

BULL OF HEAVEN

	Huge Elemental (Air)
Hit Dice:	15d8+75 (142 hp)
Initiative:	+0
Speed:	40 ft., fly 60 ft. (good)
AC:	16 (-2 size, +8 natural)
Attacks:	Gore +16/+11/+6 melee
Damage:	Gore 1d6+10
Face/Reach:	10 ft. x 20 ft./10 ft.
Special Attacks:	Lightning, Thunderclap, Trample 2d6+7
Special Qualities:	Darkvision 60 ft., Energy Immunity, Immunities
Saves:	Fort +9, Ref +9, Will +4
Abilities:	Str 25, Dex 10, Con 20, Int 3, Wis 10, Cha 10
Skills:	Intimidate +10, Listen +5, Spot +5
Feats:	Improved Bull Rush, Power Attack
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	16 HD (Huge), 17–32 HD (Gargantuan), 33–45 HD (Colossal); bulls of heaven don't remain on the Material Plane long enough to grow, but bigger storms spawn bigger bulls.



Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Energy Immunity (Ex): Bulls of heaven are immune to cold, electrical, and sonic attacks.

Feats: Bulls of Heaven receive Improved Bull Rush free as a racial bonus.

Lightning (Su): As a full round action, the bull of heaven may cast a lightning bolt from its horns. This is a line 5 feet wide and 100 feet long, which strikes everything along its length for 5d6 electricity damage. A successful Reflex save (DC 15)

reduces the damage to half. A bull of heaven may use this attack once every 1d10 rounds.



Thunderclap (Su): By striking its hoof against the ground, a bull of heaven may produce a Thunderclap. This sonic attack has a spread range of 60 feet, and forces all creatures within the area of effect to make a Fortitude save (DC 22) or become stunned for 1 round and deafened for 1d4 rounds. A bull of heaven may produce a Thunderclap as a move-equivalent action once every 1d6 rounds.

Trample (Ex): Bulls of heaven can Trample Medium-size or smaller creatures for 2d6+7 points of bludgeoning damage. Opponents who do not make attacks of opportunity against the bull of heaven during the Trample, which are at a -4 penalty, can attempt a Reflex save (DC 24) to halve the damage. The bull of heaven may not trample while flying.

The great storms that rage across the face of the world sometimes leave a remnant behind — a bull of heaven, the elemental embodiment of the power of the weather. These bulls wander the countryside for weeks, spreading chaos and destruction until they are drawn back into the elemental planes. The destructive powers of the bulls of heaven are legendary, and they are rivaled only by the storms that give them birth. When loosed into this world, bulls of heaven actively seek out large structures to destroy. Fortunately they have extremely short attention spans. If they get bored with an area, either because it is offering too much resistance or too little, they are apt to wander away in search of something more interesting.

When one bull of heaven encounters another, it will fly into a frenzied rage, and will devote all its energies to finding and slaying the other. Such battles generally lay waste to the surrounding area, and often result in the destruction of both creatures.

The bulls of heaven stand ten feet tall at the shoulder, and are nearly twenty feet long. Their hide is the dead gray color of a thundercloud, and their hooves, horns, and eyes flash with lightning.

ADVENTURE SEEDS

The characters hear of a rainmaker working the local farmland during the current drought. This young lady has had remarkable success in drawing rain from the parched air, and she seems to be making a tidy profit from the farmers. Unfortunately, it seems that her incantations have a 20% chance of calling a bull of heaven along with the needed rain. It's only a matter of time before a bull shows up.