

Planar Elementals

Eine Schablonensammlung für Dungeons & Dragons 3.5 von
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TEMPLATE – PLANAR ELEMENTALS

Planar elementals are beings composed of elemental substances that do not originate from the Inner Planes but from the various Outer Planes

CREATING A PLANAR ELEMENTAL

“Planar Elemental” is an inherited template that is added to one of the four basic elementals (referred to hereafter as the “base creature”). The base creature’s alignment and alignment subtype may change.

MECHANIC ELEMENTAL

Mechanic Elementals originate on the Clockwork Nirvana of Mechanus. Their natural attacks and any melee weapons they wield count as lawful for overcoming damage reduction. Mechanic elementals speak their respective elemental languages, Celestial, Infernal, and Modron.

Mechanic elementals are not forces of stasis, but of motion, albeit regular and predictable. They prefer to “set things straight” instead of destroying them.

MECHANIC AIR ELEMENTALS are hissing and puffing fountains of scalding steam. They are sometimes called “steam elementals” or “engine elementals”

MECHANIC EARTH ELEMENTALS resemble clockwork constructs insofar that they seem to be assembled of gears and cogwheels, but these gears’ movements have no function toward the elemental’s vitality. They are usually called “cog elementals”

MECHANIC FIRE ELEMENTALS are gleaming bright arcs or spheres of super-hot electrical energy and plasma. They are often referred to as “light arc elementals”.

MECHANIC WATER ELEMENTALS resemble roughly humanoid blobs of black greasy oil. They are known as “grease elementals”.

Type: The base creature gains the lawful subtype

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Chaos (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a chaotic opponent.

AIR ELEMENTALS do additional fire damage with each attack like a fire elemental of appropriate size. They lose their whirlwind ability and gain the following one

Steam (Ex): A mechanic air elemental can transform into a fountain of steam with the measurements of a normal air elemental’s whirlwind. All creatures caught within this fountain suffer fire damage equal to a normal air elemental’s whirlwind damage. A Fortitude save (DC 10 + $\frac{1}{2}$ the elemental’s hit dice + the elemental’s Con modifier) may halve the damage. Furthermore, a damp cloud with a diameter half of the fountain’s height surrounds the elemental, obscuring all vision, including darkvision, within the area beyond 5 ft. Creatures 5 ft. away have concealment, while those farther away have total concealment.

EARTH ELEMENTALS gain the following special attack

Constrict (Ex): With a successful grapple check a mechanic earth elemental can force an opponent between its gears to crush him, doing double his base slam damage plus $1\frac{1}{2}$ times its Strength modifier.

FIRE ELEMENTALS lose their burn ability and they do electricity damage instead of fire damage with each attack. They gain the following further abilities

Shine (Ex): A mechanic fire elemental's bright light works like a gaze attack with a range of 30 ft. Any creature affected by that attack must succeed on a Fortitude save (DC 10 + ½ the elemental's hit dice + the elemental's Con modifier) or be dazzled for one round. Creatures with light sensitivity suffer a -2 penalty on their saves.

Cut Metal (Ex): As a standard action a mechanic fire elemental can try to cut through a metallic object, doing only its full electricity damage to it, but ignoring hardness. Objects attended by creatures may avoid this with a successful Reflex save (DC 10 + ½ the elemental's hit dice + the elemental's Con modifier). The elemental may attempt to attack an opponent's weapon without provoking an attack of opportunity.

WATER ELEMENTALS lose their drench and vortex abilities, but gains the following special attacks.

Grease (Ex): As a standard action the elemental can affect a portion of the ground as with a *grease* spell of a caster level equal to its hit dice. It can also affect single items with this ability by touching them (provoking an attack of opportunity by wielders of attended items and allowing a Reflex save (DC 10 + ½ the elemental's hit dice + the elemental's Con modifier)), or on creatures, granting them a +10 circumstance bonus on Escape Artist checks or on grapple checks to resist or escape a grapple or to break a pin.

Oil Mastery (Ex): A mechanic water elemental gains a +1 on attack and damage rolls if both it and its opponent are touching oil or grease. This includes greased ground.

Special Qualities: The base creature retains all its special qualities unless otherwise noted.

EARTH ELEMENTALS can't use their earth glide ability outside of Mechanus

FIRE ELEMENTALS gain the following special quality

Guiding Light (Ex): All ranged attacks made against the elemental gain a +2 circumstance bonus if made from 30 ft. or further away.

WATER ELEMENTALS gain the following special qualities:

Grease Walk (Ex): A mechanic water elemental never risks to fall prone by moving over a greased or slippery surface.

Slippery (Ex): Its greasy body grants the elemental a +10 circumstance bonus on Escape Artist checks or on grapple checks to resist or escape a grapple or to break a pin.

Vulnerability to fire (Ex): A mechanic water elemental consists of easily flammable substances, making it suffer an additional 50% of damage from each fire-based attack.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Clockwork Nirvana of Mechanus

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always lawful neutral

Advancement: Same as the base creature

Level Adjustment: -

ARCADIAN ELEMENTAL

Arcadian Elementals originate on the Peaceable Kingdoms of Arcadia. Their natural attacks and any melee weapons they wield count as lawful for overcoming damage reduction. All seem to be perfectly proportioned statuesque beings composed of their element in purest form. Arcadian elementals speak their respective elemental languages and Celestial.

Arcadian elementals see themselves as paragons of their element, as noble representatives of its purest and most refined state. Thus, they detest being abused for lowly tasks.

ARCADIAN AIR ELEMENTALS seem to be made of a piece of bright blue sky, even with small soft clouds drifting within them, with the head surrounded by misty wisps. They are usually called “sky elementals”.

ARCADIAN EARTH ELEMENTALS are impressive beings of smooth alabaster-white marble of finest quality, thus almost resembling constructs, wasn't it for their feet being directly fused with the ground when they stand. Some arcadians call them “marble elementals”

ARCADIAN FIRE ELEMENTALS are pulsing beings that resemble suns being formed into perfect humanoid shapes complete with tiny eruptions flaring out of their bodies. Some call them “solar elementals”.

ARCADIAN WATER ELEMENTALS are formed out of clearest fresh water. They are sometimes called “source elementals”.

Type: The base creature gains the lawful subtype
Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Chaos (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a chaotic opponent.

AIR ELEMENTALS gain the following special ability:

Purify Air (Ex): Once per round as a standard action the elemental can purify one cubic foot per hit die of air from all detrimental gases, fumes, dusts, or aerosols. Gases or fumes that just hamper vision but have no adverse effects otherwise remain unaffected.

EARTH ELEMENTALS gain the following special attack

Refine (Ex): Once per round as a standard action the elemental can draw refined substances directly from 1 pound of freshly dug earth per hit die. He can win 20% of the earth's weight in workable stone, crystal or base metals, 10% in precious metals, 5% in rare metals (such as adamantite or mithral), or 2% in gems.

FIRE ELEMENTALS gain the following further ability:

Total Combustion (Ex): A arcadian fire elemental can set to fire anything with a standard action and burn each round 1 cubic foot per hit die of nonliving

substance with a smokeless fire so that nothing remains. This effectively works similar to a *disintegrate* spell with the exception that it can't be used on living beings. It can, however, be used to disintegrate corpses. Against undead or constructs it works like an *disintegrate* spell with a range of touch and a caster level equal to the elemental's hit dice. It also does only 2d4 points of damage per level instead of 2d6. The save DC against this ability is 10 + ½ the elemental's hit dice + the elemental's Con modifier.

WATER ELEMENTALS gain the following special attack:

Purify Water (Ex): Once per round as a standard action the elemental can purify one cubic foot per hit die of water from all poisons, toxins, or other impurities, even detrimental amounts of salt, making it absolutely crystal clear, fresh, and pure.

Special Qualities: The base creature retains all its special qualities unless otherwise noted.

Saves: Same as the base creature

Abilities: Int +2, Cha +2

Skills: Due to its increased Intelligence score an arcadian elemental has 3 + HD additional skill points

Feats: Same as the base creature

Environment: Peaceable Kingdoms of Arcadia

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always lawful neutral or lawful good

Advancement: Same as the base creature

Level Adjustment: -

CELESTIAN ELEMENTAL

Celestian Elementals originate on the Seven Mounting Heavens of Celestia. Their natural attacks and any melee weapons they wield count as lawful and good for overcoming damage reduction. Celestian elementals speak their respective elemental languages and Celestial. Celestian elementals are merciful and gentle toward most beings, even those of evil alignment, for any creature might be worthy of redemption. But on those they had to acknowledge as irredeemable they react with wrathful retribution.

CELESTIAN AIR ELEMENTALS are milky white clouds of incense-scented divine breath, glowing with a soft inner light. They are commonly called “incense elementals”.

CELESTIAN EARTH ELEMENTALS seem to be made of ordinary roughly hewn stone, but they are adorned with carved holy symbols, candles, incense sticks, maybe even an altar cloth. Natives often call them “shrine elementals”.

CELESTIAN FIRE ELEMENTALS are pillars of golden holy light. They are sometimes called “sunlight elementals” or “radiance elementals”

CELESTIAN WATER ELEMENTALS seem to be nothing more than beautiful fountains of sparkling water. They are usually called “holy water elementals”.

Type: The base creature gains the good and the lawful subtype

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Chaos or Evil (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a chaotic or evil opponent.

AIR ELEMENTALS gain the following special abilities:

Calm emotions (Ex): The presence of a celestian air elemental has an effect similar to a *calm emotions* spell towards all living creatures within 10 ft. of the elemental unless they succeed on a Will save (DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier). The elemental can suppress or resume this ability as a free action.

Holy Damage (Su): The elemental does an equal amount of holy damage toward evil creatures as a fire elemental of appropriate size would do as additional fire damage.

Whirlwind (Ex): This works like a normal air elementals whirlwind ability with the exception that it does not create a debris cloud. Instead it creates an incense cloud with the same dimension as the debris cloud that makes evil creatures nauseated unless they succeed on a Fortitude save (DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier; no further effect upon non-evil creatures).

EARTH ELEMENTALS gain the following special attack

Holy Damage (Su): The elemental does an equal amount of holy damage toward evil creatures as a fire elemental of appropriate size would do as additional fire damage.

FIRE ELEMENTALS lose their burn ability but gain the following ability:

Sacred Light (Ex): All evil creatures within a range depending on the elemental’s size (small: 10 ft.; medium: 20 ft.; large: 30 ft.; huge: 50 ft.) suffer its fire damage each round unless they succeed on a Reflex save (DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier). Creatures that are exceptionally vulnerable to sunlight, like fungi or certain undead, are not allowed a save at all.

WATER ELEMENTALS gain the following special attack:

Holy Water (Ex): Consisting of holy water a celestian water elemental affects each creature it hits with a slam attack as though it also has been hit by a flask of holy water (2d4 points of damage to evil creatures). Additionally, the elemental can sacrifice 5 hit points per round to fill a flask with holy water.

Special Qualities: The base creature retains all its special qualities unless otherwise noted.

EARTH ELEMENTALS gain the following special quality:

Holy ground (Su): The elemental is constantly surrounded by a 20 ft. emanation that has the same effects as a *consecrate* spell.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Seven Mounting Heavens of Celestia

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always lawful good

Advancement: Same as the base creature

Level Adjustment: -

BYTOPIAN ELEMENTAL

Bytopian Elementals originate on the Twin Paradises of Bytopia. Their natural attacks and any melee weapons they wield count as good for overcoming damage reduction. Bytopian elementals speak their respective elemental languages and Celestial. Bytopian elementals are industrious and helpful, detesting nothing more than sloth. Bytopian elementals are peace-loving and tend to pettiness, but they are always ready to defend the weaker ones. These elementals don't like to be used as combat reinforcement. Instead they prefer to support a summoner with some productive task or handiwork.

BYTOPIAN AIR ELEMENTALS seem to be vaguely humanoid pieces of calm blue sky dotted by small white clouds, streaked by thin wisps of smokes like from a village right behind the horizon, and small windmill wings floating inside its body. Natives call them "wind elementals"

BYTOPIAN EARTH ELEMENTALS are vaguely humanoid pieces of brick wall crowned with straw or reed like hair on its head. They are usually called "brick elementals".

BYTOPIAN FIRE ELEMENTALS are embering masses of coal and hot iron with an oven lid as a face. They are often referred to as "hearth elementals"

BYTOPIAN WATER ELEMENTALS are vaguely humanoid shapes of water with small mill wheels inside. They are commonly called "stream elementals".

Type: The base creature gains the good subtype

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Evil (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against an evil opponent.

AIR ELEMENTALS lose its whirlwind ability and gain the following special abilities:

Gust of Wind (Ex): As a standard action the elemental can produce a blow of air similar to a *gust of wind* spell with a caster level equal to its hit dice (save DC 10 + ½ the elemental's hit dice + the elemental's Con modifier).

Cutting Wings (Ex): As a standard action the elemental can surround himself with spinning windmill wings in an area equal to the debris cloud of a normal elemental of its size. The effect is otherwise similar to a *blade barrier* spell of a caster level equal to the elemental's hit dice (save DC 10 + ½ the elemental's hit dice + the elemental's Con modifier).

EARTH ELEMENTALS gain the following special attack

Brick wall (Su): As a standard action the elemental can erect a brick wall in a way similar to a

wall of stone spell of a caster level equal to the elemental's hit dice.

FIRE ELEMENTALS lose their burn ability but gain the following ability:

Heat Metal (Ex): As a standard action the elemental can heat metal objects as per the spell *heat metal*, with a caster level equal to the elemental's hit dice.

WATER ELEMENTALS lose their vortex ability, but gain the following special attack:

Water Spout (Ex): As a standard action a bytopian water elemental can squirt a powerful stream of water out of its body. Any creature hit by this stream is forcefully pushed back. Treat this as a bull rush with all of the elemental's modifiers, with the exception, that the elemental doesn't need to move. The range of the flush, and therefore the maximum range an opponent can be bull rushed depends on the elementals size – small: 10 ft.; medium: 20 ft.; large: 30 ft.; huge: 50 ft.

Special Qualities: The base creature retains all its special qualities unless otherwise noted.

EARTH ELEMENTALS lose their ability to glide through earth.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Air Elementals gain a racial bonus of the elemental's hit dice +3 to profession (miller); Earth Elementals gain a racial bonus of the elemental's hit dice +3 to craft (masonry); Fire Elementals gain a racial bonus of the elemental's hit dice +3 to profession (cooking) or Craft (blacksmithing); Water Elementals gain a racial bonus of the elemental's hit dice +3 to Craft (engineering)

Feats: Same as the base creature

Environment: Twin Paradises of Bytopia

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always lawful good or neutral good

Advancement: Same as the base creature

Level Adjustment: -

ELYSIAN ELEMENTAL

Elysian Elementals originate on the Blessed Field of Elysium. Their natural attacks and any melee weapons they wield count as good for overcoming damage reduction. Elysian elementals speak their respective elemental languages and Celestial.

Elysian elementals are gentle and joyful but nonetheless disciplined. They are peaceful and detest violence, preferring to use their abilities to end combats without casualties. Usually, though, they strive to spread joy and disperse sorrows.

ELYSIAN AIR ELEMENTALS are barely visible wisps of mist that smell inobtrusively like finest perfumes. They are often called “philtre elementals”.

ELYSIAN EARTH ELEMENTALS seem to be composed of all kinds of delicious food – fruits, cake, cheese, succulent fried meat and more. Natives like to refer to them as “ambrosian” or “feast elementals”. Some also talk about them as “edible elementals”.

ELYSIAN FIRE ELEMENTALS are fountains of whistling, colored flames and bright explosions, like firecrackers and Bengal fires. They are commonly called “firework elementals”

ELYSIAN WATER ELEMENTALS are vaguely humanoid shapes composed of fine sweet wine or bubbling champagne. People often refer to them as “nectar” or “liquor elementals”.

Type: The base creature gains the good subtype

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Evil (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against an evil opponent.

AIR ELEMENTALS lose their whirlwind ability and gain the following special abilities:

Translucent Form (Ex): The elemental is barely visible, granting it concealment (20% miss chance).

Fascinating Scent (Ex): As a standard action the elemental can surround himself with an intoxicating smell within an area equal to the debris cloud of a normal elemental of its size. All living creatures within range must succeed in a Fortitude save (DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier) or be fascinated as long as they remain within the cloud.

FIRE ELEMENTALS lose their burn ability but gain the following ability:

Shoot (Ex): The elemental can do its fire damage as a ranged touch attack, with a range increment depending on the elemental’s size – small: 10 ft.; medium: 20 ft.; large: 30 ft.; huge: 50 ft.

Spectacle (Ex): The elemental can surround himself with explosions of light, noise and color as a standard action, effectively working like a *scintillating pattern* spell with a caster level equal to the elemental’s hit

dice (save DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier). The elemental is unaffected by this.

WATER ELEMENTALS lose their vortex ability, but gain the following special attack:

Engulf (Ex): The elemental can try to engulf an opponent of up to one size category smaller within his body. It attempts a grapple that does not provoke an attack of opportunity. If it wins, it engulfs the target who counts as grappled and trapped. An engulfed opponent must win a grapple against the elemental to break free. Breaking the elemental’s surface to catch breath is quite easy but the victim is nonetheless at risk to get intoxicated (see below).

Intoxicate (Ex): An opponent engulfed by the elemental must succeed at a Fortitude save (DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier) each round or become tipsy (treat technically as sickened). If it already is tipsy, it may become drunk (treat technically as nauseated). A drunk victim might become unconscious. The elemental usually releases unconscious victims.

Liquor Mastery (Ex): An elysian water elemental gains a +1 on attack and damage rolls if both it and its opponent are touching alcoholic liquids.

Special Qualities: The base creature retains all its special qualities unless otherwise noted. Note that elysian elementals profit from the minor positive-dominant trait of their home plane, if encountered there.

EARTH ELEMENTALS lose their ability to glide through earth but gain the following special abilities.

Fast Healing (Ex): An elysian earth elemental gains fast healing depending on its size – small: fast healing 1; medium: fast healing 2; large: fast healing 3; huge: fast healing 5

Feast (Su): An elysian earth elemental can destroy itself voluntarily to provide a *hero’s feast* like a spell cast on a level equal to the elemental’s hit dice, but with no maximum of extra hit points it can provide. The elemental reforms its body after 1d6 days per hit dice it had.

Nourishment (Su): By sacrificing 5 of its hit points the elemental can provide food for one person that also has the effect of an *aid* spell cast at a level equal to the elemental’s hit dice.

Saves: Same as the base creature

Abilities: Cha +2

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Blessed Field of Elysium

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always neutral good

Advancement: Same as the base creature

Level Adjustment: -

BEASTLAND ELEMENTAL

Beastland Elementals originate on the Eternal Hunting Grounds of the Beastlands. Their natural attacks and any melee weapons they wield count as good for overcoming damage reduction. Beastland elementals speak their respective elemental languages and Celestial.

Beastland elementals are wild and untamed, but not at all feral. They have strong ties to nature and are always ready to defend it against corruption and pollution.

BEASTLAND AIR ELEMENTALS are filled with buzzing insects and tiny birds flutter around and within them. It also carries pollen, leaves, wisps of grass, and flying seeds. They are sometimes called “gossamer elementals”.

BEASTLAND EARTH ELEMENTALS are walking masses of rich living soil crowned with a layer of grass and maybe even small scrubs and tree saplings. Roots jut out of its body, and worms and other small animals, maybe even tiny mammals, tunnel through it. They are called “soil elementals”.

BEASTLAND FIRE ELEMENTALS seem to be walking pieces of wildfire – burning heaps of bushes, scrubs, trees, dead wood, and dry grass. They are commonly called “bush- or wildfire elementals”.

BEASTLAND WATER ELEMENTALS are filled with all kinds of tiny aquatic life – water fleas, shrimps, even small fishes and tadpoles can be seen inside it, all together with algae and pieces of water plants. Sages refer to them as “pond” or “plankton elementals”

Type: The base creature gains the good subtype

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Evil (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against an evil opponent.

AIR ELEMENTALS gain the following special abilities:

Distraction (Ex): All creatures within the elemental’s debris cloud must succeed at a Fortitude save (DC 10 + $\frac{1}{2}$ the elemental’s hit dice + the elemental’s Con modifier) or be nauseated, as if sharing the square with a swarm.

Ubiquitous debris cloud (Ex): The elemental doesn’t need to touch the ground to produce a debris cloud with its whirlwind ability.

EARTH ELEMENTALS gain the following special attack

Improved Disarm (Ex): Through the dense network of root fiber within it, the elemental can catch an opponents weapon as with a net, granting it a +4 bonus on disarm attempts and the ability to attack an opponent’s weapon without provoking an attack of opportunity.

FIRE ELEMENTALS gain the following abilities:

Quench (Ex): The elemental can put out torches, campfires, exposed lanterns, and other open flames of nonmagical origin within its Reach if these are of Large size or smaller. The creature can dispel magical fires within its Reach as *dispel magic* (caster level equals elemental’s HD).

Turn animals (Su): The elemental can turn creatures of the animal and vermin types as a good cleric of a level equal to the elemental’s hit dice turns undead.

WATER ELEMENTALS gain the following special attacks:

Poison (Ex): Any creature hit by the elemental’s slam attack is bitten or stung by several poisonous water animals, suffering poison damage depending on the elemental’s size. Initial and secondary damage are the same. Small: 1d2 Dex; Medium: 1d3 Dex; Large: 1d4 Dex; Huge: 1d6 Dex. The DC is 10 + $\frac{1}{2}$ the elemental’s hit dice + the elemental’s Con modifier

Ubiquitous debris cloud (Ex): The elemental doesn’t need to touch the ground to produce a debris cloud with its vortex ability.

Special Qualities: The base creature retains all its special qualities unless otherwise noted.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Eternal Hunting Grounds of the Beastlands

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always neutral good or chaotic good

Advancement: Same as the base creature

Level Adjustment: -

ARBOREAN ELEMENTAL

Arborean Elementals originate on the Olympian Glades of Arborea. Their natural attacks and any melee weapons they wield count as chaotic and good for overcoming damage reduction. Arborean elementals speak their respective elemental languages and Celestial. All of them look like nymph- or elf-like humanoid figures composed of their element. Being more intelligent and more individualistic than their relatives from other planes, arborean elementals don't like to be commanded around – but they are willing to stand up for other beings who suffer under being pushed around. Arborean elementals are free-spirited, self-sufficient, and sometimes downright adventurous.

ARBOREAN AIR ELEMENTALS are slender and fragile figures of clear, nearly crystalline air. They are usually called “zephyrids”.

ARBOREAN EARTH ELEMENTALS are voluptuous or muscular beings finely shaped of clay, marble, and alabaster. Natives call them “chthonids”.

ARBOREAN FIRE ELEMENTALS seem to be athletic and well-shaped humanoids made of solid fire with flames as their hair. They are commonly called “pyrids”.

ARBOREAN WATER ELEMENTALS are graceful humanoid beings made of clear blue sea water. They are usually referred to as “hydorids”.

Type: The base creature gains the chaotic and the good as well as the shapechanger subtype

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Attacks: In their alternate form arborean elementals do 1d6 base damage with their slam attack.

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following ones

Smite Evil or Law (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against an evil or lawful opponent.

Charm Person (Sp): Once per day the elemental can cast charm person as the spell with a caster level equal to the elemental's hit dice (save DC 11 + the elemental's Cha modifier).

Special Qualities: The base creature retains all its special qualities unless otherwise noted., and gains the following one

Alternate Form (Su): The elemental can take on the form of a comely humanoid of Medium size with only hints of its original shape, like bluish skin and waving hair for an air elemental, dark skin and gem-like eyes for an earth elemental, reddish skin, glowing eyes and flame-like hair for a fire elemental, and bluish-green skin with constantly wet hair for a water elemental. Typical genasi outlooks may help for orientation, for you could also call their alternate form a “genasi form”.

Saves: Same as the base creature

Abilities: Int +2, Cha +4

Skills: For purposes of rearranging skill points, Diplomacy and Sense Motive count as class skills for arborean elementals.

Feats: Although they can attack with a slam attack normally in humanoid form, arborean elementals prefer weapons and possess a Martial Weapon Proficiency of their choice as a bonus feat. Air elementals prefer the longbow, earth elementals a warhammer, fire elementals a scimitar or falchion, and water elementals a trident.

Environment: Olympian Glades of Arborea

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always chaotic good

Advancement: Same as the base creature

Level Adjustment: -

YSGARDIAN ELEMENTAL

Ysgardian Elementals originate on the Heroic Domains of Ysgard. Their natural attacks and any melee weapons they wield count as chaotic for overcoming damage reduction. Ysgardian elementals speak their respective elemental languages and Celestial.

Ysgardian elementals are impetuous and battle-hungry, hard to control, but easy to challenge. These elementals love to fight and to compete their prowess with others, so they are useful allies against overwhelming odds.

YSGARDIAN AIR ELEMENTALS are brooding dark clouds shot through with lightning and rumbling with thunder. People often call them “thunderstorm elementals”.

YSGARDIAN EARTH ELEMENTALS seem to be made from a battleground’s soil, shot through with blades and parts of armor. They are commonly called “battlefield elementals”.

YSGARDIAN FIRE ELEMENTALS appear furious and sparking, cracking and hissing like a bonfire. Thus they are often called “bonfire elementals”

YSGARDIAN WATER ELEMENTALS are roaring and foaming, like crashing, stormy surf, crowned with furious white-water. That’s why they are known as “surf” or “white-water elementals” throughout Ysgard.

Type: The base creature gains the chaotic subtype

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following ones

Smite Law (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against an evil or lawful opponent.

AIR ELEMENTALS lose their whirlwind attack but gain the following special abilities:

Electricity damage (Ex): The elemental does additional electricity damage with each slam attack equal to the fire damage a fire elemental of appropriate size would do.

Lightning Bolt (Ex): The elemental can do its electricity damage as a ranged touch attack, with a range increment depending on the elemental’s size – small: 10 ft.; medium: 20 ft.; large: 30 ft.; huge: 50 ft.

EARTH ELEMENTALS gain the following special ability:

Throw Shard (Ex): The elemental can throw shards of metal as a ranged attack towards opponents, which do slashing damage dependent on the elemental’s size: Small: 1d3; Medium: 1d4; Large: 1d6; Huge: 1d8. The elementals Strength bonus is added to the damage. The range increment of the attack also depends on the elemental’s size: small: 10 ft.; medium: 20 ft.; large: 30 ft.; huge: 50 ft.

FIRE ELEMENTALS gain the following special ability:

Heat Aura (Ex): Ysgardian fire elementals possess an aura of extreme heat (see DMG, page 303), requiring any creature within range to suffer 1d6 points of fire damage each minute. Furthermore, each creature within range must make a Fortitude save every five minutes or suffer 1d4 points non-lethal damage. DC and range of the heat aura is given in the table below. The DC increases by +1 for each consecutive save made before. Note that characters in heavy clothing or armor suffer a –4 penalty on their save. Characters wearing metal armor are also affected as if by a *heat metal* spell.

Elemental	Heat Aura Radius	Heat Aura Save DC
Small	5 ft.	11
Medium	5 ft.	14
Large	10 ft.	17
Huge	15 ft.	22
Greater	15 ft.	24
Elder	15 ft.	26

The save DC is Constitution-based.

WATER ELEMENTALS gain the following special ability:

Crash (Ex): With a standard action an ysgardian water elemental can smash the ground or the surface of a body of water with such a force that every creature within range suffers 1d4 points of sonic damage per 2 HD the elemental has, and is deafened for a number of rounds equal to half the elemental’s HD afterward (round down). A Fortitude save halves that damage and negates the deafness. Range and save DC of the Crash is given in the table below.

Elemental	Crash Range	Crash Save DC
Small	5 ft.	12
Medium	10 ft.	15
Large	15 ft.	18
Huge	20 ft.	23
Greater	20 ft.	25
Elder	20 ft.	27

The save DC is Constitution-based.

Special Qualities: The base creature retains all its special qualities unless otherwise noted. Note that ysgardian elementals profit from the minor positive-dominant trait of their home plane, if encountered there.

Saves: Same as the base creature

Abilities: Str +2

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Heroic Domains of Ysgard

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always chaotic good or chaotic neutral

Advancement: Same as the base creature

Level Adjustment: -

LIMBIC ELEMENTAL

Limbic Elementals originate in the Ever-Changing Chaos of Limbo. Their natural attacks and any melee weapons they wield count as chaotic for overcoming damage reduction. Limbic elementals speak their respective elemental languages and Slaad.

Limbic elementals are incalculable and unreliable. They try to bring chaos everywhere, and that means they are usually quite aggressive and destructive, assaulting and destroying even if not ordered to.

LIMBIC AIR ELEMENTALS are intermixed clouds of gas and mist, colorful fumes, steam, and other volatile substances. They are called “fume elementals” by those who care.

LIMBIC EARTH ELEMENTALS consist of clay and soil, sometimes with rests of roots and other vegetal matter, or even bones, rock and metal, oozing with magma and trickling with sand. Some take the effort to call them “ground elementals”.

LIMBIC FIRE ELEMENTALS are flaring pyres of all sorts of energy – flames, lightning, ice, colors, rippled by sonic shockwaves and drawn together by gravity and magnetic forces. They don’t care that they are called “hazard elementals”.

LIMBIC WATER ELEMENTALS are globs consisting of all kinds of liquids – colors clashing together, bubbling, whirling, drifting apart and changing. Of all the names they are ever given, “mercurial elementals” may be the most fitting.

Type: The base creature gains the chaotic subtype

Hit Dice: Same as the base creature

Speed: The elemental gains a fly speed equal to its land speed if it already hasn’t a fly speed, with perfect maneuverability.

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Law (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a lawful opponent.

AIR ELEMENTALS gain the following special abilities:

Fume whirlwind (Ex): Any creature caught within the whirlwind of a limbic air elemental has a 50% chance to inhale some dangerous substance unless holding breath. This does ability damage as an inhaled poison (DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier) with an initial and secondary damage depending on the elemental’s size: Small: 1d2; Medium: 1d3; Large: 1d4; Huge: 1d6. Determine the ability affected randomly by rolling a d6: 1 – Str; 2 – Dex; 3 – Con; 4 – Int; 5 – Wis; 6 – Cha

FIRE ELEMENTALS gain the following abilities:

Random extra damage (Ex): The elemental doesn’t always do extra fire damage, although the amount always remains the same. When it hits, roll 1d6 to determine the damage type of its extra damage

randomly: 1 – acid; 2 – cold; 3 – electricity; 4 – fire; 5 – sonic; 6 – force

WATER ELEMENTALS gain the following special attacks:

Confusion (Su): Any creature hit by the elemental’s slam attack must make a Will save (DC 10 + ½ the elemental’s hit dice + the elemental’s Cha modifier) or be *confused* as by the spell cast on a level equal to the elemental’s hit dice.

Special Qualities: The base creature retains all its special qualities unless otherwise noted.

EARTH ELEMENTALS additionally gain the following special ability

Ground Stride (Su): As a move action the elemental can disappear within solid ground and appear in another place within range, even if there is no connection between the respective bodies of ground (for example, drifting earth islands on Limbo). Technically, this works like a *dimension door* spell cast on a level equal to the elemental’s hit dice, with the exception that both starting and arrival point must be connected with solid earth.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Ever-Changing Chaos of Limbo

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always chaotic neutral

Advancement: Same as the base creature

Level Adjustment: -

PANDEMONIC ELEMENTAL

Pandemonic Elementals originate in the Windswept Depths of Pandemonium. Their natural attacks and any melee weapons they wield count as chaotic for overcoming damage reduction. Pandemonic elementals speak their respective elemental languages and Abyssal.

Pandemonic elementals are mad, ranging from howling mania, as fire and air elementals show it, to the brooding, murderous paranoia of earth and water elementals. Pandemonic elementals' behavior is nearly unpredictable, but most feel only spite for other beings.

PANDEMONIC AIR ELEMENTALS are chaotic swirls and eddies of howling, screaming winds. They are called "howl elementals".

PANDEMONIC EARTH ELEMENTALS are vaguely humanoid figures of brittle and porous black rubble. Some call them "tunnel elementals".

PANDEMONIC FIRE ELEMENTALS are searing cold pillars of sickly white fluorescent flames. They are usually called "flare elementals".

PANDEMONIC WATER ELEMENTALS are pools or puddles of stale, chilling cold moisture. These water elementals can seep along walls and trickle from ceilings. They are sometimes called "wet" or "clamminess elementals".

Type: The base creature gains the chaotic subtype

Hit Dice: Same as the base creature

Speed: Pandemonic water elementals gain a climb speed equal to half their land speed.

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Law (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a lawful opponent.

AIR ELEMENTALS lose their whirlwind ability, but gain the following special ability:

Howl (Ex): A pandemonic air elemental can howl and scream as a free action. Any creature hearing this must succeed at a Will save (DC 10 + ½ the elemental's hit dice + the elemental's Cha modifier) or be panicked for a number of rounds equal to the elemental's hit dice. A creature that successfully saved once against a pandemonic air elemental's howl is immune to this elemental's howl for the rest of the encounter.

EARTH ELEMENTALS additionally gain the following special ability

Grind (Ex): The elemental can grind its body parts together, producing a horrible crunching noise. Everyone within hearing must succeed at a Fortitude save each round the elemental continues grinding (DC 10 + ½ the elemental's hit dice + the elemental's Con modifier) or be effectively deafened until the elemental stops. The elemental can defend itself while grinding but can take no other action. The

elemental can use this ability while inside earth via its earth glide ability, but it must remain within 30 ft. of creatures to be affected.

FIRE ELEMENTALS do cold damage instead of fire damage with a slam attack and gain the following abilities:

Flare (Ex): As a standard action a pandemonic fire elemental can try to dazzle all creatures within range for a number of rounds equal to its HD. A Reflex save negates the effect. Range and DC are given in the table below.

Elemental	Flare Range	Flare Save DC
Small	5 ft.	11
Medium	10 ft.	14
Large	15 ft.	17
Huge	20 ft.	22
Greater	20 ft.	24
Elder	20 ft.	26

To creatures with a number of hit dice or levels of less than half the elemental's hit dice this attack additionally works as a *phantasmal killer* spell cast on a level equal to the elemental's HD.

WATER ELEMENTALS lose their vortex ability but gain the following special attack:

Chill touch (Su): Any creature hit by the elemental's slam attack must make a Fortitude save (DC 10 + ½ the elemental's hit dice + the elemental's Cha modifier) or be affected as through a *chill touch* spell cast on a level equal to the elemental's hit dice.

Special Qualities: The base creature retains all its special qualities unless otherwise noted.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: WATER ELEMENTALS gain a +1 racial bonus per hit die to Hide checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check even if rushed or threatened.

Feats: Same as the base creature

Environment: Windswept Depths of Pandemonium

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always chaotic evil or chaotic neutral

Advancement: Same as the base creature

Level Adjustment: -

ABYSSAL ELEMENTAL

Abyssal Elementals originate in the Infinite Layers of the Abyss. Their natural attacks and any melee weapons they wield count as chaotic and evil for overcoming damage reduction. Abyssal elementals speak their respective elemental languages and Abyssal.

Abyssal elementals are aggressive, sadistic, destructive, and murderous – and that is nearly an understatement. They are said to be animated by souls that have been massacred in the Abyss, and thus love nothing more than cruelty and senseless slaughtering. The only positive feeling they know is joy when butchering some poor screaming creature into a bloody, gory mess.

ABYSSAL AIR ELEMENTALS are freezing cold swirls filled with needle-sharp ice slivers. Some call them “sleet elementals”, others “freezing pain elementals”

ABYSSAL EARTH ELEMENTALS consist of splintered glass and jagged rusty metal pieces. Thus they are usually called “jagged” or “edge elementals”.

ABYSSAL FIRE ELEMENTALS are foul-smelling vaguely humanoid pillars of sickly sulfurous yellow or green flames. They are commonly called “balefire elementals”.

ABYSSAL WATER ELEMENTALS are globs of a milky, oozy pearling liquid. Some call them “snot elementals”.

Type: The base creature gains the chaotic and evil subtypes

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Law or Good (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a lawful or good opponent.

AIR ELEMENTALS gain the following special abilities:

Cold Attack (Ex): An abyssal air elemental’s slam attack does additional cold damage of the same amount as a fire elemental of according size would do additional fire damage

Thousand Needles (Ex): An opponent hit by an abyssal air elemental’s slam attack must succeed at a Fortitude save (DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier) or suffer a circumstance penalty on attack rolls, saving throws, skill checks, and ability checks for one round per the elemental’s hit dice, due to the pain of the ice needles piercing into the opponent’s flesh. Creatures immune to critical hits are unaffected by this. The height of the penalty depends on the elemental’s size – small: -1; medium: -2; large: -4; huge: -6. This penalty is not cumulative, but may step into effect again, if the

opponent is hit repeatedly by the elemental’s slam attack after the effect ran out.

EARTH ELEMENTALS additionally gain the following special ability

Wounding (Ex): The elemental’s horribly jagged edges cut deep into an opponent’s flesh, causing him to lose additional hit points each consecutive round due to blood loss until treated with a DC 15 Heal check or a *cure light wounds* spell or higher-leveled healing magic. The amount of hit point loss per round depends on the elemental’s size – small: 1 hp/round, but the bleeding automatically stops after 2d6 rounds; medium: 1 hp/round; large: 2 hp/round; huge: 3 hp/round. The hit point loss is cumulative, so a character hit twice by a Huge abyssal earth elemental loses 6 hp per round. However, the wounding can be prevented with a Fortitude save (DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier)

FIRE ELEMENTALS gain the following abilities:

Stench (Ex): The stench of sulfur and unhealthy fumes surrounding these elementals is overwhelming. Living creatures within range must succeed at a Fortitude save or be sickened. A creature that successfully saves cannot be affected by the same elemental’s stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures with resistance to poison receive their normal bonus on their saving throws. Range, duration, and save DC are given in the table below.

Elemental	Stench Range	Stench Save DC	Time sickened
Small	5 ft.	11	2 rounds
Medium	10 ft.	14	4 rounds
Large	15 ft.	17	8 rounds
Huge	20 ft.	22	16 rounds
Greater	20 ft.	24	21 rounds
Elder	20 ft.	26	24 rounds

The save DC is Constitution-based.

WATER ELEMENTALS lose their vortex ability but gain the following special attacks:

Caustic (Ex): An abyssal water elemental’s slam attack does additional acid damage of the same amount as a fire elemental of according size would do additional fire damage. Additionally, the acid clings to susceptible materials (all organic materials and metal) and continues to corrode for 1d4 rounds. This also applies to those hit by the elemental’s slam attack, who must succeed on a Reflex save to avoid being further burned by the acid. This works like catching on fire in all aspects, with the exception that acid damage is caused, and that stopping the acid from burning requires a full-round action and at least a pint of water. Furthermore, the DC to avoid the acid burning is DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier. Note that creatures hitting the elemental with natural weapons or unarmed attacks take acid damage as though hit by the

elemental's slam attack and risk further acid burns unless they succeed on a Reflex save. Also metallic and wooden weapons which strike the elemental take acid damage as if the elemental attacked them with a slam attack and must succeed on a Reflex save to avoid being damaged by further acidic corrosion. Hardness applies, but each time the acid damage fails to overcome the weapon's hardness, hardness is reduced by one.

Spoiled Water Mastery (Ex): The elemental's water mastery bonus rises by +1 if the water is especially filthy, poisonous, or disgusting. This also applies to mud and slime.

Special Qualities: The base creature retains all its special qualities unless otherwise noted.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Infinite Layers of the Abyss

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always chaotic evil

Advancement: Same as the base creature

Level Adjustment: -

TARTERIAN ELEMENTAL

Tarterian Elementals originate in the Tarterian Depths of Carzeri. Their natural attacks and any melee weapons they wield count as evil for overcoming damage reduction. Tarterian elementals speak their respective elemental languages and Abyssal.

Tarterian elementals are cruel and sadistic, but in a lesser violent way than their abyssal cousins. They love to feast themselves on the angst of creatures that slowly perish in pain and misery. Like many other beings native of Carzeri, tarterian elementals consider themselves as some kind of jailers, punishing and bullying any creature they can find.

TARTERIAN AIR ELEMENTALS are clouds of dry air laden with corpse dust, pollen, and parasitic insects. They are often called "plague elementals".

TARTERIAN EARTH ELEMENTALS consist of pieces of broken walls, bent metal, and other debris. They glow with a red shine as though embering hot, but they are cold to the touch. They are sometimes called "donjon elementals"

TARTERIAN FIRE ELEMENTALS are especially sooty and smoky as if burning from fat and wet wood. They are usually called "smolder elementals"

TARTERIAN WATER ELEMENTALS consist of a sweet-smelling but slightly smeary liquid of light green color. They are known as "poison elementals"

Type: The base creature gains the evil subtypes

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Good (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a good opponent.

AIR ELEMENTALS gain the following special abilities:

Ubiquitous debris cloud (Ex): The elemental doesn't need to touch the ground to produce a debris cloud with its whirlwind ability.

Disease (Ex): An opponent hit by an tarterian air elemental's slam attack must succeed at a Fortitude save (DC 10 + ½ the elemental's hit dice + the elemental's Con modifier) or contract Cackle Fever.

EARTH ELEMENTALS additionally gain the following special ability

Ground Spikes (Su): The elemental can cause spikes to grow out of solid ground within range that work like those created by the spell *spike stones*. It can cover one 10-ft.-square per hit die with these each round with a standard action. The spikes remain as long as the elemental stays within 100 ft. Range and save DC of the spikes, as well as the DC to detect them as traps and to neutralize penalties due to foot injuries, are given in the table below.

Elemental	Spike Range	Save and Skill
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		Check DC
Small	15 ft.	12
Medium	30 ft.	15
Large	45 ft.	18
Huge	60 ft.	23
Greater	60 ft.	25
Elder	60 ft.	27

The save DC is Constitution-based.

FIRE ELEMENTALS gain the following abilities:

Fire Eyes (Ex): A tarterian fire elemental can see unhindered through fire, smoke and mist and does not suffer from a miss chance due to concealment by these effects.

Smoke Cloud (Ex): The elemental can create a smoke cloud similar to that of a *pyrotechnics* spell cast on a level equal to the elemental's hit dice. Itself is the source of the cloud, but it remains unharmed from it and suffers no ill effects. The save DC against the cloud is 10 + ½ the elemental's hit dice + the elemental's Con modifier.

WATER ELEMENTALS lose their vortex ability but gain the following special attack:

Poison (Ex): Any creature hit by the elemental's slam attack must succeed on a Fortitude save (DC 10 + ½ the elemental's hit dice + the elemental's Con modifier) or be affected by a severe contact poison. Initial and secondary damage depend on the elemental's size. Small: 1d3 Con/1d2 Con + 1d2 Wis; Medium: 1d4 Con/1d3 Con + 1d3 Wis; Large: 1d6 Con/1d4 Con + 1d4 Wis; Huge: 1d8 Con/1d6 Con + 1d6 Wis.

Spoiled Water Mastery (Ex): The elemental's water mastery bonus rises by +1 if the water is especially filthy, poisonous, or disgusting. This also applies to mud and slime.

Special Qualities: The base creature retains all its special qualities unless otherwise noted.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Similar to petitioners of Carzeri (see MANUAL OF THE PLANES), tarterian elemental's gain a +10 bonus on Bluff checks.

Feats: Same as the base creature

Environment: Tarterian Depths of Carzeri

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always chaotic evil or neutral evil

Advancement: Same as the base creature

Level Adjustment: -

PLUTONIAN ELEMENTAL

Plutonian Elementals originate in the Gray Waste of Hades. Their natural attacks and any melee weapons they wield count as evil for overcoming damage reduction. Plutonian elementals speak their respective elemental languages, Infernal, and Abyssal.

Plutonian elementals thrive on sadness, despair, and loss. These envious beings leash out angrily at anything joyful and good.

PLUTONIAN AIR ELEMENTALS are chilling clouds of pale, gray mist. And that's what they are called: "mist elementals".

PLUTONIAN EARTH ELEMENTALS consist of cold, slick gray mud and wet rubble. They are commonly referred to as "bog elementals".

PLUTONIAN FIRE ELEMENTALS are figures of a dim, sickly gray light or a cold fluorescent, flickering glow. Some call them "shadowfire elementals".

PLUTONIAN WATER ELEMENTALS consist of a foul-smelling oily broth of murky water. They are sometimes called "Styx elementals".

Type: The base creature gains the evil subtypes

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following one

Smite Good (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a good opponent.

AIR ELEMENTALS lose their whirlwind, but gain the following special ability:

Fog of Despair (Ex): As a standard action, the elemental can surround itself with a cloud of depressing mist that hampers vision as an *obscuring mist* spell does. Any creature within the fog must succeed on a Will save (DC 10 + ½ the elemental's hit dice + the elemental's Cha modifier) each round it remains in the cloud or be affected as if through a *crushing despair* spell until it leaves the cloud. The cloud remains until the elemental dissipates it with a free action. The cloud's radius depends on the elemental's size: Small: 10 ft.; Medium: 20 ft.; Large: 30 ft; Huge: 45 ft.

Pierce Fog (Ex): A plutonian air elemental can see unhindered through fog, smoke and mist and does not suffer from a miss chance due to concealment by these effects.

EARTH ELEMENTALS lose their push ability but gain the following special ability

Quicksand (Su): The elemental can soften the ground within range to an amount that it works like a quicksand bog (see DUNGEONMASTERS GUIDE, p. 88). It can fill one 10-ft.-square per hit die with quicksand each round as a standard action. The bogs remain as long as the elemental stays within 100 ft. The elemental can fill squares with quicksand that are occupied by other creatures, but in this case these

creatures are entitled to a Reflex saving throw to avoid. Range and save DC of the quicksand, as well as the DC to detect them as traps with a Survival check and for Swim checks to move within or up to the surface of the bog, or to avoid sinking after a failed attempt to pull the character out are given in the table below.

Elemental	Quicksand Range	Save and Check DC	Skill
Small	15 ft.	12	
Medium	30 ft.	15	
Large	45 ft.	18	
Huge	60 ft.	23	
Greater	60 ft.	25	
Elder	60 ft.	27	

The save and skill check DC is Constitution-based. Note that the DC for simply treading water within the bog is 5 lower than to move within it. Pulling out a character of a bog is a resisted Strength check against the elemental. The DC for the captured character to hold on a rope, branch, pole etc. remains unchanged (DC 10)

Bog movement (Ex): The elemental can move on unstable and muddy ground without penalty and is never at risk of sinking into quicksand and the like unless it decides to do so. Its earth glide ability ensures that it can leave such bogs unhindered.

Soften Earth and Stone (Su): With a touch a plutonic earth elemental can soften earth and stone as if through the spell cast on a level equal to the elemental's hit dice.

FIRE ELEMENTALS lose their burn ability and the ability to do additional fire damage with a slam attack but gain the following ability:

Negative energy damage (Ex): Instead of fire damage, a plutonian fire elemental does extra negative energy damage with a slam attack of the same amount as it would do fire damage. Additionally, each living creature hit by a plutonian fire elemental's slam attack must succeed at a Fortitude save (DC 10 + ½ the elemental's hit dice + the elemental's Cha modifier) or take additional Strength damage depending on the elemental's size: Small: 1 Str.; Medium: 1d2 Str; Large: 1d3 Str; Huge: 1d4 Str.

Undead suffer no damage from the elemental's negative energy attack nor do they suffer ability damage, but if hit by the elemental's slam attack they must succeed at a Will save (DC 10 + ½ the elemental's hit dice + the elemental's Cha modifier) or flee as if panicked for one round per the elemental's hit dice.

Create Spawn (Su): Any humanoid brought to Strength 0 and slain by the elemental becomes a shadow under the control of the elemental within 1d4 rounds.

WATER ELEMENTALS gain the following special attack:

Memory Drain (Ex): Any creature hit by the elemental's slam attack must succeed on a Will save (DC 10 + ½ the elemental's hit dice + the elemental's

Cha modifier) or lose an amount of XP depending on the elemental's size. Small: 1d4; Medium: 1d6; Large: 1d8; Huge: 2d6

For each XP the elemental drains it gains one temporary hit point for 24 hours.

Spoiled Water Mastery (Ex): The elemental's water mastery bonus rises by +1 if the water is especially filthy, poisonous, or disgusting. This also applies to mud and slime.

Special Qualities: The base creature retains all its special qualities unless otherwise noted.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Gray Waste of Hades

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always neutral evil

Advancement: Same as the base creature

Level Adjustment: -

GEHENNAN ELEMENTAL

Gehennan Elementals originate in the Fourfold Furnaces of Gehenna. Their natural attacks and any melee weapons they wield count as evil for overcoming damage reduction. Gehennan elementals speak their respective elemental languages and Infernal.

Gehennan elementals are treacherous and filled with anger, striving to interpret all orders in the most damaging and detrimental way as possible.

GEHENNAN AIR ELEMENTALS are whirls consisting of steaming hot air filled with volcanic ash and sulfur fumes. Natives call them “vent elementals”.

GEHENNAN EARTH ELEMENTALS consist of jagged volcanic rock shot through with still embering magma. Most commonly they are called “tufa elementals”.

GEHENNAN FIRE ELEMENTALS are figures made of boiling lava, surrounded by flaming and incendiary gases, resulting in constant eruptions. They are known as “lava elementals”

GEHENNAN WATER ELEMENTALS rather consist of boiling and steaming mud as if borne from a volcanic mud pool. Some call them “geysir elementals”, but the dubbing “hot spring elementals” is more common.

Type: The base creature gains the evil subtypes

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following ones:

Smite Good (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a good opponent.

Fire damage (Ex): The hot gehennan elementals all do fire damage with a slam attack as a fire elemental of according size.

AIR ELEMENTALS gain the following special ability:

Fire Eyes (Ex): A gehennan air elemental can see unhindered through fire, smoke and mist and does not suffer from a miss chance due to concealment by these effects.

FIRE ELEMENTALS gain the following ability:

Breath Weapon (Ex): A gehennan fire elemental can breath fire in a cone of a length depending on the elemental’s size: Small: 20 ft.; Medium: 30 ft.; Large: 40 ft; Huge: 50 ft. Creatures within the cone must succeed at a Reflex save (DC 10 + ½ the elemental’s hit dice + the elemental’s Con modifier) or suffer 1d6 fire damage per 2 HD the elemental has. It can use this ability once per round as a standard action.

WATER ELEMENTALS gain the following special attack:

Mud Mastery (Ex): The elemental’s water mastery bonus rises by +1 if the water is especially murky or soiled. This also applies to mud and slime.

Special Qualities: The base creature retains all its special qualities unless otherwise noted and gain the following one

Immunity to fire (Ex): All gehennan elementals are unaffected from fire damage.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Fourfold Furnaces of Gehenna

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always lawful evil or neutral evil

Advancement: Same as the base creature

Level Adjustment: -

BAATORIAN ELEMENTAL

Baatorian Elementals originate in the Nine Hells of Baator. Their natural attacks and any melee weapons they wield count as evil and lawful for overcoming damage reduction. Baatorian elementals speak their respective elemental languages and Infernal.

Baatorian elementals want to frighten, subdue, oppress, and dominate. Being treated as nothing more than slaves or even mere tools by the devils of Baator, these elementals enjoy every opportunity to elevate themselves in front of another creature, be it as a bully, enslaver, or torturer.

BAATORIAN AIR ELEMENTALS consist mainly of sulfuric fumes and the stench of burnt flesh, carrying with it the screams and moans of tortured souls. Some call them “angst elementals”.

BAATORIAN EARTH ELEMENTALS seem to be vaguely humanoid figures constructed from fortified walls. Twisted and screaming bodies of tortured victims or still living body parts are chained, nailed, and melted into their bulk. They are commonly called “torture chamber elementals”.

BAATORIAN FIRE ELEMENTALS are figures of unnaturally red and yellow fire that casts a yellowish smoke reeking of brimstone. They are known as “hellfire elementals”.

BAATORIAN WATER ELEMENTALS consist of an inky black liquid the glassy smooth surface thereof is occasionally breached by clawing hands or faces screaming silently in agony. They are called “Lethe” or “oblivion elementals”, or sometimes simply “drowners”.

Type: The base creature gains the lawful and evil subtypes

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following ones:

Smite Chaos or Good (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a chaotic or good opponent.

AIR ELEMENTALS gain the following special ability:

Frightful Presence (Ex): Any creature within a range of the elemental depending on its size that can hear the elemental must succeed at a Will save (DC 10 + ½ the elemental’s hit dice + the elemental’s Cha modifier) or be shaken. Creatures with fewer hit dice than the elemental are frightened if they fail the save and shaken if they don’t. Range of the presence depending on size is: Small: 15 ft.; Medium: 20 ft.; Large: 30 ft; Huge: 40 ft. This is a mind-influencing fear effect. Each character has to make only one roll against one single elemental’s frightful presence per encounter.

Fear (Ex): Once per round, as a standard action, the elemental can direct the screams and moans it carries

with it against a single foe who must succeed at a Will save (DC 10 + ½ the elemental’s hit dice + the elemental’s Cha modifier) or be affected as if through a *fear* spell cast on a level equal to the elemental’s hit dice.

EARTH ELEMENTALS possess the following special ability:

Masochism (Ex): For each 5 points of damage the elemental takes, it gains a +1 morale bonus on all attack rolls, saving throws, and skill checks until the respective damage has been restored.

FIRE ELEMENTALS gain the following ability:

Unholy damage (Ex): Half of the fire damage a baatorian fire elemental causes with its slam attack is actually unholy damage without a particular descriptor that circumvents resistances or immunities to fire.

Drench Blessings (Ex): The touch of a baatorian fire elemental can negate good magic currently in effect. Treat this as a *dispel magic* cast on a level equal to the elemental’s hit dice that works only against magic with the good descriptor. The elemental must touch the magic, if necessary with a touch attack, to dispel it.

WATER ELEMENTALS gain the following special attacks:

Improved Grab (Ex): When the elemental hits an opponent with a slam attack it can start a grapple as a free action without provoking an attack of opportunity. Once it has established a grab it can swallow whole.

Swallow Whole (Ex): With another grapple check a baatorian water elemental can draw a held opponent of at least one size category smaller than itself into its body. This does no additional damage. While captured within the utter darkness of the elemental’s body hands seem to claw, pull, and tug at the character, as if trying to draw him deeper. To break free from the elemental’s body the victim must succeed at another grapple check against the elemental. Breaking free does no damage to the elemental, and the elemental is not considered grappled while having a victim inside it. A victim inside the elemental’s body is at risk of drowning as long as it can’t break free. The elemental can hold one victim of one size category smaller, 2 of two size categories smaller, 4 of three size categories smaller, 8 of four size categories smaller, or 16 creatures of five or more size categories smaller than itself.

Soul Drown (Su): In the round a swallowed victim of the elemental finally drowns its last sensation is that of being drawn deeper and ever deeper into a black abyss by the clawing hands that surround it. Indeed, the character’s body is gone at the end of this round, drawn forever into the pits of the Nine Hells. Only a *wish*, *miracle*, or *true resurrection* spell can restore the victim back to life.

Ink Cloud (Ex): Under water the elemental can emit a cloud of jet-black liquid that roughly fills a cube with

a side length depending on the elemental's size. It can do so once per minute as a standard action. The cloud provides total concealment and obscures all vision. Side length of the cloud depending on size is: Small: 10 ft.; Medium: 15 ft.; Large: 20 ft.; Huge: 30 ft.

Special Qualities: The base creature retains all its special qualities unless otherwise noted and gain the following one

Detect Good (Ex): All baatorian elementals can discern good auras within a range of 30 ft..

See in Darkness (Ex): All baatorian elementals can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Nine Hells of Baator

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always lawful evil

Advancement: Same as the base creature

Level Adjustment: -

ACHERONTIAN ELEMENTAL

Acherontian Elementals originate in the Infernal Battlefields of Acheron. Their natural attacks and any melee weapons they wield count as lawful for overcoming damage reduction. Acherontian elementals speak their respective elemental languages and Infernal.

Acherontian elementals are obedient soldiers and weapons, existing only to follow all orders of an authority without questioning.

ACHERONTIAN AIR ELEMENTALS consist of menacing clouds of green or yellow poison gas. Thus they are called "gas elementals". Yellow varieties are sometimes called "yellowcross elementals", green ones "greencross elementals".

ACHERONTIAN EARTH ELEMENTALS are made from a hard obsidian-like rock covered with sharp spike- and blade-shaped protrusions. Usually they are simply called "spike" or "blade elementals", or "armory elementals".

ACHERONTIAN FIRE ELEMENTALS are liquid figures of flaring phosphorous white or sooty orange conflagration. They constantly trip a gelatinous and extremely sticky burning mass that is terribly difficult to put out. Among the names given to them are "alchemist's fire elementals", "phosphorus elementals", and "napalm elementals".

ACHERONTIAN WATER ELEMENTALS consist of blood, soiled with rain water, trench mud, and traces of body fluids from dying soldiers. Usually they are called "wound elementals".

Type: The base creature gains the lawful subtype

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following ones:

Smite Chaos (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against a chaotic opponent.

AIR ELEMENTALS lose their whirlwind but gain the following special ability:

Cloudkill Form (Ex): As a standard action an acherontian air elemental can transform back and forth into a gaseous form that has the same effect as a *cloudkill* spell. It moves just like that spell (10 ft., no fly speed) and can't attack with its slam. It has damage reduction 10/magic in this form or its original damage reduction, whichever is better. Moving into an occupied square while in *cloudkill* form does not provoke attacks of opportunity. With the *cloudkill* effect the elemental roughly fills a cube of a side length depending on its size: Small: 10 ft. (2 x 2 x 2 squares); Medium: 10 ft. (2 x 2 x 2 squares); Large: 15 ft. (3 x 3 x 3 squares); Huge: 20 ft. (4 x 4 x 4 squares). The save DC for the *cloudkill* form is 10 + ½ the elemental's hit dice + the elemental's Con modifier.

EARTH ELEMENTALS possess the following special ability:

Body Spikes (Ex): The elemental does extra damage with a grapple attack as if wearing spiked armor appropriate for its size (Small: 1d4; Medium: 1d6; Large: 1d8; Huge: 2d6). It counts as proficient with its spikes. The spikes also do damage when the elemental pushes.

FIRE ELEMENTALS gain the following ability:

Adherent burn (Ex): A creature hit by an acherontian fire elemental is not entitled to a saving throw to avoid catching on fire. Furthermore, the flames keep on burning unless extinguished, which requires a full round action and a Reflex save (DC 10 + ½ the elemental's hit dice + the elemental's Con modifier)

WATER ELEMENTALS lose their vortex and their drench abilities but gain the following special attacks:

Blood drain (Ex): A living creature hit by an acherontian water elemental's slam attack must succeed at a Fortitude save (DC 10 + ½ the elemental's hit dice + the elemental's Con modifier) or lose an additional amount of hit points that the elemental gains as temporary hit points. The extra damage depends on the elemental's size: Small: 1d2; Medium: 1d4; Large: 1d6; Huge: 1d10

Disease (Ex): Red Ache – slam, Fortitude DC 10 + ½ the elemental's hit dice + the elemental's Con modifier, incubation period 1d3 days, damage 1d6 Str

Special Qualities: The base creature retains all its special qualities unless otherwise noted

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Infernal Battlefields of Acheron

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always lawful neutral or lawful evil

Advancement: Same as the base creature

Level Adjustment: -

CONCORDANT ELEMENTAL

Concordant Elementals originate in the Concordant Opposition of the Outlands. Their natural attacks and any melee weapons they wield ignore all alignment-based damage reduction. Concordant elementals speak their respective elemental languages, Celestial, and Infernal.

Concordant elementals consider themselves watchers over balance. Usually they only observe and don't act. Even if they do, they prefer not to intervene actively, but to give one side an advantage over the other. Generally, they become only active when they see the balance of the elements threatened, not the balance of the alignments.

CONCORDANT AIR ELEMENTALS look like compact pillars of clouds with stern faces. They only form limbs if they need to. They are usually called "cloud elementals".

CONCORDANT EARTH ELEMENTALS seem to be unmoving stone faces chiseled by some primitive culture. They only form limbs if they need to. Often they are called "stone elementals".

CONCORDANT FIRE ELEMENTALS are compact pillars of fire with big faces displaying a reserved expression. They only form limbs if they need to. Usually they are simply called "fire elementals", but those who need a distinction call them "flame" or "heat elementals".

CONCORDANT WATER ELEMENTALS are dense gushing fountains of water displaying faces with strict features. They only form limbs if they need to. They are sometimes called "well" or "fountain elementals".

Type: Same as the base creature

Hit Dice: Same as the base creature

Speed: Same as the base creature

Armor Class: Same as the base creature

Special Attacks: The base creature retains all its special attacks unless otherwise noted and gains the following ones:

Smite Non-Neutral (Ex): Once per day the creature can make a normal attack to deal extra damage equal to its HD (max. +20) against an opponent, whose alignment has no neutral component (lawful good, lawful evil, chaotic good, or chaotic evil).

AIR ELEMENTALS gain the following special ability:

Weather Control (Ex): A concordant air elemental can influence the climate as per the *control weather* spell as it wishes. The radius of the effect depends of the elemental's size: Small: half a mile; Medium: 1 mile; Large: 2 miles; Huge: 3 miles.

EARTH ELEMENTALS possess the following special ability:

Tremor (Ex): The elemental can send tremors through the ground that requires each creature within range standing on ground to make Reflex saving throw (DC 10 + ½ the elemental's hit dice + the elemental's Str modifier) or fall prone. Structures within range suffer the elemental's slam damage. Hardness does not reduce that damage. Creatures

underground or below a stone ceiling suffer the elemental's base slam damage (no Strength modifier) from falling stones. Another Reflex saving throw (DC 10 + ½ the elemental's hit dice + the elemental's Str modifier) halves that damage.

FIRE ELEMENTALS gain the following ability:

Thaw (Ex): The elemental's touch melts ice sheets, thaws frozen objects, and dissolves other ice objects of nonmagical origin, if these are of Large size or smaller. The creature can dispel magical ice and cold it touches as *dispel magic* (caster level equal's elemental's HD)

WATER ELEMENTALS gain the following special attacks:

Breaker (Ex): The elemental does double damage against non-living objects, including constructs.

Non-lethal damage (Ex): Against living opponents, the elemental can do only non-lethal damage with its slam attack. It does not, however, provoke attacks of opportunity due to this.

Special Qualities: The base creature retains all its special qualities unless otherwise noted and gains the following ones.

AIR ELEMENTALS gain resistance to electricity 10 and the following ability:

Resist Electricity (Sp): The elemental can protect other creatures from electricity damage as per the *resist energy* spell cast on a level equal to the elemental's hit dice.

EARTH ELEMENTALS are totally immune to bludgeoning damage and gain Spell Resistance 5 + their hit dice.

FIRE ELEMENTALS gain resistance to cold 10 (this does not forego their vulnerability to cold and is applied after any cold damage is increased by 50%) and the following ability:

Resist Cold (Sp): The elemental can protect other creatures from cold damage as per the *resist energy* spell cast on a level equal to the elemental's hit dice.

WATER ELEMENTALS gain resistance to fire 10 and the following spell-like abilities: at will – *mass cure light wounds*, *resist energy* (fire only). Caster level equals the elemental's hit dice.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Environment: the Concordant Opposition of the Outlands

Organization: Same as the base creature

Challenge rating: Same as the base creature +1

Treasure: None

Alignment: Always neutral

Advancement: Same as the base creature

Level Adjustment: -