ft.	1,500 lb.	20 ft.	26
Elder	40 ft.	2,000 lb.	20 ft.	28

### SALT QUASIELEMENTAL

*A shapeless lump of what appears to be salt begins to morph into a large, white, rime-encrusted lizard.*

Salt quasiaelementals are solitary creatures inhabiting the gray, dried-up regions that were once Elemental Water, but are now only Salt. They sustain themselves by leeching moisture from other living things, but too much water can be deadly for a salt quasiaelemental.



**SALT ELEMENTAL, SMALL**

*Small Elemental (Extraplanar, Negative)*

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft.
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+1/-2
Attack:	Slam +3 melee (1d4+1)
Full Attack:	2 slams +3 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Absorb moisture, death throes
Special Qualities:	Darkvision 60 ft., elemental traits, immunity, vulnerability
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +2
Feats:	Power Attack

**SALT ELEMENTAL, MEDIUM**

*Medium Elemental (Extraplanar, Negative)*

Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	30 ft.
Armor Class:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+3/+5
Attack:	Slam +5 melee (1d6+2)
Full Attack:	2 slams +5 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Absorb moisture, death throes
Special Qualities:	Darkvision 60 ft., elemental traits, immunity, vulnerability
Saves:	Fort +7, Ref +2, Will +1
Abilities:	Str 15, Dex 12, Con 17, Int 4, Wis 11, Cha 11
Skills:	Listen +6, Spot +5
Feats:	Alertness, Power Attack

**SALT ELEMENTAL, LARGE**

*Large Elemental (Extraplanar, Negative)*

Hit Dice:	8d8+32 (68 hp)
Initiative:	+2
Speed:	40 ft.
Armor Class:	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+6/+14
Attack:	Slam +9 melee (2d6+5)
Full Attack:	2 slams +9 melee (2d6+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Absorb moisture, death throes
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity, vulnerability
Saves:	Fort +10, Ref +4, Will +2
Abilities:	Str 19, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +8, Spot +7
Feats:	Alertness, Cleave, Power Attack

**SALT ELEMENTAL, HUGE**

*Huge Elemental (Extraplanar, Negative)*

Hit Dice:	16d8+80 (152 hp)
Initiative:	+3
Speed:	40 ft.
Armor Class:	20 (-2 size, +3 Dex, +9 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+12/+26
Attack:	Slam +16 melee (2d6+6)
Full Attack:	2 slams +16 melee (2d6+6)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Absorb moisture, death throes
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity, vulnerability
Saves:	Fort +15, Ref +8, Will +7
Abilities:	Str 23, Dex 16, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +12, Spot +11
Feats:	Alertness, Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack





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**SALT ELEMENTAL, GREATER**

*Huge Elemental (Extraplanar, Negative)*

**SALT ELEMENTAL, ELDER**

*Huge Elemental (Extraplanar, Negative)*

Hit Dice:	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+4	+5
Speed:	40 ft.	40 ft.
Armor Class:	21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17	22 (-2 size, +5 Dex, +9 natural), touch 8, flat-footed 21
Base Attack/Grapple:	+15/+30	+18/+34
Attack:	Slam +20 melee (2d8+7/19-20)	Slam +24 melee (2d8+8/19-20)
Full Attack:	2 slams +20 melee (2d8+7/19-20)	2 slams +24 melee (2d8+8/19-20)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Absorb moisture, death throes	Absorb moisture, death throes
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity, vulnerability	Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity, vulnerability
Saves:	Fort +17, Ref +13, Will +9	Fort +19, Ref +15, Will +10
Abilities:	Str 27, Dex 18, Con 21, Int 8, Wis 11, Cha 11	Str 27, Dex 20, Con 21, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14	Listen +16, Spot +15
Feats:	Alertness, Cleave, Improved Bull Rush, Improved Critical (slam), 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

So while the facets wage a war against Elemental Water, the salt quasiaelementals usually stay away from the border. Instead, they establish loose series of minor kingdoms throughout the plane. Others wander in the regions between the kingdoms.

Salt quasiaelementals speak Aquan, but rarely do so.

**COMBAT**

Salt quasiaelementals smack foes with their large, dense fists, draining moisture from its enemies.

**Absorb Moisture (Su):** As a standard action, a salt quasiaelemental can establish a link between itself and another creature within 80 ft. If the target fails its Fortitude saving throw (DC varies, see table below), it begins to take 2d6 points of damage per round, and for every 3 points of damage dealt the quasiaelemental is cured of 1 point of damage. A Will save to end this effect is allowed every round. The save DC is Charisma-based and includes a +2 racial bonus.

This ability is especially devastating to water elementals and plant creatures, which instead take 2d8

points of damage per round. Strangely, a salt quasiaelemental can absorb moisture from a facet (despite the latter's immunity).

**Death Throes (Ex):** If killed by immersion (see Water Vulnerability below), a salt quasiaelemental explodes dealing 1d4 points of slashing and piercing damage for every Hit Die it has to everything within 30 feet. A successful Reflex save halves this damage; the DC is equal to that of the Absorb Moisture ability (see table below).

**Immunity (Ex):** A salt quasiaelemental is immune to dehydration and desiccating effects, like *horrid wilting* spell or a dry lich's desiccating touch.

**Vulnerability (Ex):** Although the salt quasiaelemental feeds by draining moisture from other creatures, it is vulnerable to direct exposure to water. Common water damages salt quasiaelementals as if it were acid. A flask of water can be thrown as a splash weapon. A direct

**VACUUM ELEMENTAL,  
SMALL***Small Elemental (Extraplanar, Negative)*

Hit Dice:	2d8 (9 hp)
Initiative:	+1
Speed:	Fly 90 ft. (good)
Armor Class:	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+1/-3
Attack:	Slam +3 melee (1d4)
Full Attack:	2 slams +3 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Draw into void
Special Qualities:	Darkvision 60 ft., elemental traits, natural invisibility
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Flyby Attack, Weapon Finesse <sup>(B)</sup>

**VACUUM ELEMENTAL,  
MEDIUM***Medium Elemental (Extraplanar, Negative)*

Hit Dice:	4d8+4 (22 hp)
Initiative:	+7
Speed:	Fly 90 ft. (good)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+3/+4
Attack:	Slam +6 melee (1d6+1)
Full Attack:	2 slams +6 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Draw into void
Special Qualities:	Darkvision 60 ft., elemental traits, natural invisibility
Saves:	Fort +2, Ref +7, Will +1
Abilities:	Str 12, Dex 17, Con 12, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Flyby Attack, Improved Initiative, Weapon Finesse <sup>(B)</sup>

**VACUUM ELEMENTAL, LARGE***Large Elemental (Extraplanar, Negative)*

Hit Dice:	8d8+24 (60 hp)
Initiative:	+8
Speed:	Fly 90 ft. (good)
Armor Class:	16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+6/+12
Attack:	Slam +9 melee (1d8+2)
Full Attack:	2 slams +9 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Draw into void
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, natural invisibility
Saves:	Fort +5, Ref +10, Will +2
Abilities:	Str 14, Dex 19, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Combat Reflexes, Flyby Attack, Improved Initiative, Weapon Finesse <sup>(B)</sup>

**VACUUM ELEMENTAL, HUGE***Huge Elemental (Extraplanar, Negative)*

Hit Dice:	16d8+64 (136 hp)
Initiative:	+10
Speed:	Fly 90 ft. (good)
Armor Class:	18 (-2 size, +6 Dex, +4 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+12/+23
Attack:	Slam +16 melee (2d6+3)
Full Attack:	2 slams +16 melee (2d6+3)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Draw into void
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, natural invisibility
Saves:	Fort +9, Ref +18, Will +5
Abilities:	Str 16, Dex 23, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12
Feats:	Alertness, Combat Reflexes, Flyby Attack, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Finesse <sup>(B)</sup>



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hit deals 1d6 points of damage and every salt quasiaelemental within 5 feet of the point where the flask of water hits takes 1 point of damage from the splash. In addition, immersing a salt quasiaelemental entirely under water destroys it instantly, and sets off its death throes (see above).

#### SALT QUASIELEMENTAL SIZES

Elemental	Height	Weight	Absorb DC
Small	4 ft.	80 lb.	13
Medium	8 ft.	700 lb.	14
Large	16 ft.	5,000 lb.	16
Huge	32 ft.	43,000 lb.	20
Greater	36 ft.	50,000 lb.	22
Elder	40 ft.	58,000 lb.	24

#### VACUUM QUASIELEMENTAL

*The sound of rubbery, flapping skin betrays nearby creature movement, but you are unable to spot anything in the dark.*

Vacuum quasiaelementals are the rarest of the four types, creatures that embody the absence of all matter. These naturally invisible elementals commonly dwell in the areas where even Elemental Air gives way to nothingness spawned by Negative Energy. Xenophobic and introvert, the vacuum quasiaelementals keep to their own and attack all intruders.

Vacuum quasiaelementals speak Auran, though they rarely choose to do so to other races. Among themselves, they gather in small groups to converse. They weigh next to nothing.

#### COMBAT

A vacuum quasiaelemental slams foes with its shapeless body, and uses its draw into void ability to exhaust them. It is generally hostile to intruders to its home

#### VACUUM ELEMENTAL, GREATER

*Huge Elemental (Extraplanar, Negative)*

Hit Dice:	21d8+84 (178 hp)
Initiative:	+11
Speed:	Fly 90 ft. (good)
Armor Class:	20 (-2 size, +7 Dex, +5 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+15/+27
Attack:	Slam +20 melee (2d8+4)
Full Attack:	2 slams +20 melee (2d8+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Draw into void
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits, natural invisibility
Saves:	Fort +11, Ref +21, Will +9
Abilities:	Str 18, Dex 25, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Finesse <sup>(B)</sup>

#### VACUUM ELEMENTAL, ELDER

*Huge Elemental (Extraplanar, Negative)*

Hit Dice:	24d8+96 (204 hp)
Initiative:	+12
Speed:	Fly 90 ft. (good)
Armor Class:	21 (-2 size, +8 Dex, +5 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+18/+31
Attack:	Slam +24 melee (2d8+5)
Full Attack:	2 slams +24 melee (2d8+5)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Draw into void
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits, natural invisibility
Saves:	Fort +12, Ref +24, Will +10
Abilities:	Str 20, Dex 27, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +15, Spot +16
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Finesse <sup>(B)</sup>



plane.

**Draw Into Void (Su):** As a standard action, a vacuum quasiaelemental can draw all the surrounding air into itself. An area of 60 ft. around it is treated as under a gust of wind effect directed toward the quasiaelemental for as long as the creature maintains the effect. In addition, one round after the quasiaelemental creates the effect all creatures within the area become unable to breathe (see rules summary below).

A vacuum quasiaelemental can continually use its draw into void ability for up to 2 minutes at a time. A Fortitude save is allowed to negate the effects of gust of wind (DC varies, see table below), but not the suffocation effect. The save DCs are Constitution-based. Suffocating: A creature that has no air to breathe can hold its breath for 2 rounds per point of Constitution. After this period of time, it must make a DC 10 Constitution check in order to continue holding its breath. The check must be repeated each round, with the DC increasing by +1 for each previous success. When the creature fails one of these Constitution checks, it begins to suffocate. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, it suffocates.

**Natural Invisibility (Ex):** This ability is constant, allowing a vacuum quasiaelemental to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.



#### VACUUM QUASIELEMENTAL SIZES

Elemental	Height	Draw Into Void Save DC
Small	4 ft.	13
Medium	8 ft.	14
Large	16 ft.	16
Huge	32 ft.	20
Greater	36 ft.	22
Elder	40 ft.	24

## QUASIELEMENTAL, POSITIVE

Positive quasiaelementals are creatures formed from the invigorating influence of positive energy on elemental matter. They are native to the Quasiaelemental Planes of Lightning, Mineral, Radiance, and Steam, which are sometimes thought of as the intensification of Air, Earth, Fire, and Water.

All positive quasiaelementals have the following qualities.

Environment: Positive Quasiaelemental Planes

Organization: Solitary

Challenge Rating: Small 1; Medium 3; Large 5; Huge 7; Greater 9; Elder 11

Treasure: Double goods (gems only) for mineral quasiaelementals; none for other quasiaelementals

Alignment: Usually neutral

Advancement: Small 3 HD (Small); Medium 5-7 HD (Medium); Large 9-15 HD (Large); Huge 17-20 HD (Huge); Greater 22-23 HD (Huge); Elder 25-48 HD (Huge)

Level Adjustment: –



#### NEGATIVE QUASIELEMENTAL RULERS

Unlike the true elementals, there are only two known negative quasiaelemental rulers.


Alu Kahn Sang, the Wind of Destruction, is a powerful dust quasiaelemental warlord who has assembled a legion of its peers under a banner of chaos and carnage. He seems to appeal to nothing more than destruction for destruction's sake, but his followers find that motivation enough.

Gazra, the Shifting Emperor, rules the ash quasiaelemental empire from the Citadel of Former Flame. He is said to be on the verge of becoming an archomental. He rules over the council of elders, assisted by his quasiaelemental and undead minions.



**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Positive Subtype:** Naturally heals twice as fast as normal – with a full night’s rest they recover 2 hit points per level and 2 points of ability damage. When on a plane with the major positive-dominant trait, it is never blinded by the brilliance of the surroundings, and automatically stops gaining hit points when its full total is reached.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Igor Calija.

### LIGHTNING QUASIELEMENTAL

*This mobile globe of lightning has arcs of electricity arcing from its surface in all directions.*

If any quasiaelemental is leaning to an ethical or moral alignment, it is the wild and unpredictable lightning quasiaelemental, native to the area where the wildest storms of Elemental Air incorporate the forces of Positive Energy, becoming Quasiaelemental Lightning. Very little is known about these creatures, as their behavior seems to follow no constant pattern, and is thus impossible to study extensively. They occasionally gather in great electrical conflagrations, but whether this is for the purpose of communication, reproduction, or something completely different, it remains unknown.

Lightning quasiaelementals do not speak, as far as anyone can tell.

#### LIGHTNING ELEMENTAL, SMALL

*Small Elemental (Air, Extraplanar, Positive)*

Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	Fly 90 ft. (perfect)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+1/-3
Attack:	Slam +5 melee (1d4 plus 1d4 electricity)
Full Attack:	2 slams +5 melee (1d4 plus 1d4 electricity)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ball of lightning
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to electricity, resistances (acid 5, cold 5)
Saves:	Fort +0, Ref +8, Will +0
Abilities:	Str 10, Dex 16, Con 10, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3
Feats:	Lightning Reflexes, Weapon Finesse <sup>(B)</sup>

#### LIGHTNING ELEMENTAL, MEDIUM

*Medium Elemental (Air, Extraplanar, Positive)*

Hit Dice:	4d8+4 (22 hp)
Initiative:	+9
Speed:	Fly 90 ft. (perfect)
Armor Class:	17 (+5 Dex, +2 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+3/+5
Attack:	Slam +8 melee (1d6+2 plus 1d4 electricity)
Full Attack:	2 slams +8 melee (1d6+2 plus 1d4 electricity)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ball of lightning
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to electricity, resistances (acid 5, cold 5)
Saves:	Fort +2, Ref +11, Will +1
Abilities:	Str 14, Dex 20, Con 12, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Improved Initiative, Lightning Reflexes, Weapon Finesse <sup>(B)</sup>



**LIGHTNING ELEMENTAL,  
LARGE**

*Large Elemental (Air, Extraplanar, Positive)*

Hit Dice:	8d8+24 (60 hp)
Initiative:	+11
Speed:	Fly 90 ft. (perfect)
Armor Class:	19 (-1 size, +7 Dex, +3 natural), touch 16, flat-footed 12
Base Attack/Grapple:	+6/+13
Attack:	Slam +12 melee (1d8+3 plus 1d6 electric)
Full Attack:	2 slams +12 melee (1d8+3 plus 1d6 electric)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Ball of lightning
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to electricity, resistances (acid 10, cold 10)
Saves:	Fort +5, Ref +15, Will +2
Abilities:	Str 16, Dex 24, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Flyby Attack, Improved Initiative, Lightning Reflexes, Weapon Finesse <sup>(B)</sup>

**LIGHTNING ELEMENTAL,  
HUGE**

*Huge Elemental (Air, Extraplanar, Positive)*

Hit Dice:	16d8+48 (120 hp)
Initiative:	+13
Speed:	Fly 90 ft. (perfect)
Armor Class:	21 (-2 size, +9 Dex, +4 natural), touch 17, flat-footed 12
Base Attack/Grapple:	+12/+24
Attack:	Slam +19 melee (2d6+4 plus 1d6 electric)
Full Attack:	2 slams +19 melee (2d6+4 plus 1d6 electric)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Ball of lightning
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to electricity, resistances (acid 10, cold 10)
Saves:	Fort +8, Ref +21, Will +5
Abilities:	Str 18, Dex 28, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +9, Spot +10
Feats:	Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse <sup>(B)</sup>

**COMBAT**

Lightning quasiaelementals are as likely to fry an offending berk with their electrical missiles as they are to simply fly away when threatened.

**Ball of Lightning (Su):** Once per day as a standard action, a lightning quasiaelemental can create a number of small globes of electricity equal to his Hit Dice. These balls float near the creature, moving alongside it wherever it goes. As a move action, the quasiaelemental can direct one or more balls of lightning (no more than a number equal to ½ its HD per round) to strike one or more targets within 120 ft. and deal electricity damage. Targets are allowed Reflex saving throws (DC varies, see table below) for half damage. The save DC is Charisma-based and includes a +2 racial bonus.

**LIGHTNING QUASIELEMENTAL SIZES**

Elemental	Height	Ball DC	Ball Damage
Small	4 ft.	13	1d6
Medium	8 ft.	15	1d6
Large	16 ft.	16	2d6
Huge	32 ft.	20	2d6
Greater	36 ft.	22	2d8
Elder	40 ft.	24	2d8





**LIGHTNING ELEMENTAL,  
GREATER**

*Huge Elemental (Air, Extraplanar, Positive)*

Hit Dice:	21d8+84 (178 hp)
Initiative:	+14
Speed:	Fly 90 ft. (perfect)
Armor Class:	23 (-2 size, +10 Dex, +5 natural), touch 18, flat-footed 13
Base Attack/Grapple:	+15/+27
Attack:	Slam +23 melee (2d8+4 plus 1d8 electricity)
Full Attack:	2 slams +20 melee (2d8+4 plus 1d8 electricity)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Ball of lightning
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to electricity, resistances (acid 10, cold 10)
Saves:	Fort +11, Ref +24, Will +9
Abilities:	Str 18, Dex 30, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +12, Spot +12
Feats:	Cleave, Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse <sup>(B)</sup>

**LIGHTNING ELEMENTAL,  
ELDER**

*Huge Elemental (Air, Extraplanar, Positive)*

Hit Dice:	24d8+120 (228 hp)
Initiative:	+15
Speed:	Fly 90 ft. (perfect)
Armor Class:	25 (-2 size, +11 Dex, +6 natural), touch 19, flat-footed 14
Base Attack/Grapple:	+18/+30
Attack:	Slam +28 melee (2d8+4 plus 1d8 electricity)
Full Attack:	2 slams +28 melee (2d8+4 plus 1d8 electricity)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Ball of lightning
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to electricity, resistances (acid 10, cold 10)
Saves:	Fort +13, Ref +27, Will +10
Abilities:	Str 18, Dex 32, Con 20, Int 8, Wis 11, Cha 11
Skills:	Listen +13, Spot +14
Feats:	Cleave, Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse <sup>(B)</sup> , Weapon Focus (slam)

**MINERAL QUASIELEMENTAL**

*This sturdy humanoid creature is built of a mixture of precious stones and metals. Two large, sparkling gemstones stand where its eyes should be.*

Where the richest areas of Elemental Earth become Quasielemental Mineral, the warlike mineral quasielementals gather into bands and patrol the glittering regions of their home against the myriad treasure-seekers. They particularly despise the xorn and khargra, who feed on precious minerals, but they are generally hostile to all intruders. Mineral quasielementals speak Terran.

**COMBAT**

Mineral quasielementals pummel foes with their gem-

encrusted fists. Leatherheads may be surprised when they bring down a mineral quasi, only to see it split into two smaller copies, both still eager to fight.

**Earth Glide (Ex):** A mineral quasielemental 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 mineral quasielemental flings the quasielemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex):** A mineral quasielemental gains a +1 bonus on attack and damage rolls if both it and its



**MINERAL ELEMENTAL,  
SMALL**

*Small Elemental (Earth, Extraplanar, Positive)*

Hit Dice:	2d8+2 (11 hp)
Initiative:	-1
Speed:	20 ft.
Armor Class:	16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+1/-1
Attack:	Slam +4 melee (1d4+2)
Full Attack:	2 slams +4 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	-
Special Qualities:	Darkvision 60 ft., earth glide, earth mastery, elemental traits, fast healing 2, immunity to acid, merge, vulnerability to sonic
Saves:	Fort +4, Ref -1, Will +2
Abilities:	Str 15, Dex 9, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3
Feats:	Iron Will

**MINERAL ELEMENTAL,  
MEDIUM**

*Medium Elemental (Earth, Extraplanar, Positive)*

Hit Dice:	4d8+16 (34 hp)
Initiative:	-1
Speed:	20 ft.
Armor Class:	17 (-1 Dex, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+3/+7
Attack:	Slam +7 melee (1d6+4)
Full Attack:	2 slams +7 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	-
Special Qualities:	Darkvision 60 ft., earth glide, earth mastery, elemental traits, fast healing 2, immunity to acid, merge, vulnerability to sonic
Saves:	Fort +8, Ref +0, Will +3
Abilities:	Str 19, Dex 9, Con 18, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Iron Will, Power Attack

foe are touching the ground. If an opponent is airborne or waterborne, the quasiaelemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

**Fast Healing (Ex):** A mineral quasiaelemental heals only in contact with stone, gems or jewelry. The body of another quasiaelemental does not satisfy this requirement.

**Merge (Su):** Two mineral quasiaelementals of the same rank can merge into one bigger, tougher mineral quasiaelemental. The merging process takes two rounds. The merged creature has the same stats of a mineral quasiaelemental of one higher rank (2 small quasiaelementals produce 1 medium, etc.), except that it uses the skills, feats, and mental ability scores (Int, Wis, and Cha) of its component lesser elementals.

When the merged creature is brought down to zero hit points, it crumbles and divides into its compo-

nent lesser elementals; each one retains ½ of the total amount of damage that the merged creature had previously suffered.

If the merged creature takes any electricity damage, it must succeed at a Fortitude save (DC 15) or break down into its component lesser elementals.

**Vulnerability to Sonic (Ex):** A mineral quasiaelemental takes half again as much (+50%) damage as normal from sonic effect, regardless of the outcome of its saving throw (if any). In addition, it is treated as a “crystalline creature” by certain sonic effects (such as the *shatter* spell).

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**MINERAL ELEMENTAL, LARGE**

*Large Elemental (Earth, Extraplanar, Positive)*

**MINERAL ELEMENTAL, HUGE**

*Huge Elemental (Earth, Extraplanar, Positive)*

Hit Dice:	8d8+40 (76 hp)	16d8+96 (168 hp)
Initiative:	-1	+3
Speed:	20 ft.	20 ft.
Armor Class:	17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17	17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17
Base Attack/Grapple:	+6/+16	+12/+28
Attack:	Slam +11 melee (1d8+6)	Slam +17 melee (2d6+8)
Full Attack:	2 slams +11 melee (1d8+6)	2 slams +17 melee (2d6+8)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	-	-
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., earth glide, earth mastery, elemental traits, fast healing 4, immunity to acid, merge, vulnerability to sonic	Damage reduction 5/-, darkvision 60 ft., earth glide, earth mastery, elemental traits, fast healing 6, immunity to acid, merge, vulnerability to sonic
Saves:	Fort +11, Ref +1, Will +4	Fort +18, Ref +4, Will +7
Abilities:	Str 23, Dex 9, Con 20, Int 6, Wis 11, Cha 11	Str 27, Dex 9, Con 22, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6	Listen +9, Spot +10
Feats:	Cleave, Iron Will, Power Attack	Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack



**POSITIVE QUASIELEMENTAL RULERS**

Of the four positive quasiaelements, only Mineral seems to produce a ruler among its quasiaelementals. The lightning quasiaelementals do not seem to value individuality, as few single entities stand out from the crowd. On the other hand, the radiance quasiaelementals are too individualistic to come together under a banner. (They do not even refer to themselves as a race.) The steam quasiaelementals sneak amidst the clouds, so while they may have some lords, it is not clear that they have some kind of ruler or king.

Mineral quasiaelementals pay homage to their good and kind ruler, Crystalle, who is said to be an archomental. His rule is a peaceful one. From his Crystalline Castle, he oversees his subjects, which include crysmals and golems made of precious gems and metals. Although there are no known plans for invasions, some fear that a united force of the war-like mineral quasiaelementals cannot possibly be peaceful indefinitely. War may be imminent. Speculations include a massive attempt to rid the plane of dwarven miners, an alliance with Sunnis against Ogmoch, and a war against a prime world held in thrall by the dao.

**MINERAL ELEMENTAL,  
GREATER**

*Huge Elemental (Earth, Extraplanar, Positive)*

Hit Dice:	21d8+126 (220 hp)
Initiative:	+3
Speed:	20 ft.
Armor Class:	19 (-2 size, -1 Dex, +12 natural), touch 7, flat-footed 19
Base Attack/Grapple:	+15/+32
Attack:	Slam +23 melee (2d8+9)
Full Attack:	2 slams +23 melee (2d8+9)
Space/Reach:	15 ft./15 ft.
Special Attacks:	-
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., earth glide, earth mastery, elemental traits, fast healing 8, immunity to acid, merge, vulnerability to sonic
Saves:	Fort +20, Ref +6, Will +9
Abilities:	Str 29, Dex 9, Con 22, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam)

**MINERAL ELEMENTAL,  
ELDER**

*Huge Elemental (Earth, Extraplanar, Positive)*

Hit Dice:	24d8+144 (252 hp)
Initiative:	+3
Speed:	20 ft.
Armor Class:	21 (-2 size, -1 Dex, +14 natural), touch 7, flat-footed 21
Base Attack/Grapple:	+18/+36
Attack:	Slam +27 melee (2d8+10/19-20)
Full Attack:	2 slams +27 melee (2d8+10/19-20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	-
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., earth glide, earth mastery, elemental traits, fast healing 10, immunity to acid, merge, vulnerability to sonic
Saves:	Fort +13, Ref +27, Will +10
Abilities:	Str 31, Dex 9, Con 22, Int 8, Wis 11, Cha 11
Skills:	Listen +15, Spot +16
Feats:	Alertness, Cleave, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam)

**MINERAL QUASIELEMENTAL SIZES**

Elemental	Height	Weight
Small	4 ft.	80 lb.
Medium	8 ft.	750 lb.
Large	16 ft.	6,000 lb.
Huge	32 ft.	48,000 lb.
Greater	36 ft.	54,000 lb.
Elder	40 ft.	60,000 lb.

**RADIANCE QUASIELEMENTAL**

*This ball of energy glows brightly and steadily, producing twice as much light as a torch. It seems to be spinning around its axis, and you have the feeling it is watching you.*

These light-based quasiaelementals dwell in the areas where the endless flames of Elemental Fire are being constantly purified and transmuted into Quasiaelemental Radiance as they touch upon the border with the Positive Energy Plane. Static and contemplative, these beings are well-known as philosophers and seers. They do, however, grow quite temperamental when disturbed.

Some radiance quasiaelementals speak Ignan.

**COMBAT**

Radiance quasiaelementals prefer to fight from a distance, using their decent speed and excellent maneuverability to stay out of their opponent's reach. If the beams of light do not seem to discourage the foes, the quasiaelemental tries to blind them before moving into melee.



**RADIANCE ELEMENTAL,  
SMALL**

*Small Elemental (Extraplanar, Fire, Positive)*

Hit Dice:	2d8+2 (11 hp)
Initiative:	+3
Speed:	Fly 40 ft. (perfect)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+1/-3
Attack:	Slam +5 melee (1d4); or beam +5 ranged touch
Full Attack:	2 slams +5 melee (1d4); or beam +5 ranged touch
Space/Reach:	5 ft./5 ft.
Special Attacks:	Beam, blinding
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +1, Ref +6, Will +0
Abilities:	Str 10, Dex 16, Con 12, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3
Feats:	Dodge, Weapon Finesse <sup>(B)</sup>

**RADIANCE ELEMENTAL,  
MEDIUM**

*Medium Elemental (Extraplanar, Fire, Positive)*

Hit Dice:	4d8+4 (22 hp)
Initiative:	+4
Speed:	Fly 40 ft. (perfect)
Armor Class:	18 (+4 Dex, +4 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+3/+4
Attack:	Slam +7 melee (1d6+1); or beam +7 ranged touch
Full Attack:	2 slams +7 melee (1d6+1); or beam +7 ranged touch
Space/Reach:	5 ft./5 ft.
Special Attacks:	Beams, blinding
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +2, Ref +8, Will +1
Abilities:	Str 12, Dex 18, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Dodge, Mobility, Weapon Finesse <sup>(B)</sup>

**Beams (Su):** Once per round, a radiance quasielemental can project a beam of concentrated light to damage an opponent. The effective range of the beam is 100 ft. for quasielementals of up to size Large, and 200 ft. for those of size Huge and larger. The quasielemental has seven different beams available:

- *Yellow:* Deals acid damage, Fort save ½.
- *Red:* Deals cold damage, Fort save ½.
- *Blue:* Deals electricity damage, Fort save ½.
- *Orange:* Deals fire damage, Fort save ½.
- *Green:* Deals sonic damage, Fort save ½.
- *Violet:* Deals force damage, Will save negates.
- *Indigo:* Deals positive energy damage to undead creatures, and heals living creatures of the same amount of damage; Will save ½.

The save DCs are Constitution-based; they are specified in the table below.

**Blinding (Ex):** Once per minute as a full round action, a radiance quasielemental can increase the intensity of the light it produces by spinning very quickly. Any

creature within 100 ft. that views the quasielemental must make a Fortitude save or be blinded for 24 hours. Treat this as a gaze attack. The DC of the save is equal to that of the quasielemental beams (see table below).

**RADIANCE QUASIELEMENTAL SIZES**

Elemental	Height	Beam DC	Beam Damage
Small	4 ft.	12	1d6
Medium	8 ft.	13	1d8
Large	16 ft.	17	2d6
Huge	32 ft.	20	2d8
Greater	36 ft.	24	3d8
Elder	40 ft.	26	4d8





**RADIANCE ELEMENTAL,  
LARGE**

*Large Elemental (Extraplanar, Fire, Positive)*

Hit Dice:	8d8+24 (60 hp)
Initiative:	+5
Speed:	Fly 40 ft. (perfect)
Armor Class:	18 (-1 size, +5 Dex, +4 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+6/+13
Attack:	Slam +10 melee (2d6+3); or beam +11 ranged touch
Full Attack:	2 slams +10 melee (2d6+3); or beam +11 ranged touch
Space/Reach:	10 ft./10 ft.
Special Attacks:	Beam, blinding
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +5, Ref +13, Will +2
Abilities:	Str 16, Dex 20, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Dodge, Mobility, Weapon Finesse <sup>(B)</sup> , Weapon Focus (ray)

**RADIANCE ELEMENTAL,  
HUGE**

*Huge Elemental (Extraplanar, Fire, Positive)*

Hit Dice:	16d8+64 (136 hp)
Initiative:	+11
Speed:	Fly 60 ft. (perfect)
Armor Class:	19 (-2 size, +7 Dex, +4 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+12/+24
Attack:	Slam +17 melee (2d8+4); or beam +18 ranged touch
Full Attack:	2 slams +17 melee (2d8+4); or beam +18 ranged touch
Space/Reach:	15 ft./15 ft.
Special Attacks:	Beams, blinding
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +9, Ref +17, Will +5
Abilities:	Str 18, Dex 24, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12
Feats:	Alertness, Dodge, Improved Initiative, Mobility, Precise Shot, Weapon Finesse <sup>(B)</sup> , Weapon Focus (ray)

**STEAM QUASIELEMENTAL**

*A large cloud of virtually transparent gas closes in, and you begin to feel a slight change in temperature.*

Also called mist elementals, these vaporous beings dwell in the glowing Quasielemental Steam, the mixture of Elemental Water and Positive Energy. The more intelligent varieties are renown as excellent spies, organizing their lessers into spy networks. Thus, they know almost everything that happens on the Plane of Steam and other nearby planes. They sometimes take intruders as slaves to supplement their inability to properly manipulate objects. Some suspect that they are in league with the dao slavers.

Steam quasielementals speak Aquan.

**COMBAT**

Steam quasielementals attempt to engulf their foes as

soon as possible, using the most effective energy (cold or fire) to damage their foes.

**Control Temperature (Ex):** A steam elemental can control its body temperature, switching between a scalding steam and freezing mist as a free action each round.

**Engulf (Ex):** A steam quasielemental can engulf any creatures by moving into their space. The targeted creatures can choose whether to make an attack of opportunity at a -4 penalty, or make a Reflex save (DC varies, see table below) to avoid the engulfment by moving to the nearest empty adjacent square.

Engulfed creatures take the listed fire or cold damage, depending on the choice the quasielemental had made using its control temperature ability. The elemental can continue to attack while engulfing.



PART 1:  
ELEMENTAL  
DENIZENS

**RADIANCE ELEMENTAL,  
GREATER**

*Huge Elemental (Extraplanar, Fire, Positive)*

Hit Dice:	21d8+84 (178 hp)
Initiative:	+12
Speed:	Fly 60 ft. (perfect)
Armor Class:	24 (-2 size, +8 Dex, +8 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+15/+28
Attack:	Slam +21 melee (2d8+5); or beam +22 ranged touch
Full Attack:	2 slams +21 melee (2d8+5); or beam +22 ranged touch
Space/Reach:	15 ft./15 ft.
Special Attacks:	Beams, blinding
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +11, Ref +20, Will +7
Abilities:	Str 20, Dex 26, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Alertness, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Precise Shot, Weapon Finesse <sup>(B)</sup> , Weapon Focus (ray)

**RADIANCE ELEMENTAL,  
ELDER**

*Huge Elemental (Extraplanar, Fire, Positive)*

Hit Dice:	24d8+96 (204 hp)
Initiative:	+14
Speed:	Fly 60 ft. (perfect)
Armor Class:	26 (-2 size, +10 Dex, +8 natural), touch 18, flat-footed 16
Base Attack/Grapple:	+18/+32
Attack:	Slam +26 melee (2d8+6); or beam +27 ranged touch
Full Attack:	2 slams +26 melee (2d8+6); or beam +27 ranged touch
Space/Reach:	15 ft./15 ft.
Special Attacks:	Beams, blinding
Special Qualities:	Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +14, Ref +26, Will +8
Abilities:	Str 22, Dex 30, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +15, Spot +16
Feats:	Alertness, Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Precise Shot, Weapon Finesse <sup>(B)</sup> , Weapon Focus (ray)

Furthermore, if the quasiaelemental is dealt electricity damage, all engulfed creatures must make Fortitude saves or take half of the electric damage. The save DCs are Constitution-based.

**STEAM QUASIELEMENTAL SIZES**

Elemental	Height	Weight	Engulf DC
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22
Greater	36 ft.	10 lb.	24
Elder	40 ft.	12 lb.	26



**PLANEWALKER**



**STEAM ELEMENTAL, SMALL**

*Small Elemental (Extraplanar, Positive, Water)*

Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	Fly 60 ft. (perfect)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+1/-3
Attack:	Slam +5 melee (1d4)
Full Attack:	2 slams +5 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Engulf 1d4
Special Qualities:	Control temperature, darkvision 60 ft., elemental traits, resistances (fire 5, cold 10)
Saves:	Fort +0, Ref +6, Will +0
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +2
Feats:	Flyby Attack, Weapon Finesse <sup>(B)</sup>

**STEAM ELEMENTAL, MEDIUM**

*Medium Elemental (Extraplanar, Positive, Water)*

Hit Dice:	4d8+8 (26 hp)
Initiative:	+4
Speed:	Fly 60 ft. (perfect)
Armor Class:	18 (+5 Dex, +3 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+3/+4
Attack:	Slam +8 melee (1d6+1)
Full Attack:	2 slams +8 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Engulf 1d6
Special Qualities:	Control temperature, darkvision 60 ft., elemental traits, resistances (fire 5, cold 15)
Saves:	Fort +3, Ref +9, Will +1
Abilities:	Str 12, Dex 21, Con 15, Int 4, Wis 11, Cha 11
Skills:	Listen +4, Spot +3
Feats:	Dodge, Flyby Attack, Weapon Finesse <sup>(B)</sup>

**STEAM ELEMENTAL, LARGE**

*Large Elemental (Extraplanar, Positive, Water)*

Hit Dice:	8d8+24 (60 hp)
Initiative:	+7
Speed:	Fly 60 ft. (perfect)
Armor Class:	20 (-1 size, +7 Dex, +4 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+6/+13
Attack:	Slam +12 melee (2d6+3)
Full Attack:	2 slams +12 melee (2d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Engulf 2d6
Special Qualities:	Control temperature, damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to cold, resistances (fire 5)
Saves:	Fort +5, Ref +13, Will +2
Abilities:	Str 16, Dex 24, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +6, Spot +5
Feats:	Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse <sup>(B)</sup>

**STEAM ELEMENTAL, HUGE**

*Huge Elemental (Extraplanar, Positive, Water)*

Hit Dice:	16d8+64 (136 hp)
Initiative:	+13
Speed:	Fly 60 ft. (perfect)
Armor Class:	21 (-2 size, +9 Dex, +4 natural), touch 17, flat-footed 12
Base Attack/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:	Engulf 2d8
Special Qualities:	Control temperature, damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to cold, resistances (fire 5)
Saves:	Fort +9, Ref +19, Will +5
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +12, Spot +11
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse <sup>(B)</sup>



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ELEMENTAL  
DENIZENS

**STEAM ELEMENTAL, GREATER**

*Huge Elemental (Extraplanar, Positive, Water)*

**STEAM ELEMENTAL, ELDER**

*Huge Elemental (Extraplanar, Positive, Water)*

Hit Dice:	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+14	+15
Speed:	Fly 60 ft. (perfect)	Fly 60 ft. (perfect)
Armor Class:	26 (-2 size, +10 Dex, +8 natural), touch 18, flat-footed 16	27 (-2 size, +11 Dex, +8 natural), touch 19, flat-footed 16
Base Attack/Grapple:	+15/+28	+18/+32
Attack:	Slam +23 melee (2d8+5/19-20)	Slam +27 melee (2d8+6/19-20)
Full Attack:	2 slams +23 melee (2d8+5/19-20)	2 slams +27 melee (2d8+6/19-20)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Engulf 2d8	Engulf 2d8
Special Qualities:	Control temperature, damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to cold, resistance (fire 10)	Control temperature, damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to cold, resistance (fire 10)
Saves:	Fort +11, Ref +22, Will +9	Fort +12, Ref +25, Will +10
Abilities:	Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11	Str 22, Dex 33, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +15, Spot +13	Listen +16, Spot +15
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (slam), Improved Initiative, Iron Will, Mobility, Weapon Finesse <sup>(B)</sup>	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (slam), Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse <sup>(B)</sup>

**RUVOKA, FIRE**

*Medium Outsider (Extraplanar, Fire)*

Hit Dice: 6d8+24 (51 hp)  
Initiative: +2  
Speed: 30 ft. (normal), 60 ft. (in favored element)  
AC: 21 (+2 Dex, +4 natural, +6 armor), touch 12, flat-footed 19  
Base Attack/Grapple: +6/+8  
Attack: +1 flaming trident +10 melee (1d8+3 plus 1d6 fire)  
Full Attack: +1 flaming trident +10/+5 melee (1d8+3 plus 1d6 fire)  
Space/Reach: 5 ft./5 ft.  
Special Attacks: Spells  
Special Qualities: Darkvision 60 ft., elemental movement, elemental mastery, immunity, telepathy 100 ft.

Saves: Fort. +9, Ref. +7, Will +9  
Abilities: Str 15, Dex 14, Con 18, Int 13, Wis 19, Cha 11  
Skills: Concentration +13, Diplomacy +11, Knowledge (nature) +12, Listen +13, Search +10, Sense Motive +13, Spellcraft +10, Spot +13, Survival +13  
Feats: Dodge, Power Attack, Weapon Focus (trident)  
Environment: Elemental Plane of Fire  
Organization: Solitary or tribe (4-12)  
Challenge Rating: 6  
Treasure: Half standard plus +1 flaming trident and +1 chain mail  
Alignment: Usually neutral  
Advancement: 7-12 HD (Medium); 13-18 HD (Large)  
Level Adjustment: +2

*A tall, gaunt human-like figure basks amidst the flames. Swinging his flaming trident, he crackles, "Away,*



*interlopers! To seek fire is to seek death!"*

The ruvoka, sometimes called ruvkova, are masters of a specific element and organize themselves by elemental tribes, such as brajeti (earth), zathosi (earth), ethilum (air), kaltori (fire), ramoka (steam), vandesh (ice) and sartarin (ash).

They are known to travel to the Prime Material Plane via elemental vortices. Once there, the ruvoka tend to stay within a geographic region and work closely with the native druids. They are however secretive and mostly refuse to reveal the purpose of their visit to a prime world. Ruvoka speak their own tongue, but can communicate with any intelligent creature via telepathy.

### COMBAT

Each elemental plane has at least one tribe of ruvoka. The sample ruvoka above is from the kaltori tribe which dwells in the Elemental Plane of Fire. Ruvoka from other planes have different elemental subtype and have weapons with different ability.

For example, a brajeti ruvoka from the Plane of Earth has earth subtype (instead of fire subtype) and uses a +1 corrosive maul (instead of a +1 flaming trident). His favored element would then be earth instead of fire.

**Spells:** A ruvoka casts spells as a druid whose level is equal to his Hit Dice (6<sup>th</sup>-level for the above ruvoka). He gains +1 effective caster level for spells with a descriptor corresponding to his favored element. Furthermore, a ruvoka cannot cast spells with a descriptor opposed to his favored element.

Typically prepared spells (5/4/4/3): 0<sup>th</sup> - *cure minor wounds, flare (x2), light, resistance*; 1<sup>st</sup> - *cure light wounds, faerie fire, produce flame, long strider*; 2<sup>nd</sup> - *barkskin, bear's endurance, bull's strength, flaming*

### LEGEND OF THE FIRST RUVOKA

The race is said to have descended from a mortal druid named Garat from the prime world of Athas. Garat was transformed into a ruvoka after fulfilling the quest of the efreet Caliph Alibashal by killing the latter's rival, Baashizar. Although Garat became the first ruvoka via ritual transformation, the ruvoka have since bred true. Now, they are a race on their own, divorced from its original parent race (possibly human).


Powerful druids can also become ruvoka, using a transformation ritual first revealed to Garat by Caliph Alibashal. These rituals have been guarded secrets among the various ruvoka tribes, and worthy druids sometimes gain access to them. The rituals correspond to the Ritual of Unlearning or the Ritual of Vitality (see *Savage Species*, pp.149-150).

*sphere; 3<sup>rd</sup> - cure moderate wounds, daylight, poison.*

**Elemental Movement (Ex):** A ruvkova can move through its favored element at a speed of 60 ft. This takes the most common mode, such as flying with average maneuverability (air), swimming (water), earth gliding like a xorn (earth), etc.

**Immunity (Ex):** A ruvoka is immune to the energy of its favored element - fire (fire), cold (water), acid (earth), or electricity (air).

**Elemental Mastery (Ex):** A rukova gains +1 to attack and damage rolls if both he and his enemy are in his favored element. A rukova can naturally "breathe" his favored element.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* and *Dark Sun Monstrous Compendium 2: Terrors Beyond Tyr* by Ivan Chia.

## SANDLING

*Large Ooze (Extraplanar)*

Hit Dice: 4d10+20 (42 hp)

Initiative: -4

Speed: 20 ft., burrow 20 ft.

Armor Class: 5 (-1 size, -4 Dex), touch 5, flat-footed 5

Base Attack/Grapple: +3/+10

Attack: Slam +5 melee (2d6+4)

Full Attack: Slam +5 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict, improved grab

Special Qualities: Blindsight 60 ft., ooze traits, water vulnerability







Saves: Fort +6, Ref -3, Will -4  
 Abilities: Str 17, Dex 3, Con 20, Int - , Wis 1, Cha 1  
 Skills: Hide -3 (+7 in arid and dusty areas)  
 Feats: -  
 Environment: Elemental Plane of Earth  
 Organization: Solitary  
 Challenge Rating: 3  
 Treasure: None  
 Alignment: Always neutral  
 Advancement: 5-8 HD (Large); 9-16 HD (Huge)  
 Level Adjustment: -

*What at first looked like just another pile of oddly-colored sand lunges upward as you attempt to step over it and slashes with a pseudopod.*

The descriptively named sandlings are silicate life-forms native to the Elemental Plane of Earth, but also often found on Quasielemental Dust or even the Prime Material. They claim territories with precise boundaries known only to them, and attack all intruders. They feed on minerals, and passively despise all organic matter – they are known to slowly relocate from a region where they have encountered other living beings.

Dwarves of Elemental Earth sometimes seek out sandlings in hopes of finding a rich mineral deposit. Among dwarves, sandlings are known as excellent ingredients for mortar, but they and many druids and rvkova object to such treatment of these beings.

A sandling reproduces by budding, creating infants 2-6 inches long. Adult sandlings are about 10 feet in diameter. Like all mindless beings, they are unable to communicate.

### COMBAT

Sandlings are not aggressive unless provoked, but guard their territories carefully. If approached, a sandling reflexively attacks using its abrasive pseudopods and attempts to grapple foes.

**Blindsight (Ex):** The ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.


**Constrict (Ex):** A sandling deals 2d6+4 points of damage with a successful grapple check.

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

**Ooze Traits:** Immune to poison, sleep effects, mind-affecting effects, paralysis, polymorph, and stunning; blind, mindless; not subject to critical hits or flanking.

**Water Vulnerability (Ex):** A gallon of water poured on a sandling deals 3d6 points of damage to the creature, and reduces the base damage value of its slam attacks to 1d6. The damage value is restored to 2d6 after 8 hours.

**Skills:** Sandlings can vary color to blend with backgrounds. This gives them a +5 racial bonus on Hide checks, which rises to +15 in deserts and similarly dusty areas.

 **Credit:** Converted from *Monstrous Manual* by Igor Calija.

## SANDMAN

*Medium Elemental (Earth, Extraplanar)*

Hit Dice: 4d8+4 (22 hp)  
 Initiative: +0  
 Speed: 30 ft.  
 Armor Class: 17 (+7 natural), touch 10, flat-footed 17  
 Base Attack/Grapple: +3/+3  
 Attack: Slam +3 melee (1d6 plus sleep)  
 Full Attack: 2 slams +3 melee (1d6 plus sleep)  
 Space/Reach: 5 ft./5 ft.  
 Special Attacks: Sleep  
 Special Qualities: Elemental traits, protection from arrows, spell resistance 15, telepathy 100 ft.  
 Saves: Fort +5, Ref +1, Will +1  
 Abilities: Str 11, Dex 11, Con 12, Int 10, Wis 11, Cha 10  
 Skills: Hide +3, Listen +6, Move Silently +3, Spot +6  
 Feats: Ability Focus (sleep), Alertness  
 Environment: Elemental Plane of Earth  
 Organization: Solitary or gang (2-4)



Challenge Rating: 3  
Treasure: Double coins; no items; no goods  
Alignment: Usually neutral evil  
Advancement: 5-12 HD (Medium)  
Level Adjustment: -

*This ragged-looking humanoid appears to be made entirely out of fine sand. Both anger and fear are apparent in its glare.*

Sandmen are creatures of elemental earth, and often serve as slave-takers in the Prime Material Plane. They are often slaves of the dao, allowed to win back their freedom by bringing replacement slaves, which they capture by using their sleep-inducing abilities.

The dao used arcane incantations to bind sandmen to magical amulets, ensuring that those who are sent to the Prime Material Plane do not simply run away. Although sandmen hate their genie masters, they hate the humanoid races even more, and would attack them on sight because they know that humanoids purposefully slay sandmen to use their bodies in magical experiments. As such, humans often become their slave-targets.

Sandmen derive sustenance from sand and stone, but can be starved if kept airborne for an extended period of time. They do not speak at all, communicating among themselves via telepathy.

#### COMBAT

A sandman avoids combat if possible, preferring to attack at night, where it can slip away from combat if things are going against it. If pressed, it uses its fists and relies on its sleep ability to affect those within range. Once a creature goes to sleep, a sandman rarely attacks it. When a sandman is slain, its body crumbles to dust.

**Elemental Traits (Ex):**  
Immune to poison, sleep

effects, paralysis, and stunning; not subject to critical hits or flanking.

**Sleep (Su):** A sandman radiates an aura of sleep, causing any creature within 20 ft. to fall asleep for 3d6+20 rounds unless a DC 14 Will save is made. During this time, a sleeping creature may be awakened only by a *dispel magic* or *break enchantment* spell (DC 11 + sandman's HD).

Every 10 rounds thereafter, the sleeping creature gains +1 circumstance bonus to make a Will save to wake up. During this time, a sleeping creature can be awakened by slapping or wounding it as a standard action, but not by loud noises. A successful save provides immunity to the sleep aura for 24 hours, but not to sleep caused by its touch.

If a creature is hit by its slam attack, the creature must also make a DC 13 Will save or falls sleep as if affected by its sleep aura. Touching a sandman, such as striking it with natural weapons or unarmed strikes, also requires a save to avoid falling asleep.

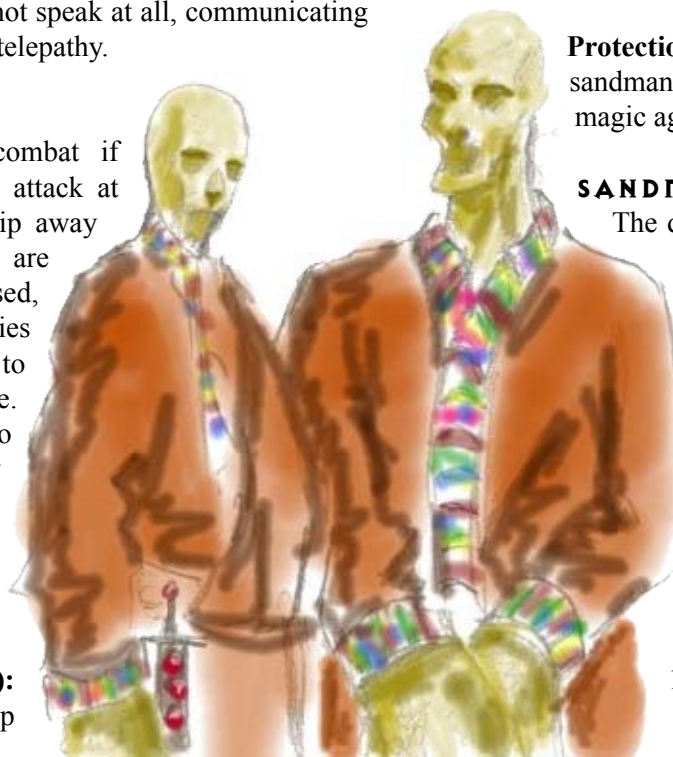
Sleeping creatures are prone, unconscious, and helpless. Constructs, deathless, elementals, oozes, plants, non-native outsiders, and undead do not need to sleep, and thus are immune to this ability. The save DC is Charisma-based.

**Protection from Arrows (Su):** A sandman has damage reduction 10/magic against ranged weapons.

#### SANDMAN DUST

The dust of a slain sandman can be used as an optional material component for a *sleep* or *deep slumber* spell. Doing so provides a 30% chance that the total HD of sleeping creatures be increased by +4. A spellcaster may not use more than 1 optional component for any 1 spell. See Appendix for power component rules.

Harvest DC 10; Value -; Cost 12 gp.





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**Credit:** Converted from *Monstrous Compendium Annual 1* by Creature Catalogue (v3.0); updated to v3.5 by Igor Calija. Used with permission.

## SCAPE

*Diminutive Magical Beast (Extraplanar)*

Hit Dice: 1d10 (5 hp)  
Initiative: +2  
Speed: 20 ft., climb 20 ft.  
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12  
Base Attack/Grapple: +1/-15  
Attack: Bite +5 melee (1d3-4)  
Full Attack: Bite +5 melee (1d3-4)  
Space/Reach: 2½ ft./0 ft.  
Special Attacks: -  
Special Qualities: Darkvision 60 ft., immunity to fire, low-light vision, scent, teleport  
Saves: Fort +2, Ref +4, Will +1  
Abilities: Str 3, Dex 15, Con 10, Int 3, Wis 12, Cha 5  
Skills: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3  
Feats: Weapon Finesse  
Environment: Elemental Plane of Fire  
Organization: Solitary or pack (3-8)  
Challenge Rating: ¼  
Treasure: None  
Alignment: Always neutral  
Advancement: 2-3 HD (Diminutive)  
Level Adjustment: -

*This tiny creature appears as a hairless rodent, teleporting across the flames.*

This creature feeds on carrion, which is usually well-cooked by the environment. It must consume its food quickly before the fire consumes it entirely.

### COMBAT

The scape is non-aggressive, teleporting away when faced with threatening creatures.

**Teleport (Su):** At will, as *teleport* spell, self only.

**Skills:** A scape gains +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. It uses its Dexterity modifier for Climb checks. A scape can always choose to take 10 on a Climb check, even if rushed or threatened.

### SCAPE AS FAMILIARS

Scapes are often sought after by arcane spellcasters in the Plane of Fire. It can be acquired with Improved Familiar or Planar Familiar feat, if the master has 5 ranks in Knowledge (the planes) skill and has at least caster level 9<sup>th</sup>. Their ability to teleport makes them ideal for spying and reconnaissance.

**Credit:** Converted from *Planescape Monstrous Compendium 3* by Igor Calija.

## SCILE SWARM

*Diminutive Elemental (Extraplanar, Fire, Swarm)*

Hit Dice: 7d8+14 (45 hp)  
Initiative: +8  
Speed: Fly 40 ft. (perfect)  
Armor Class: 18 (+4 Size, +4 Dex), touch 18, flat-footed 14  
Base Attack/Grapple: +5/-  
Attack: Swarm (2d6 plus drain color)  
Full Attack: Swarm (2d6 plus drain color)  
Space/Reach: 10 ft./0 ft.  
Special Attacks: Drain color, distraction  
Special Qualities: Blindsight 120 ft., elemental traits, swarm traits, immunities, immunity to weapon damage, vulnerability, telepathy 100 ft.  
Saves: Fort. +7, Ref. +6, Will +3  
Abilities: Str 10, Dex 18, Con 14, Int 7, Wis 13, Cha 11  
Skills: Listen +7, Spot +9  
Feats: Alertness, Improved Initiative, Dodge  
Environment: Quasielemental Plane of Radiance  
Organization: Solitary or cloud (2-5 swarms)  
Challenge Rating: 3  
Treasure: None  
Alignment: Usually neutral  
Advancement: -  
Level Adjustment: -



*Tiny motes of light flashes in front of you. As you move, they follow and suddenly engulf you, turning you invisible.*

A scile, also called an incandescent, is a little glowing mote of light which consumes color. However, sciles often get tired of eating the same colors in the Plane of Radiance and thus like to attack off-plane colors brought by planewalkers. They have never been encountered off-plane, resulting in speculation that scile cannot survive elsewhere. Some believe that they do not reproduce and that their population is constant, unless reduced through acts of violence.

#### COMBAT

A scile swarm attacks any non-natives to the Plane of Radiance by swarming over them and draining colors.

**Distraction (Ex):** Any living creature vulnerable to a swarm's damage that begins its turn with the scile swarm in its square must succeed a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Drain Color (Su):** A scile swarm can drain color from everything it swarms over. The creature must make a DC 15 Fortitude save or be rendered transparent along with his equipment. Transparency can be reversed by a *remove curse* spell or dust of appearance. A transparent creature is invisible, even to himself. Thus,



in addition to normal effects of invisibility, a transparent creature which usually depends on vision also suffers -2 penalty to all rolls involving physical maneuvers, including attack rolls, skill checks (Tumble, Climb, etc.), Reflex saves, and Dex bonus to AC. A transparent shield offers no AC bonus, except for tower shields. The save DC is Constitution-based.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Immunity (Ex):** A scile swarm is immune to fire, polymorph, petrification, death effects, and disintegration.

**Swarm Traits:** A swarm is not subjected to critical hits or flanking. Swarms are never staggered or reduced to a dying state, as they merely breaks up when reduced to 0 or less hit points. They cannot be tripped, grappled, or bull rushed, and they cannot grapple others. A swarm is immune to individually targeted spells, and takes 50% more damage from area effects. Furthermore, a swarm's occupied space is shapeable and it can occupy any 4 contiguous squares and can squeeze through any space large enough for its component creature.

**Vulnerability (Ex):** A magical darkness effect forces the swarm to flee for 10 rounds away from the affected area if it fails a Will save.

#### RAVAGERS OF COLOR

A rare breed of chaotic evil scile exists in the Plane of Radiance. Called Ravagers of Color, they eat only



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certain colors. Thus, if a victim fails his Fortitude save, he does not become transparent, but instead loses a random color with the following effects (roll 1d6). Ravagers of Color eat only one color per victim. Once that color is drained, the victim is safe from the swarm. The effect can be reversed by a *remove curse* spell or dust of appearance. The save DC is Constitution-based.

**COLOR DRAIN BY RAVAGERS OF COLOR**

1d6	Color	Effect
1	Blue	<i>Anger:</i> 1/day, DC 15 Will save or attack all in sight.
2	Red	<i>Listless:</i> DC 15 Will save every round or be dazed for 1 round.
3	Yellow	<i>Depressed:</i> -2 penalty on all attack rolls, skill checks, and ability checks.
4	Green	<i>Honest:</i> Unable to lie and constantly relates secrets to all around him.
5	Violet	1d4 Intelligence drain.
6	Orange	1d4 Strength drain.

**Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

**SHAD**

*Small Humanoid (Extraplanar)*

**Shad, 1<sup>st</sup>-level Warrior**

- Hit Dice: 1d8+3 (7 hp)
- Initiative: +2
- Speed: 30 ft.
- Armor Class: 16 (+1 size, +2 Dex, +3 studded leather), touch 13, flat-footed 14
- Base Attack/Grapple: +1/-2
- Attack: Heavy mace +3 melee (1d6+1), or shortbow +4 ranged (1d4/x3)
- Full Attack: Heavy mace +3 melee (1d6+1), or shortbow +4 ranged (1d4/x3)
- Space/Reach: 5 ft./5 ft.
- Special Attacks: –
- Special Qualities: Contortion, darkvision 60 ft.
- Saves: Fort +5, Ref +2, Will +0

- Abilities: Str 13, Dex 15, Con 16, Int 8, Wis 10, Cha 10
- Skills: Craft (weaponsmithing) +1, Escape Artist +9, Hide +5, Listen +2, Move Silently +3, Survival +2
- Feats: Dodge
- Environment: Elemental Plane of Earth
- Organization: Solitary, pack (3-8), or tribe (20-60 plus 50% noncombatants and 4 leaders of 4th-6th level)
- Challenge Rating: ½
- Treasure: Standard
- Alignment: Usually neutral
- Advancement: By character class
- Level Adjustment: +0

*This lean, gray-skinned humanoid has short, dark hair. Its face is dominated by its oversized eyes, and its large ears are adorned with multiple earrings. The creature moves at an awkward, wobbly gait.*

The shad are a relatively young race, risen to sentience within the decaying remnants of a massive druidic grove on the Elemental Plane of Earth. They are survivors above all else, trying to find their place in the multiverse. Tolerant and thick-skinned, they strive to get along with everyone on live-and-let live principles. Needless to say, many planars recognize this attitude as weakness and take advantage of it whenever possible.

An important factor in helping the shad survive is the collection of signs and messages left by past generations. For the short-lived race to thrive, they learned to always leave markings, tell tales, and convey secret messages for future generations to help them decide what to make use of and what to avoid. Therefore, the shad have developed a rich tradition of stories and folklore, each with a specific warning or information on helpful resources.

The shad have their own written language, a set of symbols known as “Shad Graffiti”; they usually speak Planar Trade, and some also learn Terran or Druidic. A typical shad is slightly over 3 feet tall, and weighs some 60 pounds.

**COMBAT**

Shad warriors are few and far between, but most communities have at least a few trained guards. They fight cautiously and defensively, usually trying to outlast their foes, aided by archers.



**Contortion (Ex):** Shad bodies are extremely pliable. They are able to contort their bodies to fit through an opening only 6 x 6 inches.

### SHAD AS CHARACTERS

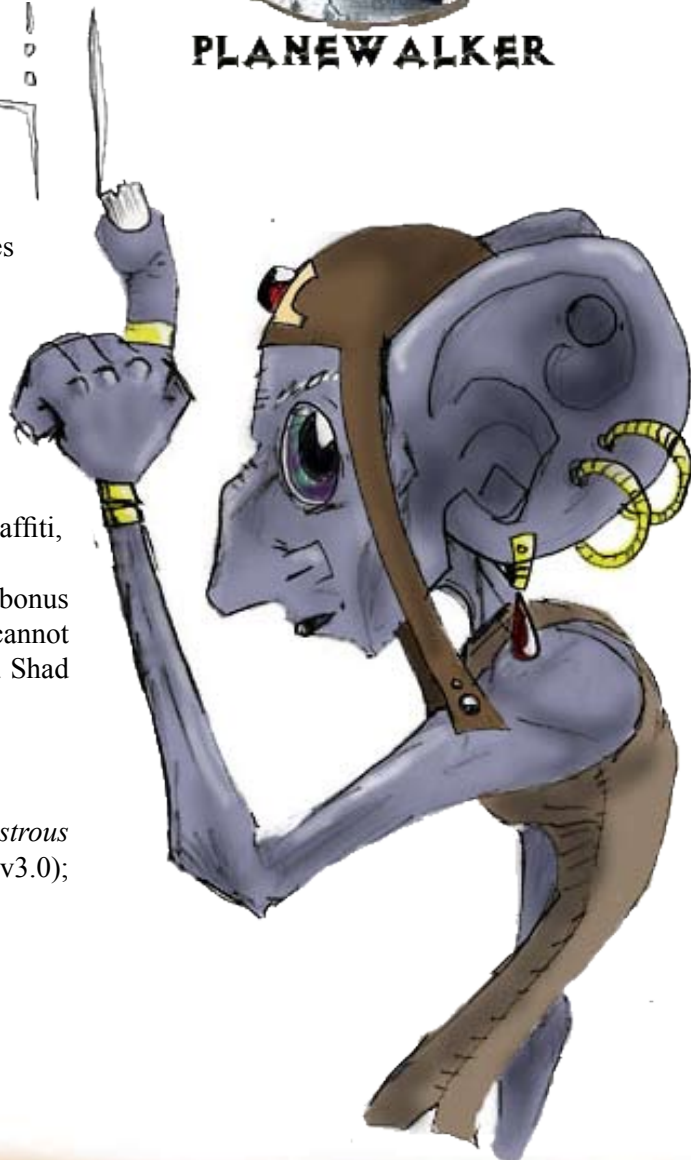
Shad characters possess the following racial traits:

- +2 Constitution, -2 Wisdom. Shad are durable, but lack a great deal of common sense.
  - Small humanoid: As small creatures, shad gain a +1 bonus to Armor Class and attack rolls, a +4 bonus on Hide checks, and a -4 penalty on grapple checks. Their lifting and carrying limits are  $\frac{3}{4}$  those of Medium creatures. Shad are often native to the Elemental Plane of Earth, and have the extraplanar subtype when not on their home plane.
  - Base speed is 30 feet.
  - Darkvision up to 60 feet.
  - +2 racial bonus on saving throws against poison and disease.
  - +4 dodge bonus against creatures with the Earth subtype.
  - Special Quality (see above): Contortion.
  - Racial Skills: Shad have a +2 racial bonus on Craft (weaponsmithing) and Survival checks, as well as a +8 racial bonus on Escape Artist checks.
  - Automatic Languages: Planar Trade. Bonus Languages: Druidic, Dwarven, Shad Graffiti, Terran.
- Note: Shad can only select druidic as a bonus language due to high intelligence; they cannot spend skill points to learn it even at 1<sup>st</sup> level. Shad druids learn Druidic normally.
- Favored Class: Bard.
  - Level Adjustment +0

*✍ Credit:* Converted from *Planescape Monstrous Compendium 3* by PSCS 3E design team (v3.0); updated to v3.5 by Igor Calija.



**PLANEWALKER**



## SHADOW, GRAND

*Large Undead (Extraplanar, Incorporeal)*

Hit Dice: 14d12+56 (147 hp)

Initiative: +4

Speed: Fly 40 ft. (good)

Armor Class: 17 (-1 size, +4 Dex, +4 deflection),  
touch 17, flat-footed 13

Base Attack/Grapple: +7/-

Attack: Incorporeal touch +11 melee (2d6 plus 1d8 x  
1.5 Str)

Full Attack: Incorporeal touch +11 melee (2d6 plus  
1d8 x 1.5 Str)

Space/Reach: 10 ft./10 ft.

Special Attacks: Corrupting touch, create spawn,  
strength damage

Special Qualities: Darkvision 60 ft., resistance  
(cold 10), shadow blur, spell resistance 20, turn  
resistance +4, undead traits, unholy toughness

Saves: Fort. +4, Ref. +8, Will +12

Abilities: Str -, Dex 19, Con -, Int 14, Wis 17, Cha 18

Skills: Hide +17, Listen +20, Search +19, Sense  
Motive +20, Spot +20, Survival +20

Feats: Dodge, Empowered Ability Damage, Mobility,  
Spring Attack, Weapon Focus (incorporeal touch)

Environment: Negative Energy Plane

Organization: Solitary or pack (2-8)

Challenge Rating: 11

Treasure: None

Alignment: Always chaotic evil

Advancement: 15-28 HD (Large)

Level Adjustment: -

*A large shadowy figure, armed with brutal claws, rises from the ground below.*

Grand shadows, sometimes called true shadows, are extremely rare, arising from extreme concentrations of wrong and injustice. As such, they are often dedicated to vengeance, tracking down their enemies and other relations. Sometimes, greater shadows may drain enough strength to evolve into a true shadow.

Grand shadows can roam anywhere, although they tend to gravitate towards forgotten ruins and deep dungeons. The Fortress of Regret in the Negative Energy Plane was said to be the lair of an abnormally large

number of grand shadows. Since they often grow out of some wrong or injustice, they sometimes serve the powerful enemies of their enemies. Those who sacrifice countless innocent victims to prolong their own existence are often said to be the target of grand shadows. Shadows and greater shadows generally defer to them when grand shadows are around.

### COMBAT

Grand shadows tend to hunt in packs. Confident in their superiority, they generally do not utilize the hit-and-run tactics of other shadows, unless truly necessary to overcome a foe.

**Corrupting Touch (Su):** Although a grand shadow is incorporeal, its claws deal 1d8 points of damage per hit.

**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a grand shadow becomes a shadow under its control within 1d4 rounds.

**Incorporeal Traits:** Cannot be harmed by nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Shadow Blur (Su):** A grand shadow is constantly under the effects of a *blur* spell, providing 20% miss chance.

**Strength Damage (Su):** The touch of a true shadow deals 1d8 points of strength damage to a living foe. If reduced to Strength 0, the opponent dies.

**Undead Traits:** Immune to mind-affecting effects, poison, sleep effects, any effect that requires a Fortitude save (unless the effect also works on objects or is harmless), paralysis, stunning, disease, death effects, as well as to fatigue and exhaustion effects; not subject to critical hits, nonlethal damage, ability drain,






or energy drain; negative energy heals it, and positive harms it. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

**Unholy Toughness (Ex):** A grand shadow adds its Charisma bonus per HD to its total hit points.

**Skills:** A grand shadow has +2 racial bonus on hide checks in shadowy areas and -4 penalty in brightly lit areas.

 **Credit:** Converted from *Planescape: Torment* (CRPG) by Ivan Chia.

## SHOCKER

Shockers, also known as “vrrxlzk”, are creatures composed of electricity. On their home plane, they appear as amorphous balls of lightning. There are two kinds of shockers. Those that seek to explore other planes (via *astral projection*) are sojourners, while the rest are contented ones. The latter are usually the youngest or oldest, preferring to stay home rather than to explore the planes.

Shockers are inquisitive about creatures and environment of other planes. While they are peaceful creatures in their home plane, they sometimes test other species elsewhere by attacking or acting a strange, unpredictable manners.

They speak a buzzing dialect of Auran. A creature who understands Auran can make a DC 20 Intelligence check to understand their language. Many sojourners learn other languages as well, such as Prime Common and Planar Trade. Shockers seem to view time as a variable – something which literally speeds up or slows down. This make it difficult to converse with a shocker on matters concerning time.

### CONTENTED SHOCKER

*This humanoid-shaped creature is composed of bluish electricity. Sparks periodically fly off its body.*

Contented shockers are usually encountered only in the Plane of Lightning, except when they are summoned.

### COMBAT

When encountered outside the Plane of Lightning, the shocker is merely a projection. Since a destroyed projection does not really harm the shocker itself, it rarely worries about danger. A shocker that completely discharges its energy dissipates, leaving behind a pile of gray metallic dust.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Astral Projection (Sp):** A shocker can create an *astral projection* effect (self only) 1/day.

**Shocking Grasp (Ex):** A shocker can touch to deal 1d8 electricity damage. If the opponent is wearing metal armor or is composed of metal, it gains +3 bonus on attack rolls. If the shocker is not in the Plane of Lightning, it suffers backlash, taking the same amount of damage.

**Shocking Discharge (Ex):** If touched with natural or metallic weapons, a shocker automatically discharges electricity, dealing 1d8 electricity damage to the touching creature. If the shocker is not in the Plane of Lightning, it suffers backlash, the same amount of damage.

**Immunities (Ex):** Immune to electricity and mind-affecting effects.

### SOJOURNER SHOCKER

*This creature appears as a suit of humanoid full plate armor, imbued with energy that crackles and sparks as it moves.*

Sojourner shockers are explorers, thus they are the most likely creature from the Inner Planes to be encountered in Sigil. They have been sighted on almost every plane, but the difficulty involved made projections into the Outer Planes less common.

A sojourner shocker may be summoned with a *summon monster VII* or *summon nature's ally VI* spell, but there is a 50% chance of summoning 1d4+1 contented ones instead.





PART 1:  
ELEMENTAL  
DENIZENS

### CONTENTED SHOCKER

*Medium Elemental (Air, Extraplanar, Positive)*

### SOJOURNER SHOCKER

*Medium Elemental (Air, Extraplanar, Positive)*

Hit Dice:	3d8+3 (16 hp)	10d8+40 (85 hp)
Initiative:	+4	+9
Speed:	Fly 30 ft. (perfect)	Fly 40 ft. (perfect)
Armor Class:	14 (+4 Dex), touch 14, flat-footed 10	19 (+1 Dex, +8 armor), touch 11, flat-footed 18
Base Attack/Grapple:	+2/+2	+7/+9
Attack:	Shocking grasp +7 melee touch (1d8 electricity)	Shocking grasp +12 melee touch (2d6 electricity)
Full Attack:	Shocking grasp +7 melee touch (1d8 electricity)	Shocking grasp +12 melee touch (2d6 electricity)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Shocking grasp	Chain lightning, shocking grasp
Special Qualities:	Astral projection, damage reduction 5/magic, darkvision 60 ft., elemental traits, shocking discharge, immunities, resistances (cold 5, fire 5), spell resistance 12	Absorb electricity, astral projection, damage reduction 5/magic, darkvision 60 ft., elemental traits, shocking discharge, immunities, resistances (cold 5, fire 5), spell resistance 17
Saves:	Fort +2, Ref +7, Will +2	Fort +7, Ref +12, Will +5
Abilities:	Str 10, Dex 18, Con 13, Int 10, Wis 8, Cha 8	Str 15, Dex 21, Con 18, Int 14, Wis 15, Cha 16
Skills:	Listen +5, Spot +5	Concentration +17, Diplomacy +8, Listen +12, Search +8, Sense Motive +10, Spot +12
Feats:	Iron Will, Weapon Finesse	Combat Casting, Dodge, Improved Initiative, Weapon Finesse
Environment:	Quasielemental Plane of Lightning	Quasielemental Plane of Lightning
Organization:	Solitary or group (3-12)	Solitary or expedition (2-8)
Challenge Rating:	2	7
Treasure:	Standard goods (gems only)	Standard goods (gems only)
Alignment:	Usually neutral	Usually neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)	9-16 HD (Medium); 17-24 HD (Large)
Level Adjustment:	-	-




**Absorb Electricity (Su):** A sojourner takes no damage from electricity and can absorb electricity. For each electrical attack absorbed, a sojourner gains +5 temporary hit points and reduces its negative levels (if any) by 1.

**Shocking Grasp (Ex):** As contented shocker, except damage is 2d6 electricity. A sojourner shocker does not suffer backlash.

**Shocking Discharge (Ex):** As contented shocker, except a sojourner shocker does not suffer backlash.

**Chain Lightning (Sp):** A sojourner can unleash a *chain lightning* (DC 19) as a standard action at a caster level equals to its HD. Each use of this ability bestows 1 negative level on the sojourner. A sojourner in combat tends to use this ability to “heal” other sojourners. The save DC is Charisma-based.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

## SHIMMERING WRAITH

*Medium Construct (Extraplanar, Incorporeal)*

Hit Dice: 4d10+20 (42 hp)

Initiative: +4

Speed: Fly 60 ft. (good)

Armor Class: 14 (+4 Dex), touch 14, flat-footed 10

Base Attack/Grapple: +3/-

Attack: Incorporeal touch +7 melee (1d6 electricity)

Full Attack: Incorporeal touch +7 melee (1d6 electricity)

Space/Reach: 5 ft./5 ft.

Special Attacks: Shadow chill

Special Qualities: Construct traits, darkvision 60 ft., feedback, immunities to cold and electricity, low-light vision, shadow walk

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

Abilities: Str -, Dex 18, Con -, Int -, Wis 10, Cha 2

Skills: -

Feats: -

Environment: Negative Energy Plane

Organization: Solitary or band (see below)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

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

Level Adjustment: -

*A shadowy form coalesces into a humanoid shape and becomes filled with sparkling points of light.*

Shimmering wraiths are non-sentient, non-living energies created by combining the forces of the Negative Energy Plane and the Quasielemental Plane of Lightning. Shimmering wraiths are said to be the result of a curse uttered by an elemental being. As such, they do not really exist in any plane until a curse has been uttered. They however can be banished normally.

When an elemental creature from the Plane of Lightning has been bound into service off-plane, it grows resentful. If it breaks free of control, it may curse a person for thwarting its plan or for unsuccessfully attempting to bind it. A day after the curse, a single wraith attacks the cursed victim. If destroyed, two wraiths appear on the following day. Every day thereafter, the number of wraiths appearing doubles until the cursed victim is slain. The only known way to break the curse is to bind or destroy the cursing elemental creature.

It is unclear why only the elementals from the Plane of Lightning can curse another creature to become the target of the shimmering wraiths. Some believe that it is the gift of a storm god, perhaps Talos or Raiden. Others see it as a manifestation of an elemental will, similar to astral constructs. If the latter is true, then there must be some kind of rift to the Negative Energy Plane, which allows the blending of negative energy with a positive quasielement. The darklights are often used as an example to demonstrate the possibility of such a planar breach.

A shimmering wraith speaks no language and does not communicate.

### COMBAT

Shimmering wraiths are non-sentient, thus they attack in a straight forward manner with melee attacks and shadow chills. Because of their appearances, they are frequently mistaken for undead. They dissipate when slain.



## SISLAN

**Construct Traits:** Immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, and any effect which requires a Fortitude save (unless it also works on objects, or is harmless); not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, or death from massive damage. Immediately destroyed when reduced to 0 hp or less.

**Feedback (Ex):** A shimmering wraith takes the same amount of damage as it inflicts with its incorporeal touch. Furthermore, anyone striking a shimmering wraith with a melee metallic weapon or melee natural weapon takes 1d4 electric damage per hit.


**Incorporeal Traits:** Immune to nonmagical weapons, and has a 50% chance to ignore any damage from any corporeal source (including magical weapons), except for force effects or attacks made with ghost touch weapons. Can pass through solid objects, but not force effects, at will. Its natural attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. Always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

**Shadow Chill (Su):** When there is enough light to cast a shadow, a shimmering wraith can cast its shadow over anyone within 5 ft. as a move action. The victim takes 1d4 cold damage. If the victim does not move out of the area he currently occupies, he takes the damage every round automatically.

**Shadow Strike (Su):** A shimmering wraith can ignore force effects, such as *shield* and *mage armor* spells, with its attacks.

**Shadow Walk (Su):** A shimmering wraith can use *shadow walk* spell (self only) as a standard action at will. It generally uses this to bypass wards and barriers between the target and itself.

**Skills:** A shimmering wraith has +4 racial bonus on hide checks in shadowy conditions.

 **Credit:** Converted from *Monstrous Compendium Annual 1* by Ivan Chia.

A sislan is a sentient whirlwind with three airy arms with a single eye in its center. These creatures gather in groups of three, each having authority over the other two in specific areas. They seldom stray from the Elemental Plane of Air, staying clear of portals and vortices.

Sislan apparently hate all non-natives of the plane, as well as ildiriss (air grue), usually attacking them on sight. Some sages speculate that the sislan behave like this in order to rid the Plane of Air of all colonizers. Others even posit that they are the spirits of slain air elementals.

Although it speaks Auran, a sislan does not communicate with non-natives.

### SAMPLE SISLAN

#### LARGE SISLAN

*Large Elemental (Air, Extraplanar)*

Hit Dice: 8d8+24 (60 hp)

Initiative: +11

Speed: Fly 100 ft. (perfect)

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

Base Attack/Grapple: +6/+12

Attack: Slam +12 melee (2d6+2)

Full Attack: 3 slams +12 melee (2d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Air mastery, improved grab, stunning strike, whirlwind

Special Qualities: Damage reduction 5/-, darkvision 60 ft., electricity resistance 10, elemental traits, ever-whirling, immunities (cold, fire, petrification), vulnerability to gas

Saves: Fort +5, Ref +13, Will +2

Abilities: Str 14, Dex 25, Con 16,

Int 6, Wis 11, Cha 11

Skills: Listen +5, Spot +6

Feats: Combat Reflexes, Dodge, Flyby Attack, Improved Initiative<sup>(B)</sup>, Weapon Finesse<sup>(B)</sup>

Environment: Elemental Plane of Air

Organization: Solitary or trio (3)

Challenge Rating: 7

Treasure: None



Alignment: Usually chaotic neutral  
Advancement: 9-15 HD (Large)  
Level Adjustment: –

*A shimmering whirlwind twists towards you, extending three appendages of solid air from the churning column. A single eye glares at you from the center of the whirlwind.*

#### COMBAT

The sample sislan above uses a large air elemental as a base creature. A sislan's movement never provokes attacks of opportunity, even if the sislan enters the space another creature occupies.

**Air Mastery (Ex):** Airborne creatures take a -1 penalty on attack and damage rolls against a sislan.

**Elemental Traits (Ex):** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Ever-Whirling (Ex):** A sislan is permanently in its whirlwind form. Unlike a normal air elemental, a sislan can make slam attacks in whirlwind form, and threatens the area around it normally.

**Stunning Strike (Ex):** Anyone hit by all three slam attacks of a sislan in a single round must make a Fortitude save (DC 17) or be stunned for 1d4 rounds. The save DC is Constitution-based.

**Improved Grab (Ex):** To use this ability, a sislan must hit with its slam 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 pull the grappled creature into its whirlwind on its next turn with another grapple check.

**Vulnerability to Gas (Ex):** A sislan takes an extra 50% damage from an impure gas effect, such as *acid fog*, *cloudkill*, and *incendiary cloud* spells. Against non-damaging effects of this

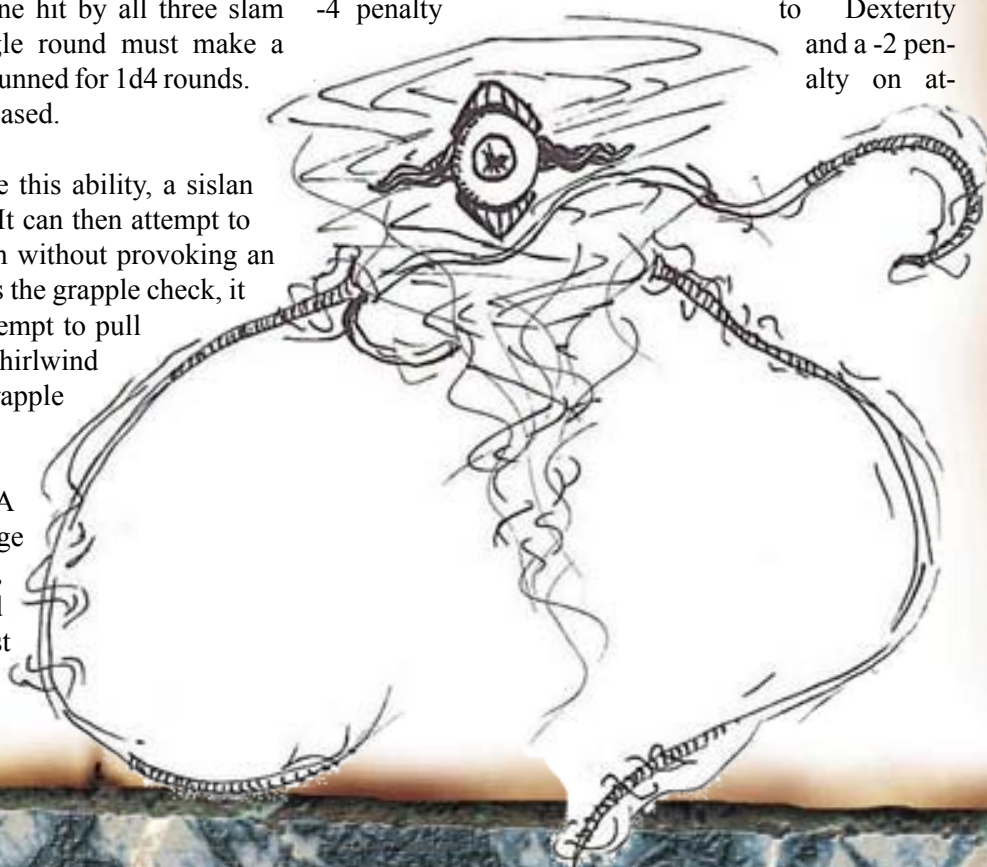
type (such as *stinking cloud* spell), the sislan instead suffers a -2 penalty to its saving throw (if any).

**Whirlwind (Su):** As a whirlwind, the sislan can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 40 feet tall. The sislan controls the exact height, but it must be at least 10 feet.

Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the sislan moves into or through the creature's space. Medium or smaller creatures take 2d6 points of damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a DC16 Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the winds, automatically taking 2d6 points of damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the sislan carries them or to escape the whirlwind. They can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty

to Dexterity and a -2 penalty on at-





tack rolls. The sislán can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The sislán can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned sislán always ejects trapped creatures before returning to its home plane.

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

### CREATING A SISLÁN

A sislán is an inherited template which can be applied to any air elemental or air elemental monolith referred to hereafter as the "base creature". A sislán uses all the base creature's statistics, special abilities, and special qualities except as noted here.

**Type:** Creature type does not change.

**Full Attack:** A sislán has 3 appendages of solid air, allowing it to make up to 3 slam attacks per round. Damage is unchanged.

**Special Attacks:** A sislán retains all the special attacks of the base creature, and gains the following.

- *Improved Grab (Ex):* To use this ability, a sislán must hit with its slam 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 pull the grappled creature into its whirlwind on its next turn with another grapple check.
- *Stunning Strike (Ex):* Anyone hit by all three slam attacks of a sislán in a single round must make a Fortitude save (DC 10 + ½ HD + Constitution modifier) or be stunned for 1d4 rounds.

**Special Qualities:** A sislán retains all the special qualities of the base creature, and gains the following

special qualities.

- *Ever-Whirling (Ex):* A sislán is permanently in its whirlwind form. See the whirlwind ability description in the air elemental entry (*Monster Manual*). Unlike a standard air elemental, a sislán can make slam attacks in whirlwind form and threatens areas within its reach normally.
- *Immunities (Ex):* Immune to cold, fire, and petrification.
- *Resistance (Ex):* Electricity 10.
- *Vulnerability to Gas (Ex):* A sislán takes an extra 50% damage from an impure gas effect, such as *acid fog*, *cloudkill*, and *incendiary cloud* spells. Against non-damaging effects of this type (such as *stinking cloud* spell), the sislán instead suffers a -2 penalty to its saving throw (if any).


**Challenge Rating:** As base creature +2.

**Alignment:** Usually chaotic neutral.

### SISLÁN ICHØR

The sislán is not composed entirely of air. Its mass also contains a clear, syrupy ichor which solidifies quickly when left out of a whirlwind. This ichor can be used to create flight- or levitation-related magical items. See Appendix for power component rules.

Harvest DC 15; Value 5 XP per HD; Cost 25 gp per HD.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.



*Creature  
Codex*



## SKRIAXIT

*Large Elemental (Air, Earth, Extraplanar, Fire)*

Hit Dice: 16d8+84 (154 hp)  
Initiative: +6  
Speed: Fly 90 ft. (perfect)  
Armor Class: 25 (-1 size, +6 Dex, +10 natural), touch 15, flat-footed 19  
Base Attack/Grapple: +12/+20  
Attack: Claw +18 melee (2d6+4 plus 1d8 fire)  
Full Attack: 4 claws +18 melee (2d6+4 plus 1d8 fire)  
Space/Reach: 10 ft./10 ft.  
Special Attacks: Burn, stormbringer  
Special Qualities: Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, spell resistance 25, vulnerability to cold  
Saves: Fort +14, Ref +18, Will +6  
Abilities: Str 19, Dex 23, Con 18, Int 15, Wis 13, Cha 16  
Skills: Bluff +13, Intimidate +22, Listen +20, Sense Motive +10, Spot +20  
Feats: Alertness, Blind-Fight, Flyby Attack, Lightning Reflexes, Weapon Finesse, Weapon Focus (claw)  
Environment: Elemental Plane of Air / Any desert (Prime Material Plane)  
Organization: Solitary or swarm (2-8)  
Challenge Rating: 13  
Treasure: None  
Alignment: Usually neutral evil  
Advancement: 17-24 HD (Large); 25-32 HD (Huge)  
Level Adjustment: -

*A vast whirlwind of burning sand and dust approaches at great speed. You feel that it's somehow being directed toward you, perhaps by the smaller dust devils dancing within it.*

Also called Black Storms or Living Sandstorms, these little known aberrant-element creatures are generally numbered among composite elementals. They are believed to be air elementals summoned by ancient gods as spirits of retribution against desert communities. As such, these elementals are bonded to the earth, effectively making it their home plane. Most of them are encountered in Prime deserts, but some have been reported in the Plane of Air.

Highly intelligent and openly malicious, a skriaxit hates and fears nothing, but simply delights in destruction and pain. Some believe that the sadistic beings actually feed on terror and destruction, and slumber for centuries once sated. In its active form, a skriaxit is a 10-ft. whirlwind of burning sand and dust, four semi-corporeal claws extending from it. At rest, it looks like a wind-scattered pile of black dust.

A skriaxit speaks a dialect of Auran, which is a howling, shrieking tongue. Anyone who understands Auran can make a DC 15 Intelligence check to understand it.

### COMBAT

In battle, the skriaxit usually rely on their stormbringer ability. When surrounded by the mighty winds, they become very difficult to reach and effectively attack. They generally let the storm do its work, and close in for personal combat only when they decide enough of an advantage has been achieved.

**Burn (Ex):** An attacking skriaxit forms sharp talons of sand that deals slashing damage plus fire damage from the creature's flaming body. Those hit by a skriaxit also must succeed on a Reflex save (DC 22) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a skriaxit with natural weapons or unarmed attacks take fire damage as though they were hit by the claw attack, and also catch on fire unless they succeed on a Reflex save.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Stormbringer (Su):** Four skriaxit in adjacent squares working together for 10 rounds can create a fierce localized windstorm of flaming sands that could render a human fleshless within minutes. The storm continually emanates from them in a 200 ft. radius. The effects of this storm deviate from the standard windstorm effects described in the *Dungeon Master's Guide* (p.95):

First, all creatures of Huge or smaller size must make a DC 22 Fortitude save each round or be knocked prone by the winds. Flying creatures are treated as one size category smaller for the purpose of this effect, and



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are blown back 1d6 x 10 feet instead of being knocked prone if they fail their Fortitude save.

Second, all creatures take 2d6 points of slashing and 2d6 points of fire damage per round from the scorching air and sand, with a DC 22 Reflex save allowed for half damage.

Finally, once per minute, everything within the storm cloud is exposed to a *greater dispel magic* effect (effective caster level 13<sup>th</sup>).

All skriaxit in the sandstorm can fly at a speed of 200 ft. with average maneuverability, and do not suffer from the effects listed above. The skriaxit can maintain the sandstorm for up to 4 hours, but this requires a move action each round for each skriaxit. They do not have to remain in adjacent squares for the entire period, but if any of them leaves the windstorm (which stays centered on the approximate midpoint between the four), the effect ends.

A control weather spell can end the skriaxit windstorm only if the caster succeeds at a DC 25 caster level check. Also, the skriaxit can choose to dismiss it at any time. Regardless of how the effect ends, it takes 1d4 minutes for the winds to fully subside.

All save DCs are Constitution-based.

**Credit:** Converted from *Monstrous Manual* by Igor Calija.

## S ⊕ ⊕ + B E A S T †

*Large Animal (Extraplanar)*

Hit Dice: 8d8+30 (66 hp)

Initiative: -1

Speed: 20 ft.

Armor Class: 13 (-1 size, -1 Dex, +7 natural, -2 blindness), touch 6, flat-footed 13

Base Attack/Grapple: +6/+16

Attack: Bite +5 melee (1d6+3)

Full Attack: Bite +5 melee (1d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: -

Special Qualities: Blind, low-light vision, non-combative

Saves: Fort +11, Ref +1, Will +2

Abilities: Str 23, Dex 8, Con 17, Int 2, Wis 11, Cha 3

Skills: Listen +11

Feats: Great Fortitude, Improved Bull Rush <sup>(B)</sup>, Toughness (x2)

Environment: Paraelemental Plane of Smoke

Organization: Solitary or group (2-4)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 9-16 HD (Large); 17-24 HD (Huge)

Level Adjustment: -

*A sootbeast is a 10 feet long creature with shaggy black hair thick with soot, its grimy toothless mouth belching smoke.*

Despite its somewhat frightening appearance, the beast is mostly harmless and entirely blind. It's strictly a filter feeder – it strains miniscule floating creatures by drifting slowly through the Smoke.

### COMBAT

The sootbeast is non-aggressive, but it has been known to trample over creatures whose presences it is unaware of.

**Blind (Ex):** A sootbeast is naturally blind; it has a -2 AC penalty; its attacks always have a 50% miss chance; it suffers a -4 penalty on Search checks and all Str- and Dex- based skill checks.

**Non-Combative (Ex):** A sootbeast is a non-combative creature, and its bite is considered a secondary attack with half Strength bonus to damage.



### EXPANDED RULES FOR SANDSTORM

Sandstorm features expanded rules for desert storms, including sandstorms and flensing sandstorms. If you uses Sandstorm (pp.15-17), you may wish to use the expanded rules instead. If so, Huge advanced skriaxits may create flensing sandstorms with hurricane wind force.



✍ **Credit:** Converted from *Planescape Monstrous Compendium 3* by Igor Calija.

## SPECTRAL DEATH

*Medium Undead (Extraplanar)*

Hit Dice: 8d12 (52 hp)  
Initiative: +8  
Speed: Fly 60 ft. (perfect)  
Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed 16  
Base Attack/Grapple: +4/+7  
Attack: Claw +7 melee (1d6+3 plus Wisdom drain)  
Full Attack: 2 claws +7 melee (1d6+3 plus Wisdom drain)  
Space/Reach: 5 ft./5 ft.  
Special Attacks: Eat soul, wisdom drain  
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., turn resistance +2, undead traits  
Saves: Fort. +2, Ref. +6, Will +8  
Abilities: Str 17, Dex 19, Con -, Int 8, Wis 14, Cha 16  
Skills: Listen +15, Move Silently +17, Spot +15  
Feats: Dodge, Improved Initiative, Mobility  
Environment: Quasielemental Plane of Vacuum  
Organization: Solitary  
Challenge Rating: 5  
Treasure: None  
Alignment: Usually neutral evil  
Advancement: 9-16 HD (Medium); 17-24 HD (Large)  
Level Adjustment: -

*This creature is a boiling cloud of blackness with a faint sickly black-green glow. It seems like an ominous storm cloud rolling through the air.*

Also called soul eaters, spectral deaths are negative energy beings that look like boiling clouds of blackness. Spectral deaths seem to draw sustenance from a mixture of vacuum and negative energy. They are believed to reproduce by budding. In the Quasielemental Plane of Vacuum, they are solitary creatures with no interaction with any other creatures, drifting near the border with the Negative Energy Plane. They sometimes find their ways into other planes through planar breaches.

A spectral death may also be summoned by a *sum-*

*mon undead V* spell (see *Libris Mortis*), but it will perform no other service except to track and kill one victim identified by the caster. If it is somehow unable to track and kill its target, the spectral death flies into a rage (+4 Str, +4 Con, +2 morale bonus on will save, -2 AC) and attacks the summoner instead.

### COMBAT

A spectral death can attack in any direction with its invisible claws. It can attack two opponents at once but prefers to concentrate its attacks on a single foe. A spectral death either chooses the victim who seems the least likely to effectively counterattack or an opponent who has already harmed the spectral death. If the victim's allies successfully interpose themselves, the spectral death lashes out at the most vulnerable opponent.

**Eat Soul (Ex):** Anyone slain by a spectral death is spiritually consumed. The victim cannot be resurrected or reincarnated except by a *wish* or *miracle* spell.

**Wisdom Drain (Su):** A spectral death drains 1 point of Wisdom (2 points on a critical hit) with each claw attack. DC 17 Fort negates. It gains 5 temporary hit points (10 on a critical hit) per successful drain. The save DC is Charisma-based.

**Undead Traits:** Immune to mind-affecting effects, poison, sleep effects, any effect that requires a Fortitude save (unless the effect also works on objects), paralysis, stunning, disease, death effects, fatigue, and exhaustion; not subject to critical hits, nonlethal damage, ability drain, or energy drain; negative energy heals it, and positive harms it. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

✍ **Credit:** Converted from *Mystara Monstrous Compendium* by Ivan Chia.



## SUISSEEN

*Large Outsider (Extraplanar, Water)*

Hit Dice: 10d8+50 (95 hp)

Initiative: +3

Speed: Swim 50 ft.

Armor Class: 20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17

Base Attack/Grapple: +10/+21

Attack: Slam +17 melee (2d6+7 plus 1d6 acid)

Full Attack: 2 slams +17 melee (2d6+7 plus 1d6 acid)

Space/Reach: 10 ft./5 ft.

Special Attacks: Corrosive membrane, drench, drown, improved grab

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., fire immunity, vulnerabilities (cold, electricity)

Saves: Fort +12, Ref +10, Will +9

Abilities: Str 25, Dex 16, Con 21, Int 8, Wis 14, Cha 13

Skills: Diplomacy +3, Escape Artist +16, Knowledge (nature) +1, Listen +15, Move Silently +16, Search +12, Sense Motive +15, Spot +15, Survival +15

Feats: Combat Reflexes, Iron Will, Power Attack, Weapon Focus (slam)

Environment: Elemental Plane of Water

Organization: Solitary or cult (2-8 human, merfolk, or sahuagin cultists)

Challenge Rating: 8

Treasure: None

Alignment: Usually neutral

Advancement: 11-20 HD (Large); 21-30 HD (Huge)

Level Adjustment: –

*A thin, transparent membrane floats gently in the water. As the cultists push the maiden into the pool as a sacrifice, the membrane drifts closer to caress the maiden, corroding her flesh and drowning her in the water within the membrane.*

A suisseen is basically a translucent membrane filled with water. Strangely, some of the water beyond the membrane is also part of the creature. Some believe that the suisseen is more closely related to the varrdig (water grue) than true elementals.

A cult called Mayestri – a group of humans, sahua-

gin and merfolk – reveres these creatures as links to the powers of water that they worship, calling the suisseen as “the door and the way”. The cultists often sacrifice humanoids, both willing and unwilling, to the creature (see *Book of Vile Darkness* for sacrificial rules). The cult operates mainly in the Prime Material Plane, but it has a small following in the Plane of Water. Some suisseen who have received frequent sacrifices become neutral evil, viciously attacking creatures out of malice. A suisseen can be summoned with a *summon monster VII* spell. It understands and speaks Aquan.

### COMBAT

A suisseen uses its watery mass like a powerful wave that crushes and batters foes. A suisseen’s natural attacks are treated as magic weapons for the purpose of bypassing damage reduction.

**Corrosive Membrane (Ex):** The membrane of a suisseen is corrosive; its mere touch deals 1d6 acid damage. Striking it with natural weapons or unarmed strikes also deal the same damage.

**Drown (Ex):** A suisseen can drown a grabbed victim by making another grapple check. If successful, the suisseen forces water into its victim’s lungs and the victim must make a DC 10 Constitution check or starts drowning. Every round thereafter, if the suisseen successfully make another grapple check, the victim must make another Constitution check with the DC increased by +1 for every round after the first. Failure renders the victim unconscious (0 hp). On the following round, the victim drops to -1 hp and is dying. Thereafter, it drowns and is dead.

**Drench (Ex):** The touch of a suisseen puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of size Large or smaller. The creature can dispel magical fire it touches as if by *dispel magic*; caster level 10<sup>th</sup>.

**Improved Grab (Ex):** To use this ability, a suisseen must hit with its slam 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 drown the opponent. Furthermore, a grappled foe takes 1d6 points of acid damage per round



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from the suisseen's corrosive membrane.

✂ **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

## TOME GUARDIAN

*Small Elemental (Extraplanar, Fire)*

Hit Dice: 4d8 (18 hp)

Initiative: +5

Speed: 30 ft.

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

Base Attack/Grapple: +3/-1

Attack: Slam +8 melee (1d4 plus 1d4 fire)

Full Attack: Slam +8 melee (1d4 plus 1d4 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Burn, fireburst

Special Qualities: Damage reduction 5/-, darkvision 60 ft., elemental traits, fast healing 2, immunities (electricity, fire, mind-affecting effects), vulnerability to cold

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

Abilities: Str 10, Dex 18, Con 10, Int 4, Wis 11, Cha 11

Skills: Hide +10, Spot +3

Feats: Dodge, Improved Initiative, Weapon Finesse <sup>(B)</sup>

Environment: Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Usually neutral

Advancement: 5-8 HD (Small)

Level Adjustment: -

*As you approach the grimoire on its stand, it bursts into fire and releases a ray of white-hot flame at you.*

A tome guardian is an elemental spirit of fire summoned and compelled into guarding a small object, usually a spellbook or another magical tome of lore.

The guardian in its natural form resembles a tiny semi-solid fire elemental, but it is rarely seen like this; when summoned, it envelops and appears to merge with the object it has been bound to.

For some reason, a tome guardian cannot stand the presence of a xeg-yi energon, and attacks the creature on sight. Otherwise, the creature is peaceful and content to fulfill its task for as long as necessary.

A tome guardian does not speak, but understands Ignan and (usually) Prime Common.

### COMBAT

Tome guardians spend most of their time within the object they are guarding, which normally provides them with concealment. In combat, they attack as instructed by the original summoner, usually when someone touches the object or approaches within a set distance. Their primary attack is fireburst, a dazzling ray of flame.

A slain tome guardian spontaneously abandons the guarded object and departs for the Elemental Plane of Fire (see *planar ally* and *planar binding* spell descriptions).

**Burn (Ex):** A tome guardian's slam attack deals bludgeoning damage plus 1d4 points of fire damage from the elemental's flaming body. Those hit by a tome guardian's slam attack also must succeed on a DC 12 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, stunning, critical hits, and flanking.

**Fireburst (Su):** A tome guardian can produce a pencil-thin ray of white-hot flame and use it to attack a target within 40 ft. This attack deals 4d6 fire damage and dazes the target for 1d4+1 rounds. A DC 12 Reflex save halves the damage and negates the daze effect.

**Merge (Su):** A tome guardian can merge with its guarded object, gaining total concealment (50% miss chance) and sharing its damage reduction and elemental immunities with the object. While merged, it cannot move or attack, but is entirely aware of its surroundings. The merged tome guardian cannot be seen (unless it uses shell form, see below), but the object radiates faint conjuration magic, and *true seeing* detects the presence of the guardian.

A tome guardian in shell form affected by a targeted



## TSNNG

*dispel magic* spell must make a DC 15 Will save or be forced out of its guarded object, appearing in the same 5 ft. square. It is unable to bind with the same object for 1d4 minutes.

**Shell Form (Su):** A tome guardian merged with its guarded object can gather its form into a rigid shell to ward off blows. Attacks directed toward the object hit the guardian instead. While in shell form, the guardian cannot move or use its slam attack, and it does not benefit from concealment normally provided by the object, but it can use fireburst. A tome guardian in shell form can also be expelled using *dispel magic*, as stated above.

### BINDING A TOME GUARDIAN

A tome guardian is usually called and compelled using a *lesser planar binding* spell, but *lesser planar ally* also works. The object to be guarded (up to 4 cubic feet in volume) must be within the calling diagram (if any) when the spell is cast, but can later be removed. While the two are merged, the object benefits from the guardian's damage reduction and elemental immunities; if the guardian envelops the object using shell form (see above), the object is protected from all damage as long as the guardian lives.

A tome guardian is usually willing to serve as a protector, and requires no payment. Some claim that the guardian finds a degree of satisfaction in the merge.

A tome guardian can understand relatively complex commands and conditions in relation to its task (such as allowing a number of designated creatures to approach or manipulate the object).

*✍ Credit:* Converted from *Monstrous Compendium Annual 3* by Igor Calija.



*This thin humanoid appears to be made entirely of purple-blue crystal. It is tall and spindly, with a long, narrow head and a tiny mouth. The multifaceted surface of its body is shining and sparkling with a plethora of colors.*

The tsnnng (name unpronounceable by non-tsnnng) are a race of "anthropomorphic gemstones" native to the Quasielemental Plane of Mineral, the border area between Elemental Earth and Positive Energy. Reclusive, arrogant, and genderless, they claim to be the oldest race in creation. The fact that they are actually immortal beings, never dying of natural causes, seems to support this outrageous claim.

Tsnnng society is divided into many autonomous enclaves and cabals, each group viewing itself as the sole possessor of the right and ability to decide what course is best for the race and the plane in general. All tsnnng belong to one of two racial subtypes, either warriors or mages. This distinction is not relevant to a tsnnng's choice of cabal or its social position, since both castes are equally valued.

The tsnnng speak their own language, and often also Planar Trade, Terran, or Draconic.

### COMBAT

Mage tsnnng and warrior tsnnng cooperate perfectly in combat. They act without any fear of death, which is not typical for immortal or near-immortal beings. A tsnnng's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Blindsight (Ex):** Tsnnng can perceive their surroundings (within a 180 ft. radius) perfectly. They are able to see in an extremely wide spectrum using any part of their bodies as a sensory organ, and can sense ambient noise and vibration with extreme accuracy within that range.

**Hardened Matrix (Ex):** The crystal matrix of tsnnng bodies is naturally resistant to vibrations. Although their bodies are made entirely of crystal, the tsnnng are not treated as crystalline creatures when exposed to effects that work differently on such beings.

### MAGE TSNNG

*Medium Outsider (Earth, Extraplanar)*

Hit Dice:	6d8+6 (33 hp)
Initiative:	+1
Speed:	20 ft.
Armor Class:	16 (+1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+6
Attack:	Claw +6 melee (1d4); or masterwork javelin +8 ranged (1d6)
Full Attack:	2 claws +6 melee (1d4); or masterwork javelin +8 ranged (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Blindsight 180 ft., damage reduction 5/magic, darkvision 60 ft., hardened matrix, hardened mind, immunities, resistance (sonic 10)
Saves:	Fort +6, Ref +6, Will +7
Abilities:	Str 11, Dex 13, Con 12, Int 19, Wis 14, Cha 12
Skills:	Concentration +10, Craft (any two) +13, Diplomacy +10, Knowledge (arcana) +13, Knowledge (local) +13, Knowledge (the planes) +13, Listen +19, Search +13, Sense Motive +11, Spellcraft +13, Spot +11
Feats:	Anti-Psionic Magic <sup>(B)</sup> , Extend Spell, Improved Initiative, Spell Mastery <sup>(B)</sup> , Spell Penetration
Environment:	Quasielemental Plane of Mineral
Organization:	Solitary or team (1-2 plus 2-4 warriors)
Challenge Rating:	6
Treasure:	No coins; double goods (gems only); standard items
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+6

### WARRIOR TSNNG

*Medium Outsider (Earth, Extraplanar)*

Hit Dice:	6d8+12 (39 hp)
Initiative:	+3
Speed:	30 ft.
Armor Class:	20 (+3 Dex, +7 natural), touch 13, flat-footed 17
Base Attack/Grapple:	+6/+8
Attack:	Claw +9 melee (2d4+4/19-20); or claw spike +9 (2d6+4/19-20/x3); or masterwork javelin +10 ranged (1d6+2)
Full Attack:	2 claws +9 melee (2d4+4/19-20); or 2 claw spikes +9 (2d6+4/19-20/x3); or masterwork javelin +10 ranged (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Alter claw
Special Qualities:	Blindsight 180 ft., damage reduction 5/magic, darkvision 60 ft., hardened matrix, hardened mind, immunities, resistance (sonic 10)
Saves:	Fort +4, Ref +2, Will +0
Abilities:	Str 15, Dex 17, Con 14, Int 14, Wis 12, Cha 12
Skills:	Craft (weapon) +11, Hide +12, Intimidate +10, Knowledge (local) +11, Knowledge (the planes) +11, Listen +18, Move Silently +12, Search +1, Sense Motive +10, Spot +10
Feats:	Combat Expertise, Dodge, Improved Critical (claw) <sup>(B)</sup> , Power Attack, Weapon Focus (claw) <sup>(B)</sup> , Weapon Specialization (claw) <sup>(B)</sup>
Environment:	Quasielemental Plane of Mineral
Organization:	Solitary or team (2-4 plus 1-2 mages)
Challenge Rating:	5
Treasure:	No coins; double goods (gems only); standard items
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+5



**Hardened Mind (Ex):** Despite the fact that the powers of the mind are traditionally channeled through crystals, they do not seem to pass through the tsnng at all. A tsnng has a +8 racial bonus on saving throws against all psionic powers and psi-like abilities, and a +4 racial bonus on saving throws against all mind-affecting effects. This is a special exception to the psionic-magic transparency rule.

**Immunities (Ex):** A tsnng is immune to death effects, disease, and poison.

**Skills:** All tsnng have a +8 racial bonus on Listen checks.

### MAGE TSNNG

Tsnng arcanists believe that they wield the magical potency bestowed upon them directly by their home plane, the so-called Geode, or Plane of Mineral. They employ many crystal-related spells and techniques unknown to other races.

**Spells:** A mage tsnng casts spells as a 7<sup>th</sup>-level wizard, but its Intelligence score is treated as 10 points higher to determine bonus spells per day.

Spells commonly prepared (4/6/5/4; save DC 14 + spell level): 0 – *detect magic, far hand, ghost sound, mending*; 1st – *comprehend languages, mage armor, magic missile, shocking grasp, true strike, unseen servant*; 2nd – *blur, detect thoughts, minor image, scorching ray, tone echo\**; 3rd – *dispel magic, greater magic weapon, light refraction\**, *protection from energy*.

\* New spell, see below.

### WARRIOR TSNNG

Warrior tsnng are the physical force of their people, and make up for their small numbers with great power and precision. Warriors act as guards, enforcers, soldiers, and the developers of gem weaponry. Indeed, all crafting within tsnng society generally falls to warriors.

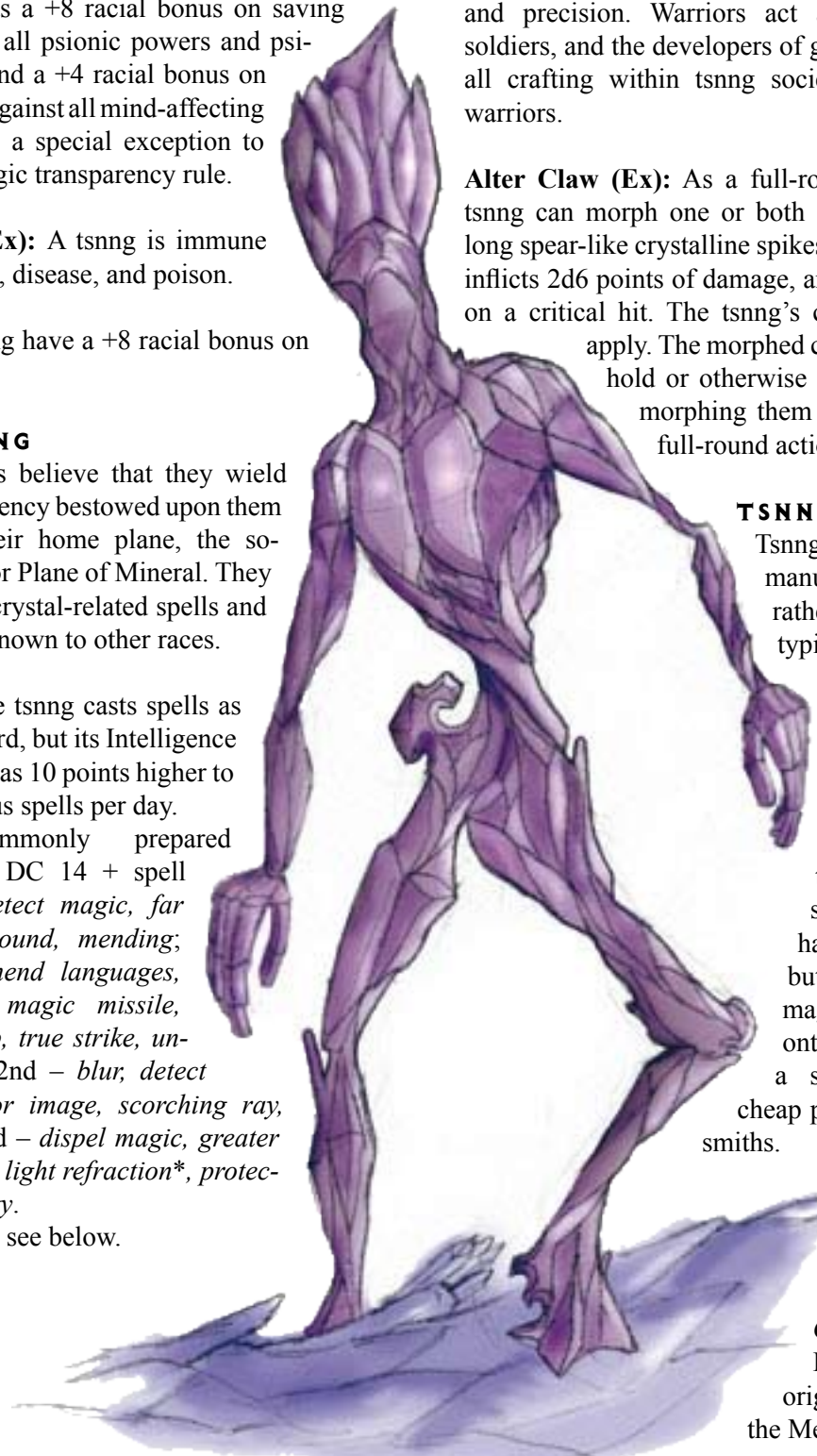
**Alter Claw (Ex):** As a full-round action, a warrior tsnng can morph one or both of its claws into 5 ft. long spear-like crystalline spikes. A claw in spike form inflicts 2d6 points of damage, and deals triple damage on a critical hit. The tsnng's claw-related feats still apply. The morphed claws cannot be used to hold or otherwise manipulate items, and morphing them back requires another full-round action.

### TSNNG WEAPONS

Tsnng that rely on manufactured weapons rather than their claws typically use special crystal weapons (typically spears, bastard swords, or axes), crafted employing secret techniques that give them the properties of steel-equivalents (same hardness and hit points, but ½ weight). Adding magical enhancements onto such weapons is a surprisingly fast and cheap process for tsnng gem-smiths.

 **Credit:**

Converted from *Planescape Monstrous Compendium 3* by Igor Calija. Spells originally (2<sup>nd</sup> Edition) by the Mechalich.





## UNGULOSIN

*Huge Outsider (Extraplanar, Water)*

Hit Dice: 15d8+75 (142 hp)  
 Initiative: +6  
 Speed: Swim 50 ft.  
 Armor Class: 20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 18  
 Base Attack/Grapple: +15/-  
 Attack: Bite +23 melee (2d8+13 plus poison)  
 Full Attack: Bite +23 melee (2d8+13 plus poison)  
 Space/Reach: 15 ft./10 ft.  
 Special Attacks: Distraction, poison  
 Special Qualities: Darkvision 60 ft., half damage from slashing and piercing, immunity to mind-affecting effects, partial swarm traits, spell resistance 20  
 Saves: Fort +14, Ref +11, Will +12  
 Abilities: Str 29, Dex 15, Con 20, Int 3, Wis 16, Cha 15  
 Skills: Escape Artist +20, Handle Animal +10, Listen +21, Move Silently +12, Spot +21  
 Feats: Ability Focus (poison), Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (bite)

Environment: Elemental Plane of Water  
 Organization: Solitary  
 Challenge Rating: 12  
 Treasure: None  
 Alignment: Usually neutral  
 Advancement: 16-30 HD (Huge)  
 Level Adjustment: -

*A school of fish swarms around you. The school slowly takes an overall shape of a huge fish. It opens its maw and rushes towards you.*

An unguolosin is an elemental spirit of water that takes a physical form by assembling and controlling a number of fish, eels, octopi, and similar lesser creatures of the sea. The form it takes is based on the animals which made up its body – an unguolosin formed by squids would have an overall shape of a squid.

The motives of an unguolosin are its own; it wanders the plane, answering to no power or elemental prince. Chant has it that these beings were once native to Elemental Air, but had migrated to Elemental Water after being betrayed by a power of the sky.

An unguolosin does not speak, but it is believed that it understands both Aquan and Auran.

### LIGHT REFRACTION

*Transmutation*

**Level:** Sor/Wiz 3; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** 50 ft.; **Area:** 50 ft. burst centered on the caster; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** No.

By generating a spark of light and refracting a million-fold through surrounding crystals, the tsnng can create a burst of candlepower strong enough to blind even the eyes of dragons. When this spell is cast, a light as bright as the brightest points of Radiance is called into being, and all sighted creatures in the affected area are blinded permanently and stunned for 1 round, suffering searing pain in their eyes. A successful Fortitude save negates both the blindness and the stunning. Tsnng, with vision in a different spectrum, are not affected by *light refraction*. Also, this spell only works in the Quasielemental Plane of Mineral or in a similar environment.

### TONE ECHO

*Divination*

**Level:** Sor/Wiz 2; **Components:** V, S, F; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** Crystal touched; **Duration:** 1 hour/level; **Saving Throw:** None; **Spell Resistance:** No.

Tone echo allows the tsnng wizard to attune the tone within a crystal to echo the essence of passing creatures. At any time during the spell's duration, the wizard can look into the crystal and see a perfect visual image there of the creature who most recently passed. If the crystal is disturbed while this spell is in effect, the echo is lost.

*Focus:* A sliver of mineral of the same type as the crystal formation to be used.





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## VERMIN, ELEMENTAL

### COMBAT

An ungulosin attacks with its bite. It is a resilient combatant, taking advantage of the immunities provided by its quasi-swarm state.

**Distraction (Ex):** Any living creature that begins its turn with an ungulosin swarm in its square must make a DC 22 Fortitude save or be nauseated for 1 round. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

**Partial Swarm Traits (Ex):** Since the ungulosin is made up of tiny creatures, it has certain aspects of a swarm. It is immune to critical hits and flanking. It takes half damage from slashing and piercing weapons. It cannot be tripped, grappled or bull-rushed. It is immune to spells which target a specific number of creatures, but takes 50% more damage from area-effect spells.

**Poison (Ex):** Injury, Fort DC 24; initial damage paralysis 1d4+1 rounds; secondary damage 1d6 Con. The save DC is Constitution based.

*✍* **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

These creatures are scavengers and pests of the elemental planes. They do not speak any languages and their low intelligences make telepathic contact unrewarding. They are primarily concerned with feeding: dusters consume scents and flowers, crawlers consume gems and metals, flamelings consume any flammable matter, and spitters consume any liquid.

Elemental vermin travel to other planes via natural vortices and portals. They often appear in places frequented by genies or elementals, and in places of concentrated elemental energies.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, stunning, critical hits, and flanking.

### DUSTER

*This creature looks like an upright gray armadillo with human hands, long ears and a long proboscis.*

**Dust Devil (Ex):** When a duster attacks, it creates a small whirlwind that obscures vision, providing the elemental with concealment (20% miss chance) until its next turn.

**Invisibility (Sp):** At will, a duster can create an *invisibility* (self only) spell effect at caster level 1<sup>st</sup>.



PLANEWALKER



*Creature  
Codex*

### DUSTER

*Tiny Elemental (Air, Extraplanar)*

Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	15 ft., fly 20 ft. (perfect)
Armor Class:	16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+1/-11
Attack:	Bite +6 melee (1d4-4)
Full Attack:	Bite +6 melee (1d4-4)
Space/Reach:	2½ ft./0 ft.
Special Attacks:	-
Special Qualities:	Darkvision 60 ft., dust devil, elemental traits, invisibility, scent
Saves:	Fort +0, Ref +6, Will +0
Abilities:	Str 3, Dex 17, Con 11, Int 2, Wis 10, Cha 9
Skills:	Listen +5, Spot +5
Feats:	Dodge, Weapon Finesse <sup>(B)</sup>
Environment:	Elemental Plane of Air
Organization:	Solitary or plague (2-12)
Challenge Rating:	½
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Tiny); 5-6 HD (Small)
Level Adjustment:	-

### CRAWLER

*Tiny Elemental (Earth, Extraplanar)*

Hit Dice:	2d8+2 (11 hp)
Initiative:	+2
Speed:	15 ft., burrow 15 ft.
Armor Class:	16 (+2 size, +2 Dex, +2 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+1/-10
Attack:	Claw +5 melee (1d3-3)
Full Attack:	2 claws +5 melee (1d3-3) and bite +3 (1d3-3)
Space/Reach:	2½ ft./0 ft.
Special Attacks:	Improved grab, rake 1d3-1
Special Qualities:	Darkvision 60 ft., elemental traits
Saves:	Fort +4, Ref +2, Will +0
Abilities:	Str 4, Dex 14, Con 12, Int 2, Wis 10, Cha 9
Skills:	Listen +3, Spot +2
Feats:	Multiattack, Weapon Finesse <sup>(B)</sup>
Environment:	Elemental Plane of Earth
Organization:	Solitary or plague (2-12)
Challenge Rating:	½
Treasure:	½ standard goods (gems only)
Alignment:	Always neutral
Advancement:	3-4 HD (Tiny); 5-6 HD (Small)
Level Adjustment:	-

### CRAWLER

*This brownish creature has vicious claws and a crested dog-like head with sharp teeth and feelers attached to its snout.*

**Improved Grab (Ex):** To use this ability, the crawler must hit a foe of Medium or smaller size with both claw attacks. 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 can rake.

**Rake (Ex):** Attack bonus +5 melee, 1d3-1 damage.

### FLAMELING

*This red creature looks like a fiery alligator with bulging eyes and a crest of stiff tentacles that serve as sensory organs.*

**Fire Orbs (Su):** As part of an attack, a flameling can throw a fire orb at a target up to 10 ft. away. This ranged touch attack deals 1 point of fire damage. As a full attack action, a flameling can throw two fire orbs.

Those hit by a fire orb must make a DC 11 Reflex save or catch on fire, taking additional fire damage each round until the flames are put out (see *Dungeon Master's Guide*). The save DC is Constitution-based.





PART 1:  
ELEMENTAL  
DENIZENS

### FLAMELING

*Tiny Elemental (Extraplanar, Fire)*

### SPITTER

*Tiny Elemental (Extraplanar, Water)*

Hit Dice:	2d8 (9 hp)	2d8+2 (11 hp)
Initiative:	+7	+2
Speed:	15 ft.	15 ft., swim 15 ft.
Armor Class:	16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13	16 (+2 size, +2 Dex, +2 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+1/-11	+1/-11
Attack:	Bite +6 melee (1d3-4); or fire orb +6 ranged touch (1 fire)	Bite +5 melee (1d4-4); or water spit +6 ranged touch (1d4)
Full Attack:	Bite +6 melee (1d3-4) and tail +1 melee (1d3-4); or 2 fire orbs +6 ranged touch (1 fire)	Bite +5 melee (1d4-4), or water spit +6 ranged touch (1d4)
Space/Reach:	2½ ft./0 ft.	2½ ft./0 ft.
Special Attacks:	Fire orbs	Water jet
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits, fast healing 1
Saves:	Fort +0, Ref +6, Will +0	Fort +4, Ref +2, Will +0
Abilities:	Str 3, Dex 16, Con 11, Int 2, Wis 10, Cha 11	Str 3, Dex 15, Con 12, Int 2, Wis 10, Cha 9
Skills:	Listen +5, Spot +5	Listen +3, Spot +2
Feats:	Improved Initiative, Weapon Finesse <sup>(B)</sup>	Weapon Focus (ray), Weapon Finesse <sup>(B)</sup>
Environment:	Elemental Plane of Fire	Elemental Plane of Water
Organization:	Solitary or plague (2-12)	Solitary or plague (2-12)
Challenge Rating:	½	½
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	3-4 HD (Tiny); 5-6 HD (Small)	3-4 HD (Tiny); 5-6 HD (Small)
Level Adjustment:	-	-

### SPITTER

*This greenish creature looks like a frog with a long tail. Its body is covered in ridges.*

**Water Jet (Ex):** As part of an attack, a spitter can release a ray of water at a single target up to 20 ft. away, dealing 1d4 points of bludgeoning damage.

*✍* **Credit:** Converted from *Monstrous Compendium Annual 1* by Ivan Chia.





## VACUOUS

### *Medium Undead (Extraplanar)*

Hit Dice: 4d12+3 (29 hp)

Initiative: +3

Speed: 20 ft.

Armor Class: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13

Base Attack/Grapple: +2/+7

Attack: Claw +5 melee (1d4+1 plus 1d6 negative energy)

Full Attack: 2 claws +5 melee (1d4+1 plus 1d6 negative energy)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, swallow whole, void maw

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., subjective gravity mastery, turn resistance +4, undead traits

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

Abilities: Str 13, Dex 16, Con –, Int 15, Wis 12, Cha 13

Skills: Hide +10, Intimidate +5, Listen +10, Move Silently +14, Spot +10

Feats: Alertness, Toughness

Environment: Quasielemental Plane of Vacuum

Organization: Solitary or pack (1-6)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful evil

Advancement: 5-8 HD (Medium); 9-13 HD (Large)

Level Adjustment: –

*This short humanoid has a large head, beady black eyes, and eggshell-white skin covered in tiny cracks. Its short arms end in long black talons. The creature's most significant feature is its huge, gaping mouth. As you look into the gigantic maw, you see more than just darkness – you see the ultimate Void.*

The vacuous are undead spirits that had once escaped from the Negative Energy Plane to the Quasielemental Plane of Vacuum through one of the many breaches that occur between these two planes. Insatiable and curious creatures, the vacuous are continually on the lookout for new and interesting living beings to devour. Their

bodies are not really matter at all, but rather constructs of negative energy and vacuum.

Some greybeards believe that the vacuous serve and worship Siva, the Vedic power of destruction, but this theory is yet to be confirmed. The vacuous enjoy traveling to other planes. It can be summoned with a *summon undead IV* spell (see *Libris Mortis* or *Player's Guide to Faerûn*).

### COMBAT

The vacuous are surprisingly clever combatants. They travel and hunt in packs, setting ambushes, flanking, and attempting to separate opponents by drawing them apart from each other. They feed on living creatures, devouring every single bit. The natural attacks of a vacuous are treated as magic weapons for the purpose of overcoming damage reduction.

**Improved Grab (Ex):** To use this ability, a vacuous must hit an opponent of up to two sizes larger than itself with both claw attacks. 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, draws the foe toward its mouth, and can try to swallow the foe the following round.

**Subjective Gravity Mastery (Ex):** As a native of the Plane of Vacuum, a vacuous has become accustomed to the subjective directional gravity planar trait. It does not need to make Wisdom checks to set a new direction. It can “fall” 150 ft. in the first round, and 300 ft. in each round thereafter so long movement is in a straight line.

**Swallow Whole (Ex):** A vacuous can try to swallow a grabbed opponent of up to two sizes larger than itself size by making a successful grapple check. The swallowed creature takes 1d8 points of bludgeoning damage and 6 points of negative energy damage per round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the gizzard (AC 11). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A vacuous' interior can hold 2 Huge, 8 Large, 32 Medium, or 128 Small or smaller opponents.



## VAPOR RAT

*Tiny Magical Beast (Air, Extraplanar, Fire)*

Hit Dice: 1d10 (5 hp)  
 Initiative: +2  
 Speed: 15 ft., fly 10 ft. (average)  
 Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12  
 Base Attack/Grapple: +1/-11  
 Attack: Bite +5 melee (1d3-4)  
 Full Attack: Bite +5 melee (1d3-4)  
 Space/Reach: 2½ ft./0 ft.  
 Special Attacks: -  
 Special Qualities: Blindsight 60 ft., darkvision 60 ft., gaseous form, immunity to fire, low-light vision, scent, vulnerability to cold  
 Saves: Fort +2, Ref +4, Will +1  
 Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2  
 Skills: Hide +14, Move Silently +8, Survival +3  
 Feats: Weapon Finesse  
 Environment: Paraelemental Plane of Smoke  
 Organization: Solitary or swarm (3-8)  
 Challenge Rating: ½  
 Treasure: None  
 Alignment: Always neutral  
 Advancement: 2-3 (Tiny)  
 Level Adjustment: -

*This otherwise common-looking rat appears to be hazy and somehow insubstantial.*

A vapor rat is a variety of the common animal adapted to the Paraelemental Smoke. These scavengers are able to breathe the atmosphere and are skillful in finding scraps of food here and there, just enough to sustain them in small numbers. Smoke mephits sometimes keep them as pets.

### COMBAT


Vapor rats do not fight, not even when cornered.

**Gaseous Form (Sp):** At will, as a standard action, a vapor rat can assume *gaseous*

**Void Maw (Su):** The mouth of a vacuous is a gaping void that hungrily draws everything near the undead creature into it. This “suction” effect provides the vacuous with a +4 racial bonus on grapple checks. The mouth can be spread open to (theoretically) any extent, enabling the vacuous to swallow creatures of a size much greater than its own. A creature that dies while swallowed by a vacuous is instantly consumed by negative energies of the void and cannot be returned to life by any means short of a wish or miracle.

**Undead Traits:** Immune to mind-affecting effects, poison, sleep effects, any effect that requires a Fortitude save (unless the effect also works on objects or is harmless), paralysis, stunning, disease, death effects, as well as to fatigue and exhaustion effects; not subject to critical hits, nonlethal damage, ability drain, or energy drain; negative energy heals it, and positive harms it. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

**Skills:** A vacuous has a +4 racial bonus on Intimidate and Move Silently checks.

 **Credit:**  
Converted from  
*Planescape  
Monstrous  
Compendium 3* by  
Igor Calija.






form, as the spell at caster level 7<sup>th</sup>.

**Skills:** A vapor rat has a +4 racial bonus on Hide and Move Silently checks.

#### VAPOR RAT AS FAMILIAR

A vapor rat may be selected as a familiar with Improved Familiar or Planar Familiar feat. The master must be of at least caster level 5<sup>th</sup> and has 5 ranks in Knowledge (the planes) skill.

 **Credit:** Converted from *Planescape: The Inner Planes* by Igor Calija.

## VORTEX

*Diminutive Elemental (Air, Extraplanar)*

Hit Dice: 2d8+2 (11 hp)  
Initiative: +5  
Speed: Fly 40 ft. (perfect)  
Armor Class: 19 (+4 size, +5 Dex), touch 19, flat-footed 14  
Base Attack/Grapple: +1/-14  
Attack: –  
Full Attack: –  
Space/Reach: 1 ft./0 ft.  
Special Attacks: Whirlwind  
Special Qualities: Darkvision 60 ft., elemental traits  
Saves: Fort +1, Ref +5, Will +3  
Abilities: Str 4, Dex 21, Con 13, Int –, Wis 10, Cha 9  
Skills: –  
Feats: –  
Environment: Elemental Plane of Air  
Organization: Solitary or cluster (2-8)  
Challenge Rating: 2  
Treasure: None  
Alignment: Always chaotic neutral  
Advancement: 3-4 HD (Diminutive); 5-6 HD (Tiny)  
Level Adjustment: –

*This creature appears to be a small misty sphere located within the center of a miniature whirlwind. It flies about erratically, never moving in a straight line.*

A vortex has no eyes, no mouth, and no features that

reveal a spirit. It shows few signs of intelligence or consciousness. It only spins, bobbles, and weaves like a sublime dervish. Perhaps it dreams only of the endless gyrations of the planes... Or perhaps it is only a mindless manifestation of energy, some sages speculate.

#### COMBAT

The vortex is far from malevolent – indeed, it seems blind to the presence of others – but in that blindness it is dangerous. Its random movement may guide it into the path of another creature, and the vortex automatically attempts to engulf the obstacle into its whirlwind.

A vortex's movement does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. It has no physical attacks, and thus cannot make attacks of opportunity.

**Elemental Traits (Ex):** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Whirlwind (Su):** A vortex is constantly in a whirlwind form. Its winds are extremely strong for its size. The whirlwind is 5 feet wide at the base, up to 10 feet wide at the top and up to 20 feet tall. The vortex controls the exact height, but it must be at least 5 feet. Another creature might be caught in the whirlwind if it touches the vortex or enters the whirlwind, or if the vortex moves into or through the creature's space.

An affected creature must succeed on a DC 11 Reflex save when it comes into contact with the whirlwind or take 1d8 points of damage. The creature must also succeed on a second Reflex save (same DC) or be either knocked prone (if Large) or picked up bodily and held suspended in the powerful winds, automatically taking 1d4 points of damage each round (if Medium or smaller). Huge or larger creatures cannot be knocked prone or picked up bodily.


A creature with a fly speed is allowed a Reflex save (same DC) each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. All save DCs are Strength-based and include a +3 racial bonus.

Creatures trapped in the whirlwind cannot move except to go where the vortex carries them or to escape the whirlwind. They can otherwise act normally,



but must make a Concentration check (DC 15 + spell level) to cast a spell. They suffer a -4 penalty to Dexterity and a -2 penalty on attack rolls while caught in the whirlwind. A vortex can have only as many creatures trapped inside a whirlwind at one time as will fit inside the whirlwind's volume. The vortex randomly ejects any carried creatures from time to time, depositing them wherever the whirlwind happens to be.

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

 **Credit:** Converted from *Planescape Campaign Setting* by Ivan Chia.

## WAIVERAS

*Tiny Magical Beast (Extraplanar)*

Hit Dice: 1d10 (5 hp)  
 Initiative: +2  
 Speed: 20 ft., climb 20 ft.  
 Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12  
 Base Attack/Grapple: +1/-11  
 Attack: Bite +5 melee (1d4-4)  
 Full Attack: Bite +5 melee (1d4-4)  
 Space/Reach: 2½ ft./0 ft.  
 Special Attacks: -  
 Special Qualities: Darkvision 60 ft., immunity to fire, low-light vision  
 Saves: Fort +1, Ref +5, Will +3  
 Abilities: Str 3, Dex 15, Con 10, Int 3, Wis 12, Cha 2  
 Skills: Balance +10, Climb +12, Hide +10, Listen +3, Spot +3  
 Feats: Weapon Finesse  
 Environment: Elemental Plane of Fire  
 Organization: Solitary  
 Challenge Rating: ½  
 Treasure: None

Alignment: Always neutral  
 Advancement: 2-3 HD (Tiny); 4-6 HD (Small)  
 Level Adjustment: -


*This many-legged black lizard darts around the flames.*

A waiveras is a fire denizen which feeds on insects and flame snake eggs. Sometimes in desperation, a group of waiveras may even work together to attack a minor flame snake (see *Fiend Folio*, p.73).

### COMBAT

A waiveras generally avoids Medium or larger creatures. It prefers to flee than to endanger itself.

**Skills:** A waiveras has a +8 racial bonus on Balance and Climb checks. It can always choose to take 10 on Climb checks, and use its Dex modifier for Climb checks.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Igor Calija.

## WAVEFIRE

*Large Elemental (Extraplanar, Fire, Water)*

Hit Dice: 12d8+36 (90 hp)  
 Initiative: +13  
 Speed: 5 ft., swim 120 ft.  
 Armor Class: 22 (-1 size, +9 Dex, +4 natural), touch 18, flat-footed 13  
 Base Attack/Grapple: +9/+18  
 Attack: Slam +17 melee (3d6+7/19-20 plus 1d6 fire)  
 Full Attack: Slam +17 melee (3d6+7/19-20 plus 1d6 fire)  
 Space/Reach: 10 ft./10 ft.  
 Special Attacks: -  
 Special Qualities: Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability  
 Saves: Fort. +11, Ref. +13, Will +6  
 Abilities: Str 21, Dex 29, Con 17, Int 10, Wis 14, Cha 11  
 Skills: Listen +17, Spot +17



Feats: Dodge, Improved Critical (slam), Improved Natural Attack (slam), Improved Initiative, Weapon Finesse

Environment: Quasielemental Plane of Steam

Organization: Solitary or wave (2-5)

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral

Advancement: 13-24 HD (Large); 25-36 HD (Huge)

Level Adjustment: -

*A wave of boiling water soars across the clouds of mists, dripping hot rain down on you.*


A wavefire is a boiling wave of elemental water that “swims” through the Plane of Steam. A controversial theory holds that the wavefire is a living relic from an ancient time when the elemental planes were configured differently. It is thought that the Plane of Fire once bordered the Plane of Water, creating a Paraelemental Plane of Steam. This alternate plane is said to be the original home of the wavefires. Wavefires don’t interact with other denizens of the plane and feed on dry air, a scarce resource in a plane of moisture.

### COMBAT

The wavefire is a straightforward combatant, rushing in to bash its foes with forceful, boiling water.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Vulnerability (Ex):** A wavefire takes +50% more damage from cold. Furthermore, it must make a DC 18 Fort save or be slowed for 1d4 rounds. In an environment deprived of water or moisture, a wavefire becomes fatigued in 1d4 rounds until it leaves the environment.

 **Credit:** Converted from *Planescape Monstrous Compendium 3* by Ivan Chia.

## WIND WALKER

*Large Elemental (Air, Extraplanar)*

Hit Dice: 6d8+18 (45 hp)

Initiative: +5

Speed: Fly 60 ft. (perfect)

Armor Class: 16 (-1 size, +5 Dex, +2 deflection), touch 16, flat-footed 11

Base Attack/Grapple: +4/+11

Attack: -

Full Attack: -

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, wind force

Special Qualities: Boost telepathy, darkvision 60 ft., elemental traits, faintly visible, magic immunity, partial ethereal, telepathy 100 ft.

Saves: Fort +5, Ref +10, Will +3

Abilities: Str 16, Dex 20, Con 17, Int 11, Wis 12, Cha 14

Skills: Listen +10, Spot +10

Feats: Ability Focus (wind force), Dodge, Mobility

Environment: Elemental Plane of Air

Organization: Solitary or group (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Level Adjustment: -

*The whistling air signals the arrival of a faintly visible creature, which appears as a mass of coiling, writhing serpents, constantly churning out tendrils of wind.*

Wind walkers are creatures of elemental air, who often serve the djinn as cloud sculptors. Their approach is signaled by whistling, howling or roaring winds, depending on the number coming.

Other than the djinn, some creatures use the wind walkers to herd rain clouds to their lands. They are sometimes forced into servitude by cloud giants, storm giants, or other creatures of the air. The wind walkers kept to themselves, avoiding all creatures except air elementals. They consume only airborne water vapor and particles of dust. They enjoy strong fragrances and aromatic oils, which can be used to lure them into traps or binding circles.



PART 1:  
ELEMENTAL  
DENIZENS

Wind walkers can communicate telepathically, but they also understand Auran.

### COMBAT

Wind walkers are somewhat xenophobic and may attack trespassers they cannot avoid. They normally pursue any fleeing foes for 2-5 rounds. They attack by moving about and using their wind force ability.

**Boost Telepathy (Su):** Three or more wind walkers can work together to boost the range of their telepathic powers up to 500 ft. Furthermore, the range of their *detect thoughts* spell-like ability also increased to 200 ft. This requires a move action each round to maintain.

**Elemental Traits:** Immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking.

**Faintly Visible (Ex):** A wind walker is only faintly visible. This increases the DC of all Spot checks made to notice a wind walker by +8. It gains +1 on attack rolls against sighted opponents and has a 50% chance per round of ignoring Dex bonus to AC (if any). The wind walker also has partial concealment (20% miss chance).

**Magic Immunity (Ex):** A wind walker is immune to all spells and spell-like abilities which allow spell resistance, except for the following. A *control weather* spell kills a wind walker if it fails a Fortitude save.


An *ice storm* spell causes it to become frightened for 1d4+1 rounds if it fails a Will save. A *slow* spell inflicts 1d6 points of damage per caster level (maximum 10d6), allowing a Reflex save for half damage. A *haste* spell inflicts 1d6 points of damage per 2 caster levels (maximum 5d6) in addition to normal *haste* effects.

**Partial Ethereal (Ex):** A wind walker is partially ethereal, such that all its abilities (such as wind force) also affect ethereal creatures. Ethereal creatures can in turn affect the wind walker as if it is ethereal.

**Spell-like Abilities:** At will - *detect thoughts* (DC 14); 3/day - *fly*. Caster level 12<sup>th</sup>. The save DCs are Charisma-based.

**Telepathy (Su):** A wind walker can communicate via telepathy with any creature within 100 feet that has a language.

**Wind Force (Ex):** All creatures within 10 ft. of a wind walker take 3d6 points of bludgeoning damage per round (Reflex save halves, DC 18). Creatures in gaseous form take 6d6 points of damage instead. This ability disperses any cloud or gaseous attack in a single round. The save DC is Constitution-based.

 **Credit:** Converted from *Monstrous Compendium Annual 1* by Ivan Chia.



PLANEWALKER



# Part 2: Appendix

Since the Inner Planes share borders, the denizens of one plane often cross over to adjacent planes. So rather than attempting to list the elemental denizens, this section will cover some useful notes and revisions of existing materials.



## THE INNER PLANES

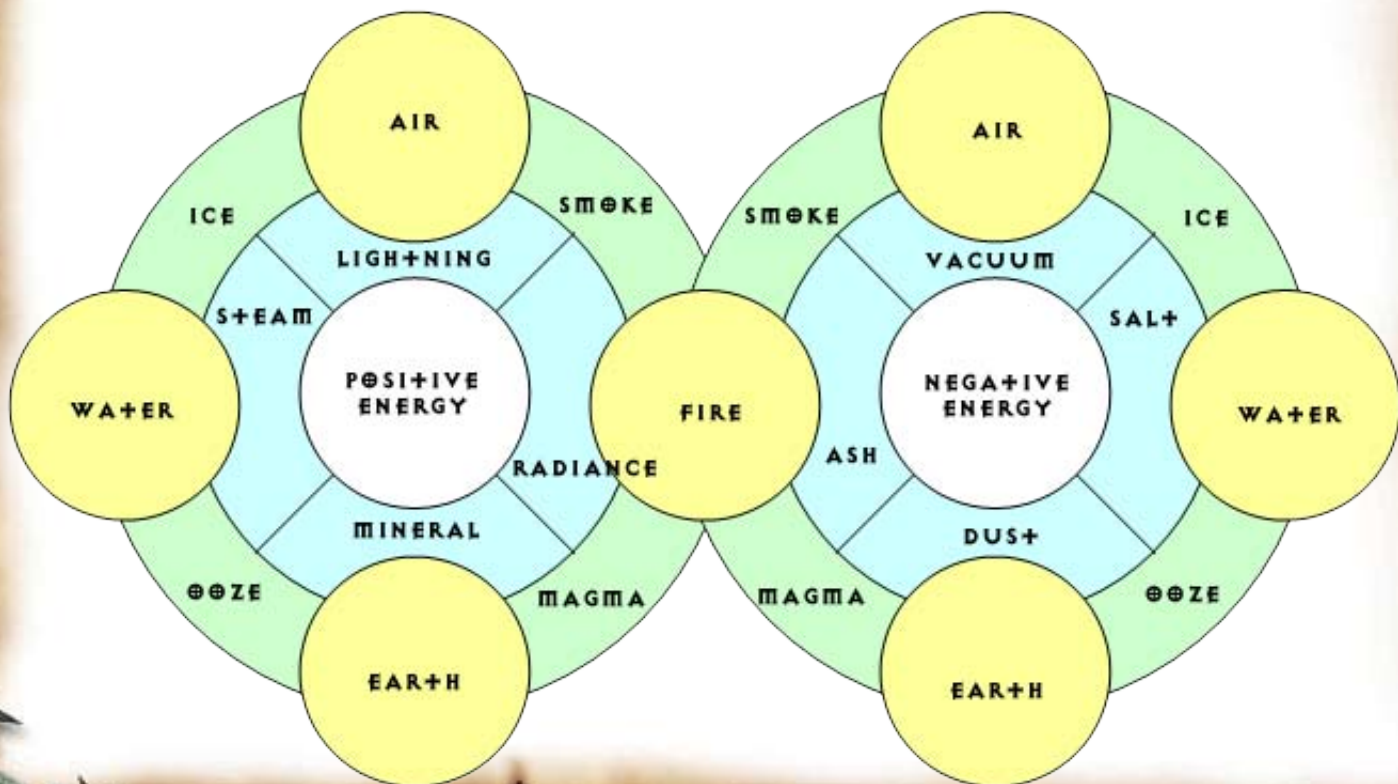
In Planescape cosmology, the Inner Planes border each other, creating regions of mixed elements or energy (*Manual of the Planes*, p.66).

The Elemental Planes of Air, Earth, Fire, and Water meld into each other, creating Paraelemental Planes of Smoke, Ooze, Magma, and Ice. When the base elements meld into positive energy, they create the Positive Quasielemental Planes of Lightning, Mineral, Radiance, and Steam. When the base elements meld into negative energy, they create the Negative Quasielemental Planes of Vacuum, Dust, Salt, and Ash.

All Inner Planes are coexistent with the Ethereal Plane, which uses the Deep Ethereal option (*Manual of the Planes*, p.55).

Furthermore, each element has an associated energy type and an opposed energy type. Some templates and creatures which inhabit multiple elemental planes refer to associated energy and opposed energy in the descriptions. Refer the element of the home plane of the creature to the table below for the energy types.

### MAP OF THE INNER PLANES







## ELEMENTS AND ENERGIES

Element	Paraelement	Positive Quasielement	Negative Quasielement	Associated Energy	Opposed Energy
Air	Smoke	Lightning	Vacuum	Electricity	Acid
Earth	Ooze	Mineral	Dust	Acid	Electricity
Fire	Magma	Radiance	Salt	Fire	Cold
Water	Ice	Steam	Ash	Cold	Fire

## GENIES

Two genies - dao and marid - are found in *Manual of the Planes*, pp.172-174. Although the v3.5 Update Accessory Booklet exists, it fails to cover certain problems with the creature statistics.

**Subtypes:** The dao should have earth subtype instead of air subtype. Both genies lose alignment subtypes (evil, chaotic) and gain extraplanar subtype when not in their home plane.

**Speed:** Both dao and marid can fly at 40 ft. (perfect).

**Full Attack:** The genies should not have iterative attacks for natural weapons and the damage should not get 1.5 Strength multiplier. Instead, they get 2 attacks of the same type at the highest attack bonus with normal Strength modifier to damage.

**Special Attacks:** The marid's spell-like abilities do not have a caster level. Set it to 20<sup>th</sup> level.

**Special Qualities:** The marid's spell resistance is too overwhelming for its Challenge Rating (SR=CR+18). The following reduces it to CR+14 instead. The subtypes are just plainly nonsensical.

### DA☉

*Large Outsider (Earth, Extraplanar)*

Full Attack: 2 slams +13 melee (1d8+6)

### MARID

*Large Outsider (Extraplanar, Water)*

Full Attack: 2 slams +16 melee (1d8+6)

SQ: Spell resistance 23

Spell-like Abilities: Caster level 20<sup>th</sup>.

## PARAELEMENTALS

Paraelementals are found in *Manual of the Planes*, pp.180-185. Although the v3.5 Update Accessory Booklet exists, it fails to cover certain problems with the creature statistics.

**Attack:** The paraelementals should not have iterative attacks for natural weapons and the damage should not get 1.5 Strength multiplier. Instead, they get 2 attacks of the same type at the highest attack bonus with normal Strength modifier to damage.

For example, a greater magma elemental's full attack should be 2 slams +23 melee (2d10+10), instead of slam +23/+18/+13 melee (2d10+15).

**Special Attacks:** The save DC should be Constitution-based for ice, magma and ooze elementals, and Strength-based for smoke elementals.

The original DC is Charisma-based (ice), Dexterity-based (magma, ooze), and Strength-based with an arbitrary +1 bonus for Large, Greater, and Elder (smoke).

Elemental	Ice	Magma	Ooze	Smoke
Small	DC 11	DC 12	DC 12	DC 11
Medium	DC 14	DC 15	DC 15	DC 13
Large	Dc 17	DC 18	DC 18	DC 16
Huge	DC 22	DC 23	DC 23	DC 22
Greater	DC 24	DC 25	DC 25	DC 25
Elder	DC 26	DC 27	DC 27	DC 28

## NEW MAGIC ITEMS

### ELEMENTAL BREATHER

An elemental breather is modified from the elemental homunculus, which later developers found its construct nature too problematic and have since worked their way around it, making it into a non-construct item instead.

An elemental breather allows the wearer to ignore the harmful aspects of the elemental trait and energy trait of a plane. The wearer is also protected from suffocation, and can thus breathe normally. An elemental breather occupies the head item slot, replacing any headband or helmet.

A greater elemental breather protects against the traits of all planes, while a lesser elemental breather protects against the traits of one specific plane. A greater elemental breather is a medium wondrous item, while the lesser version is a minor wondrous item.

Faint abjuration; CL 5<sup>th</sup>; Craft Wondrous Item, *avoid planar effects*; Price 6,000 gp (lesser), 15,000 gp (greater); Weight 2 lb.

**Note:** A skin version of an elemental homunculus exists as an armor property called planar tolerance. This armor enhancement costs +25,000 gp and is detailed in *Planar Handbook*, p.78.

## NEW SUBTYPES

Two new subtypes have been created for creatures which linked to positive and negative energies.

### NEGATIVE SUBTYPE

Those few natives of the Negative Energy Plane that are not undead have this subtype. A creature with the negative subtype is immune to ability damage, ability drain, energy drain, and death effects. Negative energy (such as inflict spells) heals it, but positive energy (such as cure spells) harms it.

Creatures which should have this subtype includes energon xeg-yi (*Manual of the Planes*).

### POSITIVE SUBTYPE

Those few creatures that call the Positive Energy Plane home have this subtype. A creature with the positive subtype naturally heals twice as fast as normal – with a full night’s rest they recover 2 hit points per level and 2 points of ability damage. When a creature with the positive subtype is on a plane with the major positive-dominant trait, it is never blinded by the brilliance of the surroundings, and automatically stops gaining hit points when its full total is reached.

Creatures which should have this subtype includes energon xag-ya (*Manual of the Planes*).

## POWER COMPONENTS

Even the leatherheads know, “Waste not, want not.” Many planar creatures are magically infused, allowing certain of their parts to be used by those who know. This is similar in principle to dragon armors, which are often the legacies of dragonslayers on the Prime Material Plane. A power component is a specific part of a creature which is useful as a component for spellcasting or crafting certain magical (and non-magical) items. For details, see *Dragon Magazine* #317, pp.44-49.

### VALUE OF COMPONENTS

A power component can be used to offset costs (in terms of XP or gold) incurred by crafting magical items, casting certain spells or crafting masterwork or special non-magical items. A power component can be used only in very specific conditions related to the creature. For example, the central eye of a beholder can be used to reduce the XP cost of crafting a rod of cancellation, but not a wand of fireball. The exact value is listed in each power component entry.

### LEARNING ABOUT COMPONENTS

A character may make a Knowledge skill check relevant to the creature type against DC 10 + creature’s HD to learn about the nature of power components it provides (if any).

### HARVESTING COMPONENTS

Harvesting a power component requires a survival check depending on the nature of harvesting – simple



(DC 10, e.g. remove feathers), difficult (DC 15, strip ridges of displacer beast's tentacles) or complex (DC 20, e.g. extract a wraith's ectoplasm). Having 5+ ranks in the Knowledge skill related to the creature type grants +2 synergy bonus on the Survival check. The exact DC is listed in each power component entry.

#### PRESERVING COMPONENTS

A power component becomes unusable in 1d6 days, which can be discerned by making a DC 12 Spellcraft check. Making a DC 15 Craft (alchemy) check can increase this period of potency by 1 week + 1 week per 5 points above DC 15. Failure by 5 or more ruins the power component. The period of potency can only be extended once.

#### PROCESSING COMPONENTS

Some power components require special processing, such as dried, powdered or rendered components. This requires a DC 10 Craft (alchemy) check. Failure by 5 or more ruins the component. If processing is required, it will be noted in each power component entry.





# Part 3: Planar Encounters

Since the Inner Planes share borders, the denizens of one plane often cross over to adjacent planes. For instance, a planewalker in the Paraelemental Plane of Magma is also likely to encounter denizens from the Plane of Fire.

In addition, many migrant creatures have adapted to the planes, thereby ignoring the local elemental and energy traits. They are however not immune to the associated energy. For example, a creature who adapted to the Negative Energy Plane do not suffer from the negative-dominant trait, but still takes negative energy damage from other sources (e.g. *inflict light wounds* spell). Such adaptations are the basis of *avoid planar effects* spell (see *Planar Handbook*). Some of these adapted creatures can also breathe and move in whatever element their new home plane is composed of. There are too many migrant creatures to list individually, so a short descriptions of common migrant creatures are provided instead.

The following abbreviations are used for source references.

AEG	Arms & Equipment Guide*	Arc	Complete Arcane	BBS	Bastion of Broken Souls*
CSQ	City of the Spider Queen*	DIP	Denizens of the Inner Planes	Drac	Draconomicon
Dr[no.]	Dragon Magazine # [no.]	Du[no.]	Dungeon Magazine # [no.]	ELH	Epic Level Handbook*
FB	Frostburn	FF	Fiend Folio*	GW	Ghostwalk*
LEOF	Lost Empires of Faerûn	LM	Libris Mortis	LOM	Lords of Madness
MM1	Monster Manual	MM2	Monster Manual II*	MM3	Monster Manual III
Mini	Miniatures Handbook*	MOF	Monsters of Faerûn*	MOTP	Manual of the Planes*
PLH	Planar Handbook	ROF	Races of Faerûn*	ROS	Races of Stone
Sand	Sandstorm	South	Shining South	SS	Savage Species*
SW	Stormwrack	UD	Underdark*	UE	Unapproachable East*
XPH	Expanded Psionic Handbook				

Note (\*): An asterisk denotes a v3.0 book.



## INNER PLANES

15	Omnimental	MM3
16	Tempest	MM2

Some creatures are common throughout the Inner Planes. For example, many elemental planes host element creatures <sup>DIP</sup>, archomental <sup>DIP</sup>, and ruvokas <sup>DIP</sup>.

CR	CREATURE	SOURCE
1	Genie, tasked herdsman	DIP
2	Genie, tasked messenger	DIP
3	Genie, tasked artist	DIP
4	Genie, janni	MM1
4	Genie, tasked harim servant	DIP
5	Genie, tasked warmonger	DIP
9	Chososion	DIP
9	Unraveler	PLH
10	Genie, tasked slayer	DIP
12	Deva, monadic	FF
13	Entrope	DIP

## ELEMENTAL PLANE OF AIR

The Plane of Air is home to all manners of flying creatures, many of whom have migrated to the plane from elsewhere. These include beholders, rocs, giant owls, griffons, sphinxes, pixies, cloud rays <sup>MM2</sup>, etc. An androsphinx monster of legend <sup>MM2</sup> is rumored to exist in the Boundless Blue.

Colonies of cloud and storm giants are also found here. Some of the floating stone islands are said to be laced with underground drow cities. Borealis, a spherical glowing structure near the Air-Radiance border, is



inhabited by a large number of nyths <sup>MOF</sup>.

Many resident land-bound creatures evolve into winged creatures (*Savage Species*). A variety of flying snakes (*Races of Faerûn*), called saasin, is especially common in this plane.

CR	CREATURE	SOURCE			
½	Gen, air	Dr315	8	Dragon, emerald juvenile	MM2
½	Planetouched, genasi (air)	MOF	8	Genie, djinni noble	MM1
½	Snake, flying	ROF	8	Genie, noble djinni	DIP
½	Vermin, elemental (duster)	DIP	9	Aerial servant	DIP
½	Windraptor	Du111	9	Elemental, greater air	MM1
1	Cloudscout	Du110	10	Dragon, crystal young adult	MM2
1	Element creature, air (squid)	MOTP	11	Dragon, emerald young adult	MM2
1	Elemental, small air	MM1	11	Elemental, elder air	MM1
1	Genie, tasked winemaker	DIP	12	Dragon, crystal adult	MM2
1	Hgaun	DIP	12	Elemental weird, air	MM2
2	Dragon, crystal wyrmling	MM2	13	Skriaxit	DIP
2	Dragon, emerald wyrmling	MM2	14	Dragon, emerald adult	MM2
2	Elemental grue, air (ildriss)	Arc	15	Dragon, crystal mature adult	MM2
2	Genie, tasked administrator	DIP	15	Soarwhale	AEG
2	Vortex	DIP	15	Windghost	MM2
3	Arrowhawk, juvenile	MM1	16	Dragon, emerald mature adult	MM2
3	Dragon, crystal very young	MM2	17	Dragon, crystal old	MM2
3	Elemental, medium air	MM1	17	Elemental monolith, air	Arc
3	Mephit, air	MM1	18	Dragon, crystal very old	MM2
4	Dragon, crystal young	MM2	18	Dragon, emerald old	MM2
4	Dragon, emerald very young	MM2	19	Dragon, emerald very old	MM2
4	Elementite swarm, air	PLH	20	Dragon, crystal ancient	MM2
4	orglash (medium air elemental)	UE	21	Abomination, chichimec	ELH
4	Wind walker	DIP	21	Dragon, crystal wyrm	MM2
4	Wind warrior	Du124	21	Dragon, emerald ancient	MM2
5	Arrowhawk, adult	MM1	22	Dragon, emerald wyrm	MM2
5	Elemental, large air	MM1	23	Dragon, crystal great wyrm	MM2
5	Genie, djinni	MM1	24	Dragon, amethyst great wyrm	MM2
5	Sylph	MM2	35	Elemental, primal air	ELH
6	Dragon, emerald young	MM2			
6	Elemental drake, air	Drac			
6	Mihstu	DIP			
7	Breathdrinker	MM2			
7	Dragon, crystal juvenile	MM2			
7	Dragon horse	DIP			
7	Elemental, huge air	MM1			
7	Genie, tasked deceiver	DIP			
7	Invisible stalker	MM1			
7	Sislan (large air elemental)	DIP			
8	Arrowhawk, elder	MM1			

## ELEMENTAL PLANE OF EARTH

Creatures with earth or stone affinity, such as medusa, basilisk, delver, and stone singer <sup>MM3</sup>, scatter throughout the plane. At least one large neogi community exists, along with umber hulk slaves. As expected, many dwarves make their homes in the subterranean plane. The deep gnomes (svirfneblin) are said to have city complexes which rival even those of the dao. Some giants, such as cyclopes <sup>South</sup> and fomorians <sup>MM2</sup>, dwell here, but not as numerous as stone giants.

Some animals and vermin also inhabit the Plane of Earth. Most of them are burrowing creatures, including ants, worms, moles, and mice. The earth genies



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known as dao kept many slaves. Most of these slaves and servants are humanoids, umber hulks, minotaurs, and stone giants. Sometimes rumors tell of hidden communities of escaped slaves. In the city of Rianttyr Na-Meccas, humans are in great abundance.

CR	CREATURE	SOURCE
½	Earthdelver	Du111
½	Gen, earth	Dr315
½	Planetouched, genasi (earth)	MOF
½	Shad	DIP
½	Vermin, elemental (crawler)	DIP
1	Elemental, small earth	MM1
1	Genie, tasked winemaker	DIP
1	Sandknight	Du110
2	Dragon, sapphire wyrmling	MM2
2	Elemental grue, earth (chaggrin)	Arc
2	Stone spike	MM2
3	Denzelian	DIP
3	Dragon, amethyst wyrmling	MM2
3	Elemental, medium earth	MM1
3	Giggag swarm	DIP
3	Horde	DIP
3	Mephit, earth	MM1
3	Pech	DIP
3	Sandling	DIP
3	Sandman	DIP
3	Stone flyer	UD
3	Stonechild	Mini
3	Xorn, minor	MM1
4	Dragon, amethyst very young	MM2
4	Dragon, sapphire very young	MM2
4	Elementite swarm, earth	PLH
4	Kharga	DIP
4	thomil (medium earth)	UE
4	Walking wall	Mini
5	Earth whisper	ROS
5	Elemental, large earth	MM1
5	Genie, tasked miner	DIP
6	Dragon, amethyst young	MM2
6	Dragon, sapphire young	MM2
6	Element creature, earth (rhino)	MOTP
6	Genie, tasked architect	DIP
6	Half-elemental, earth (minotaur)	MOTP

6	Necromental (large earth)	LM
6	Xorn, average	MM1
7	Elemental, huge earth	MM1
7	Genie, dao	MOTP
7	Nerephtys	Dr276
7	Stonesinger*	MM3
7	Tralusk	Dr285
8	Dragon, amethyst juvenile	MM2
8	Dragon, sapphire juvenile	MM2
8	Xorn, elder	MM1
9	Dune stalker	MM2
9	Elemental, greater earth	MM1
9	Galeb duhr	MM2
9	Gulgar	MM3
10	Dragon, sapphire young adult	MM2
10	Genie, noble dao	DIP
11	Asag	Dr334
11	Dragon, amethyst young adult	MM2
11	Elemental drake, earth	Drac
11	Elemental, elder earth	MM1
12	Earth glider	UD
12	Elemental weird, earth	MM2
13	Dragon, sapphire adult	MM2
14	Dragon, amethyst adult	MM2
14	Rukarazyll	MM2
15	Dragon, sapphire mature adult	MM2
16	Dragon, amethyst mature adult	MM2
17	Elemental monolith, earth	Arc
18	Dragon, amethyst old	MM2
18	Dragon, sapphire old	MM2
19	Dragon, amethyst very old	MM2
19	Dragon, sapphire very old	MM2
21	Dragon, amethyst ancient	MM2
21	Dragon, sapphire ancient	MM2
22	Dragon, sapphire wurm	MM2
23	Dragon, amethyst wurm	MM2
24	Dragon, sapphire great wurm	MM2
25	Dragon, amethyst great wurm	MM2
35	Elemental, primal earth	ELH
36	Dharum Suhn	DIP



## ELEMENTAL PLANE OF FIRE

Almost any creature with some form of fire immunity or resistance have been encountered in the Plane of Fire. These include zezirs <sup>MM3</sup>, hell hounds, red dragons, and fire newts. The devils have established an embassy in the City of Brass, and are sometimes encountered in those regions ruled by the efreet. Harssafs <sup>MM3</sup> often serve noble efreet as soldiers.

Phoelarches and phoeras <sup>MM3</sup> are rumored to have cities in the Plane of Fire, some of which are allied to Zamman Rul, the fire archomental of good. Ill-prepared planewalkers often die and become fire spectres <sup>GW</sup>.

CR	CREATURE	SOURCE
¼	Scape	DIP
½	Firesnake	Du111
½	Gen, fire	Dr315
½	Planetouched, genasi (fire)	MOF
½	Salamander, flamebrother larva	Dr314
½	Vermin, elemental (flameling)	DIP
½	Waiveras	DIP
1	Cinderbrute	Du110
1	Elemental, small fire	MM1
1	Flame snake, minor	FF
1	Gnome, fire (War 1)	PLH
1	Salamander, average larva	Dr314
2	Azer	MM1
2	Demonically fused elemental (small fire)	Dr285
2	Elemental grue, fire (harginn)	Arc
2	Tome guardian	DIP
3	Dragon, obsidian wyrmling	Online
3	Element creature, fire (ape)	MOTP
3	Elemental, medium fire	MM1
3	Fire bat	MM2
3	Magmin	MM1
3	Mephit, fire	MM1
3	Phoera	MM3
3	Salamander, flamebrother	MM1
4	Dragon, obsidian very young	Online
4	Elementite swarm, fire	PLH
4	Firetail, lesser	DIP
4	Firetongue frog	Dr285
5	Elemental, large fire	MM1

5	Harssaf	MM3
5	Ooze, lava	Sand
6	Dragon, obsidian young	Online
6	Phoelarch	MM3
6	Ruvoka	DIP
6	Salamander, average	MM1
7	Elemental, huge fire	MM1
7	Flame snake, lesser	FF
8	Firetail, greater	DIP
8	Genie, efreeti	MM1
9	Dragon, obsidian juvenile	Online
9	Elemental of chaos (huge fire)	DIP
9	Elemental, greater fire	MM1
9	Helian	DIP
10	Elemental drake, fire	Drac
10	Genie, tasked guardian	DIP
10	Genie, tasked oathbinder	DIP
10	Salamander, noble	MM1
11	Elemental, elder fire	MM1
11	Genie, noble efreeti	DIP
12	Dragon, obsidian young adult	Online
12	Elemental weird, fire	MM2
13	Cinder swarm	MM3
14	Dragon, obsidian adult	Online
16	Flame snake, greater	FF
17	Dragon, obsidian mature adult	Online
17	Elemental monolith, fire	Arc
19	Dragon, obsidian old	Online
20	Dragon, obsidian very old	Online
22	Dragon, obsidian ancient	Online
23	Dragon, obsidian wyrm	Online
23	Lavawight	ELH
25	Dragon, obsidian great wyrm	Online
26	Shape of fire	ELH
34	Abomination, phaethon	ELH
35	Elemental, primal fire	ELH
37	Archomental (Imix)	DIP

**Note:** Obsidian dragons are available online at <http://www.wizards.com/default.asp?x=dnd/psb/20030124b>



## ELEMENTAL PLANE OF WATER

All kinds of aquatic creatures can be found in this oceanic realm. Air breathers, such as whales and dolphins, are less common, keeping themselves close to air pockets. These creatures include ocean giants<sup>MM2</sup>, eyes of the deep<sup>LOM</sup>, vodyanoi (aquatic umber hulks), zaratan<sup>AEG</sup>, and drowned<sup>MM3</sup>. Sometimes, hydroloths and wastriliths<sup>FF</sup> are encountered, but these fiends are usually hunted down by the marids and hydraxi.

Merfolk, sahuagin, ixitxachitl, and tritons are all common races. All kinds of air-breathing races may be encountered in the metropolis known as the City of Glass.

*Stormwrack* contains many creatures and expanded rules suitable for the Plane of Water.

CR	CREATURE	SOURCE
1/3	Rainrunner	Du111
1/2	Gen, water	Dr315
1/2	Planetouched, genasi (water)	MOF
1/2	Vermin, elemental (spitter)	DIP
1	Elemental, small water	MM1
1	Wavearcher	Du110
2	Elemental grue, water (vardigg)	Arc
2	Genie, tasked administrator	DIP
2	Triton	MM1
3	Dragon, topaz wyrmling	MM2
3	Elemental, medium water	MM1
3	Mephit, water	MM1
3	Tojanida, juvenile	MM1
4	Dragon, topaz very young	MM2
4	Element creature, water (tiger)	MOTP
4	Elementite swarm, water	PLH
4	Nereid	SW
5	Elemental, large water	MM1
5	Tojanida, adult	MM1
6	Bzastra	DIP
6	Dragon, topaz young	MM2
6	Orlythys	Dr285
7	Elemental, huge water	MM1
8	Drowned	MM3
8	Elemental drake, water	Drac
8	Suiseen	DIP
9	Caller from the deeps	SW

9	Dragon, topaz juvenile	MM2
9	Elemental, greater water	MM1
9	Genie, marid	MOTP
9	Tojanida, elder	MM1
11	Elemental of law (greater water)	DIP
11	Elemental, elder water	MM1
12	Dragon, topaz young adult	MM2
12	Elemental weird, water	MM2
12	ungulosin	DIP
14	Dragon, topaz adult	MM2
15	Genie, noble marid	DIP
17	Dragon, topaz mature adult	MM2
17	Elemental monolith, water	Arc
17	Nautilus, giant	DIP
19	Dragon, topaz old	MM2
20	Dragon, topaz very old	MM2
22	Dragon, topaz ancient	MM2
23	Dragon, topaz wrym	MM2
25	Dragon, topaz great wrym	MM2
35	Elemental, primal water	ELH

## PARAELEMENTAL PLANE OF ICE

Most creatures found in cold environments, such as snowflake oozes<sup>MM3</sup>, yetis, polar bears and penguins, can be encountered in this chilly plane. Frost giants, winter wolves, frost worms, remorhaz, and like creatures thrive here, dwelling mostly on the Precipice, near the Air-Ice border. Some however chose to make their homes in rifts and crevices elsewhere.

Ice trolls<sup>UE</sup> have fought the frost giants for ages. One of the most famous battlefield is Ytharior, a frozen lake of blood and weapons. Many white dragons dwell here. A white great wrym, Albrathanilar, challenges the rule of Cryonax. Vazalkyons and vazalkas (cold variants of phoelarches and phoeras<sup>MM3</sup>) are said to have hidden cities beneath the Precipice.

*Frostburn* contains many creatures and expanded rules suitable for the Plane of Water.

CR	CREATURE	SOURCE
1	Genasi, ice	Dr297
1	Paraelemental, small ice	MOTP
3	Ice serpent	MOF







3	Mephit, ice	MM1	3	Mephit, glass	Sand
3	Paraelemental, medium ice	MOTP	3	Mephit, magma	MM1
3	Vazalka	MM3	3	Paraelemental, medium magma	MOTP
5	Ghost, frostfell (human sor 3)	FB	4	Lavaworm	DIP
5	Paraelemental, large ice	MOTP	5	Paraelemental, large magma	MOTP
5	Snowflake ooze	MM3	7	Paraelemental, huge magma	MOTP
6	Chraal	MM3	9	Element creature (magma huge monstrous scorpion)	DIP
6	Genie, qorrashi	FB	9	Paraelemental, greater magma	MOTP
6	Icegaunt	FB	11	Paraelemental, elder magma	MOTP
6	Vazalkyon	MM3	13	Elemental drake, magma	Drac
7	Elemental drake, ice	Drac			
7	Frost salamander	MM2			
7	Paraelemental, huge ice	MOTP			
8	Cold creature (shambling mound)	MOTP			
9	Immoth	MM2			
9	Paraelemental, greater ice	MOTP			
10	Entombed	FB			
11	Paraelemental, elder ice	MOTP			
15	Elemental weird, ice	FB			
15	Elemental weird, snow	FB			
18	Chilblain	FB			
23	Winterwight	ELH			
26	Shadow of the void	ELH			
36	Abomination, xixecal	ELH			

## PARAELEMENTAL PLANE OF MAGMA

Fire resistant creatures make their homes in this plane. Fire giants are common, especially in the fortress-city Thermax. Dao visit the plane for slaves, while efreet visit for secret dealings with the dao. Some magma regions are reported to be inhabited by schools of fish, which somehow adapted to survive and swim through the magma. Humanoids who cannot withstand the heat have carved out a city near a cool region called Nev-ermore.

CR	CREATURE	SOURCE
¼	Blazon	DIP
1	Genasi, magma	Dr297
1	Paraelemental, small magma	MOTP
2	Thoqqua	MM1
3	Magma hurler	Mini

## PARAELEMENTAL PLANE OF Ooze

All manners of ooze creatures are found here. It is said that oozes that dwell in the plane for a few centuries become bigger and awakened. Several common animals are also found here, such as leeches, maggots, eels, and jellyfish. Some lucky otyughs find their ways here as well. Most creatures that usually live in marshes, such as darktentacles<sup>MM2</sup>, could have adapted to this plane.

Many creatures are exiled here as well. A community of gnomes exists in the Ooze-Mineral border. In the Trash Heap, where Sigil dumps its wastes, one may encounter dabus, who usually here to maintain a portal or unclog a jam. Some alkilith demons<sup>FF</sup> have also made their way to this plane from the Abyss. Those who sink into the ooze often become drowned<sup>MM3</sup>.

Chant is that a gathering of worms that walk<sup>ELH</sup> has converged in the Plane of Ooze. These are said to be accompanied by mud golems<sup>MM3</sup>.

CR	CREATURE	SOURCE
1	Genasi, ooze	Dr297
1	Paraelemental, small ooze	MOTP
3	Mephit, ooze	MM1
3	Ooze sprite	DIP
3	Paraelemental, medium ooze	MOTP
5	Paraelemental, large ooze	MOTP
7	Paraelemental, huge ooze	MOTP
9	Paraelemental, greater ooze	MOTP
11	Paraelemental, elder ooze	MOTP
12	Elemental drake, ooze	Drac



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## PARAELEMENTAL PLANE OF SMOKE

Many large birds and other flying creatures have adapted to the toxic fumes of the plane. Renegade efreet and djinn carve out small kingdoms. Rumors abound of a community of half-fiend drow lurking in the smokes. Humans have built an enchanted burg called the Hidden City in this plane as well.

CR	CREATURE	SOURCE
½	Vapor rat	DIP
1	Genasi, smoke	Dr297
1	Paraelemental, small smoke	MOTP
3	Mephit, smoke	DIP
3	Mephit, sulfur	Sand
3	Paraelemental, medium smoke	MOTP
3	Sootbeast	DIP
5	Paraelemental, large smoke	MOTP
6	Belker	MM1
7	Paraelemental, huge smoke	MOTP
9	Elemental drake, smoke	Drac
9	Paraelemental, greater smoke	MOTP
11	Paraelemental, elder smoke	MOTP

## QUASIELEMENTAL PLANE OF ASH

This plane is rather hostile to lifeforms, but some snakes and fish have adapted to survive and move through the ash. Xorns have adapted to the heat-draining effects of the plane. These ash xorns are smarter, but weaker than normal xorns (Str -1d4, Int +1d6). Some are rumored to be accomplished wizards.

Many undead have also adapted to the plane, finding comfort in the negative energy. A nomadic host of ghouls and ghosts roam the plane, calling themselves the Flesh Renders. Citadel Vavitius, once home to the lich-god Vecna, may still host undead hordes.

CR	CREATURE	SOURCE
1	Ash rat	MM2
1	Quasielemental, small ash	DIP
3	Mephit, Ash	DIP
3	Quasielemental, medium ash	DIP

5	Quasielemental, large ash	DIP
5	Rast	MM1
6	Cinderspawn	LM
7	Quasielemental, huge ash	DIP
9	Quasielemental, greater ash	DIP
10	Aspect of Vecna	Mini
11	Quasielemental, elder ash	DIP

## QUASIELEMENTAL PLANE OF DUST

Dune stalkers<sup>MM2</sup>, sandling, xorns, and sandmen have migrated to this plane. Flies and insects are always common amid the dust. The magic-devouring hakeashar, a variant form of nishruu<sup>LEOF</sup>, can be found in large numbers, drifting about in a nomadic community. Skriaxits are sometimes encountered as well. Sand giants<sup>MM3</sup> can sometimes be found, shifting through the dust.

CR	CREATURE	SOURCE
1	Genasi, dust	Dr297
1	Quasielemental, small dust	DIP
3	Dust twister	Sand
3	Mephit, dust	MM1
3	Quasielemental, medium dust	DIP
5	Quasielemental, large dust	DIP
6	Nishruu	LEOF
7	Dust wight	MM3
7	Quasielemental, huge dust	DIP
9	Quasielemental, greater dust	DIP
11	Quasielemental, elder dust	DIP

## QUASIELEMENTAL PLANE OF LIGHTNING

Any creature with resistance to electricity can potentially be encountered in this plane. These include storm giants and shocker lizards. Xag-ya energons<sup>MOTP</sup> visit this plane frequently. Some ancient blue dragons also retire to this plane for long periods of relaxation. Noble djinn organized hunting parties from the city of Stormfront, near the Lightning-Air border. Zeugalaks<sup>LOM</sup> live in pockets of landmasses, teleporting between them via lightning.



CR	CREATURE	SOURCE
1	Quasielemental, small lightning	DIP
2	Elemental, small storm	MM3
2	Shocker, contented	DIP
3	Mephit, Lightning	DIP
3	Quasielemental, medium lightning	DIP
4	Elemental, medium storm	MM3
5	Quasielemental, large lightning	DIP
6	Elemental, large storm	MM3
6	Thunder	Dr317
7	Nimbus	DIP
7	Quasielemental, huge lightning	DIP
7	Shocker, sojourner	DIP
8	Elemental, huge storm	MM3
9	Quasielemental, greater lightning	DIP
10	Elemental, greater storm	MM3
11	Quasielemental, elder lightning	DIP
12	Elemental, elder storm	MM3
21	Thunder worm	FF

## QUASIELEMENTAL PLANE OF MINERAL

Many creatures, such as dao, pech, kharga, xorn, and thoqqua, from the Plane of Earth slip through the border and arrive in this plane. Dwarf miners naturally love this place, but stay clear of the mineral quasielementals. Several tribes of crystalline trolls<sup>MM3</sup> have been reported raiding the dwarven mines.

Metallic golems are found in the realm of Crystalle, a powerful mineral quasielemental who claims to be an archomental. Because of the abundance of gems, gemstone golems<sup>MOF</sup> are commonly constructed by native wizards as well.

CR	CREATURE	SOURCE
1	Quasielemental, small mineral	DIP
3	Crysmal	XPH
3	Mephit, Mineral	DIP
3	Quasielemental, medium mineral	DIP
4	Crystalline cat	Dr304

5	Quasielemental, large mineral	DIP
5	Tsnng, warrior	DIP
6	Tsnng, mage	DIP
7	Quasielemental, huge mineral	DIP
9	Quasielemental, greater mineral	DIP
11	Quasielemental, elder mineral	DIP
12	Mineral warrior (barbed devil)	UD

## QUASIELEMENTAL PLANE OF RADIANCE

Efreet sometimes visit this plane, but they find no allies among the natives. Celestial creatures, such as angels, archons, and eladrins, are welcomed here for their own respect and admiration for light.

CR	CREATURE	SOURCE
1/2	Glimmerfolk (war 1)	Dr321
1	Quasielemental, small radiance	DIP
3	Mephit, radiant	DIP
3	Quasielemental, medium radiance	DIP
3	Scile swarm	DIP
4	Radiant creature (giant eagle)	Dr321
4	Rainbow dweller	Dr321
5	Quasielemental, large radiance	DIP
6	Prismfly swarm	Dr321
7	Darklight	DIP
7	Quasielemental, huge radiance	DIP
9	Quasielemental, greater radiance	DIP
11	Quasielemental, elder radiance	DIP
14	Sunwyrn	FF

## QUASIELEMENTAL PLANE OF SALT

Many desert creatures have adapted to this plane. Monstrous scorpions hunt, along with giant viper snakes, whose poison turns victims into crystal statues (i.e. a poison victim whose Constitution reaches zero is affected by a *flesh to stone* spell, no save). Galeb duhr<sup>MM2</sup> and crymal<sup>XPH</sup> have also migrated here.

Various undead form small necropoli across the



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plane, basking in the proximity to the Negative Energy Plane. These reclusive undead strangely do not seem to feel a need to be hostile to the living. Rumors speak of local brine dragons hiding from one of their kind, the maniacal Tor Salinus.

CR	CREATURE	SOURCE
1	Quasielemental, small salt	DIP
2	Dessicator	LM
3	Ashen husk	Sand
3	Facet	DIP
3	Mephit, salt	MM1
3	Quasielemental, medium salt	DIP
5	Quasielemental, large salt	DIP
7	Quasielemental, huge salt	DIP
8	Salt mummy	MM3
9	Quasielemental, greater salt	DIP
11	Quasielemental, elder salt	DIP

## QUASIELEMENTAL PLANE OF STEAM

Marid explorers and hunters visit the plane, sometimes to seek out klyndes as assassins and guardians. In the city of Adrift, humans and other humanoid races are common. After the publication of *The Inner Planes*, many slaadi have taken tours to this plane in order to sample the native steam mephits. Fog giants <sup>MOF</sup> are known to have hidden settlements in the mists.

CR	CREATURE	SOURCE
1	Genasi, steam	Dr297
1	Quasielemental, small steam	DIP
3	Klyndes	DIP
3	Mephit, Mist	DIP
3	Mephit, steam	MM1
3	Quasielemental, medium steam	DIP
5	Quasielemental, large steam	DIP
7	Quasielemental, huge steam	DIP
7	Wavefire	DIP
9	Quasielemental, greater steam	DIP
11	Quasielemental, elder steam	DIP

## QUASIELEMENTAL PLANE OF VACUUM

This plane is relatively barren, although some creatures which inhabit the great void between prime worlds (see Spelljammer campaign) have been sighted in this plane. Incorporeal undead, like spectres and wraiths, swoop near the Negative-Vacuum border. A hive of beholders have also been reported.

CR	CREATURE	SOURCE
1	Quasielemental, small vacuum	DIP
3	Quasielemental, medium vacuum	DIP
3	Vacuous	DIP
4	Egarus	DIP
5	Quasielemental, large vacuum	DIP
5	Spectral death	DIP
6	Voidwraith	LM
7	Quasielemental, huge vacuum	DIP
9	Quasielemental, greater vacuum	DIP
11	Quasielemental, elder vacuum	DIP

## NEGATIVE ENERGY PLANE

Undead, especially incorporeal ones like shadows, spectres and wraiths, thrive in the negative energy. Corporeal undead, like vampires and lichs, usually dwell in fortresses or hidden lodges.

Rumors speak of an atropal <sup>ELH</sup> lurking behind the scene of undead activities. Others speak of a demilich <sup>ELH</sup> called Acererak and his winterwights <sup>ELH</sup> dwelling in the Fortress of Conclusion to achieve some form of apotheosis. Several dark spots may actually be unbral blots <sup>ELH</sup>.

Some vasuthants <sup>MM3</sup> are native to this plane, although it is not clear whether they are migrants or original denizens. The only known place friendly to the living is the Doomguard's Fortress of the Soul.

CR	CREATURE	SOURCE
1	Pseudoelemental, small negative	DIP
2	Shimmering wraith	DIP



3	Pseudoelemental, medium negative	DIP
4	Elementite swarm, negative	DIP
5	Drelb	DIP
5	Energon, xeg-yi	MOTP
5	Pseudoelemental, large negative	DIP
7	Pseudoelemental, huge negative	DIP
7	Slow shadow	Du112
8	Trilloch	MM3
8	Void ooze	PLH
9	Bonespider swarm	Du119
9	Deva, movanic	FF
9	Pseudoelemental, greater negative	DIP
10	Entropic creature (ogre mage)	PLH
11	Pseudoelemental, elder negative	DIP
11	Shadow, grand	DIP
12	Silveraith (drow wiz 9)	CSQ
16	Giant, death	MM3
15	Balhiir	DIP
19	Orb wraith	CSQ

## POSITIVE ENERGY PLANE

Few creatures can adapt to the Positive Energy Plane. Most migrants are spellcasters of various races who have magical protection from the energy trait.

CR	CREATURE	SOURCE
2	Lumi	MM3
4	Energon, xag-ya	MOTP
5	Ravid	MM1
8	Lumi crusader	MM3
9	Deva, movanic	FF
11	Vivacious creature (dire tiger)	PLH
16	Crystal screamer	BBS
16	Energon, soulsipper	BBS
20	Energon, soulscaper	BBS
22	Energon, soulmarauder	BBS

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### DENIZENS OF THE TRANSITIVE PLANES

The first Creature Codex release contains conversions of many planescape creatures which dwell in the Astral Plane, Ethereal Plane, and the Plane of Shadow.