

# ELDRITCH ELEMENTALISM







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This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

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You will see us use phrases such as "Witches of Winter Adventure Path" instead of the title of the 14th adventure path published by Paizo Inc., covering issues #67 to 72. Or, you may see us use names such as the "Snow Queen," the "Threefold Dungeon," the "Kingdom of the Winter Witches," or the "Icy Dragonworld" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these treasures for use in your "Witches of Winter Adventure Path," seeking your fortune in the "Dancing Hut" and beyond. See, that wasn't so hard, was it?

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

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## WHAT YOU WILL FIND INSIDE: ELDRITCH ELEMENTALISM

Elementalism is a cornerstone of the arcane arts and divine powers alike, but you've never seen elementals quite like this! **Eldritch Elementalism** brings you fantastic feats and archetypes dedicated to manipulating elementals and the elements themselves. In addition, this book brings you 11 incredible new elemental templates that transform the raw living masses of elemental energy and substance into alternate forms of incredible power and versatility. Templates like the **avian**, **cephalopod**, **serpentine**, **piscine**, and **predatory** change an elementals form, locomotion, attacks, and more, like the **humanoid**, **kinetic**, **radioactive**, and **unbound** elementals unleash entirely new options, as do the deadly **draconic** and **consuming** elementals! Plus, you'll find over a dozen unique new elemental creatures from CR 2 to 25 within, from the **firecat** and **sky squid** to the terrifying **roc of the gales**, the earth's fury, and **Infernatrox the Draconic Conflagration**.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!





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The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks:

ACG	=	<i>Pathfinder Roleplaying Game Advanced Class Guide</i>
APG	=	<i>Pathfinder Roleplaying Game Advanced Player's Guide</i>
B1	=	<i>Pathfinder Roleplaying Game Bestiary</i>
B2	=	<i>Pathfinder Roleplaying Game Bestiary 2</i>
CRB	=	<i>Pathfinder Roleplaying Game Core Rulebook</i>
GMG	=	<i>Pathfinder Roleplaying Game Gamemastery Guide</i>
UC	=	<i>Pathfinder Roleplaying Game Ultimate Combat</i>
UE	=	<i>Pathfinder Roleplaying Game Ultimate Equipment</i>
UM	=	<i>Pathfinder Roleplaying Game Ultimate Magic</i>





# CONCERNING ELEMENTALS

Elementals are made of the pure substance of their element, which has unique properties distinguishing it from normal matter. They are all of a similar solid or semisolid consistency, almost gelatinous in the case of air, fire, and water, bound together to make up the body of a creature. Earth is similar to compact dirt, although slightly more malleable and with greater cohesion and structural integrity. As creatures of pure elemental essence they are not actually composed of matter as we know it - its consistency makes it impossible to breathe an air elemental or swim inside a water elemental, and a fire elemental will not spontaneously run out of fuel and go out. Elementals' homogenous composition and lack of anatomical weak points make them very durable.

## ECOLOGY OF THE AIR ELEMENTAL

Air elementals are the most mobile of the elemental races, and they take full advantage of this. They are curious and restless, with an innate drive towards exploration and a hatred of confinement and monotony.

Air elementals can take a variety of forms, but prefer humanoid or avian. The smaller air elementals prefer the calmer areas of their home plane, and sometimes flock together like birds for protection and companionship. They accumulate few material possessions, because they don't have much need for them and, with their highly mobile way of life, it's impractical for them to own more than they can carry. Larger and more powerful air elementals are physically sturdier and better able to control their own flight paths in high winds, and many of them seek out unusual weather phenomena. The great squalls near the border with the Plane of Water are very popular. The most powerful air elementals are more likely to have some kind of home base, but these structures are rudimentary compared to the palaces of djinn or even the dwellings of air mephits: not much more than a place to stash their prized possessions, take shelter from weather too harsh even for them, and avoid unwanted encounters. The larger air elementals tend to be more solitary than their smaller kin, although a high-quality windstorm can attract multitudes, gleefully riding the gales. Humanoid air elementals are an exception to this solitary trend, and are frequently found living together in small settlements, or dwelling among invisible stalkers, mephits, and even djinn.

Air elementals bitterly resent attempts at coercion, but because of their curious natures, they often enjoy the chance to explore different planes of existence. Air elementals will consent to bargain for their services, but they have few material needs and little use for money, so any bribes offered must be appealing in their own right as well as valuable. Many air elementals enjoy

fine textiles, finding the rippling of silk in the breeze far more beautiful than the solidity of gold and gems. Other possible bribes include rare and colorful songbirds, finely crafted wind chimes, precious incense, and music. Humanoid air elementals that have taken class levels appreciate weapons or equipment suited to their skill sets.

## ECOLOGY OF THE EARTH ELEMENTAL

Earth elementals are the most grounded of their kind, both physically and metaphorically. They have substantial, solid physical presences and stubborn, deliberate personalities. Earth elementals are hardy and physically strong, but not very mobile, and most earth elementals who take alternate forms choose shapes that improve their ability to navigate their environment. Aquatic forms are popular among elementals who spend a lot of time burrowing, or predatory for those who spend more time in open terrain. The methodical ambush tactics of serpentine elementals often appeal to earth elementals who are less concerned with

mobility.

Avian

air





elementals are very rare, both because of the Plane of Earth's lack of open sky and because very few earth elementals are comfortable spending that much time off the ground.

Earth elementals prefer to live in or near interesting geology, such as making their homes in the hollow interiors of giant geodes. Since they are not immune to fire, earth elementals stay away from active volcanic activity, but they enjoy exploring the interesting landforms volcanoes leave in their wake. Earth elementals have few real physical needs, but even the most restless of them like to maintain some kind of home base, generally an underground chamber where they stash their prized possessions. The size of earth elementals' territories expands as they age and grow, but even small earth elementals living clustered together do not share burrows. Earth elementals are the most likely elementals to collect treasure, but they have little use for money and prefer interesting and unique items over merely valuable ones.

Earth elementals are stubborn and difficult to intimidate, but fortunately for would-be conjurers, they are more materialistic than other elementals and relatively easy to bribe. Earth elementals prefer beautiful and unusual geological specimens, such as exotic ores, gemstones in rare colors, unusual crystal formations, geodes, or fossils.

## ECOLOGY OF THE FIRE ELEMENTAL

Fire elementals are not inherently evil or even hostile, but their existence is inherently destructive to most life forms and objects. Fire elementals enjoy burning things, but because nothing flammable can survive for long on the Plane of Fire, they don't often get a chance in their natural habitat.

Fire elementals can take a variety of forms, depending on the terrain where they live. Fire elementals who live in open country often take the predatory form for its speed boost and array of natural weapons. Fire elementals who live around lava lakes and rivers of fire favor serpentine and aquatic forms. And the most restless fire elementals take avian forms that let them go almost anywhere. Humanoid fire elementals are rare outside the plane's cities, because an increased ability to manipulate objects doesn't do them much good when almost everything they touch catches on fire. Fire elementals are gregarious but quick-tempered. They enjoy each other's company, but their social structure is unstable as members of groups frequently get on each other's nerves and go their separate ways. Humanoid fire elementals living among efreeti, mephits, or magmins generally follow the housing customs of their neighbors, but other fire elementals don't usually bother to create structures to live in, since the plane's harsh environment doesn't harm them and they have difficulty accumulating material possessions.

Fire elementals enjoy exploring new environments, if these environments aren't too wet or cold, especially new environments filled with flammable things. They appreciate offerings that burn in an interesting way, such as incense, aromatic woods,

and fireworks. More sophisticated fire elementals often enjoy fine glass and ceramics, which they see as expressions of fire's creative potential. Humanoid fire elementals appreciate durable jewelry that cannot melt and flame-resistant weapons and magic items appropriate to their skill sets.

## ECOLOGY OF THE WATER ELEMENTAL

Water elementals are more deliberate and patient than air elementals, although, as creatures of a fluid element, they have their share of wanderlust. The smallest water elementals are the least settled of their kind, and sometimes school together like fish, especially in the deepest, darkest waters. Most water elementals find a territory as they age, often near a whirlpool, unusual patch of current, or other interesting local landmark.

Water elementals most commonly take aquatic or serpentine forms - aquatic in open water, and serpentine near the sea floors. Avian water elementals are common wherever water meets sky, especially along the border of the Planes of Air and Water, and they particularly enjoy exploring cloud banks and storm systems. Humanoid water elementals frequently associate with merfolk tribes, but most water elementals prefer to avoid the marids, whom they find irritatingly capricious.

Summoners attempting to bargain with water elementals should remember that the creatures dislike being rushed, even if their task is time-sensitive. Water elementals appreciate offerings of blue or green gemstones, treasures of the sea such as coral carvings or fine pearls, and magic items that allow them to control aquatic creatures or provide protection from fire. Humanoid water elementals prefer finely crafted weapons or magic items suitable for use underwater.

# ELEMENTALIST ARCHETYPES

The study of the elements is popular among many classes, most notably with elemental wizard<sup>UM</sup> wizards that specialize in one of the elemental arcane schools<sup>UM</sup>, oracles<sup>APG</sup> devoted to the elemental mysteries, and sorcerers and bloodragers<sup>ACG</sup> with the elemental bloodline. Other classes also can specialize in tapping into the raw power of the primal elements, and the archetypes presented here bring new options for the druid and witch<sup>APG</sup> classes to truly embrace that elemental power.

## ELEMENTAL CHANNELER (DRUID ARCHETYPE)

For some devotees of nature, the building blocks of creation hold a compelling force unequalled by any plant, animal, or





landscape. Elemental channelers connect to the natural world through the primal forces of earth, air, fire, and water. While this focus weakens elemental channelers' connections to the living world of animals and plants, it grants them unparalleled mastery of their chosen element, including the ability to wield raw elemental power directly. Elemental channelers are most commonly found among humans, dwarves, and genie-kin. An elemental channeler has the following class features.

**Skills:** An elemental channeler gains Knowledge (Planes) as a class skill.

**Elemental Focus:** An elemental channeler chooses a single element (air, earth, fire, or water), and many of her abilities are affected by this choice. The elemental channeler gets a +1 bonus to caster level when casting spells which have her chosen element's type. The channeler also has an opposing element: air and earth are opposing elements, as are fire and water.

**Diminished Spellcasting:** An elemental channeler can prepare one fewer spell per day of each level and cannot prepare or cast spells with a descriptor of her opposing element's type.

**Elemental Blast (Sp):** An elemental channeler gains access to a simple blast associated with her element, as a kineticist<sup>OA</sup> of her level. She does not gain access to infusions or additional elements. At 6th level, the range of the blast increases to 120 feet. This ability replaces nature bond.

**Element Manipulation (Sp):** At 1st level, an elemental channeler gains increased power over her chosen element. Air channelers gain basic aerokinesis, earth channelers gain basic geokinesis, fire channelers gain basic pyrokinesis, and water channelers gain basic hydrokinesis, as spell-like abilities usable at-will. This replaces nature sense and wild empathy.

**Elemental Magic (Sp or Su):** At 3rd level, an elemental channeler learns one 1st-level utility wild talent associated with her chosen element. This becomes a spell-like or supernatural ability that she can use at-will. Every three levels beyond 3rd, she learns another utility wild talent, which must be of a level equal to half her elemental channeler level or lower. These work like kineticist wild talents, except that they use the elemental channeler's Wisdom score instead of Constitution. While the abilities themselves do not take up spell slots, if an elemental channeler wants to accept burn, she must expend a spell slot equal to the level of the wild talent to do so.

An elemental channeler can also learn her element's defense wild talent (enveloping winds for air channelers, flesh of stone for earth channelers, searing flesh for fire channelers, or shroud of water for water channelers) in place of a utility power. In this case, if she wants to gain the benefits of accepting burn, she needs to spend a spell slot equal to the number of points of burn she wants to accept.

**Elemental Stride (Ex):** At 3rd level, an elemental channeler can use her powers to navigate hostile environments. An air channeler gains the benefit of constant feather step and a +4

bonus to saving throws versus high altitude fatigue and altitude sickness. An earth channeler gains the benefit of constant feather step and a +4 bonus to CMD against bull rush or trip attempts. A fire channeler gains a +10 foot enhancement bonus to her speed and fire resistance 5. And a water channeler gains a swim speed equal to half her land speed, or +10 feet to her existing swim speed. This replaces woodland stride and trackless step.

**Resist Elements' Power: At 4th level,** an elemental channeler gains a +4 bonus on saves versus the spells, spell-like abilities, and supernatural abilities of creatures with the same elemental subtype as the channeler's chosen element. This bonus also applies to spells and effects of the chosen element's type, whoever casts them. This replaces resist nature's lure.

**Wild Shape (Su):** At 4th level, an elemental channeler gains wild shape but can only use it to turn into elementals. She counts as a druid of two levels higher for the purposes of using this to turn into an elemental of her chosen element. She cannot turn into an elemental of her opposing type. This alters wild shape.

**Planar Aspect (Ex):** At 13th level, an elemental channeler's type changes to outsider (native), with the subtype of her chosen element. This subtype does not grant immunity or vulnerability to any energy type. Unlike other outsiders, elemental channelers can still be raised from the dead as if they were their former creature type. This replaces a thousand faces.

## ELEMENTAL WITCH (WITCH ARCHETYPE)

Study of the elements is an ancient tradition within the arts of witchcraft, and many witches devote themselves fully to its embrace rather than dabbling with creatures of the faerie realms, the outer planes, or the dark places behind the stars. These elemental wizards take the raw power of the primal elements into themselves and unleash the fundamental forces and the substance of the natural and supernatural world wherever they roam.

**Patron:** An elemental witch must have one of the following patrons: Elements, Light, Mountain, Storms, Water, or Winter.

**Elemental Supremacy:** An elemental witch chooses a single element in which to focus her witchcraft, gaining a number of abilities with that element as she advances in level. The choice of which element(s) she wishes to master is determined in part by her patron. Unlike elemental wizard, however, her studies of the elements are organic and interconnected. The elements are not opposing forces for her, and studying or mastering one does not impact her ability to learn and cast spells from other elements. This replaces the hex normally gained at 1st level.

An elemental witch is not limited to mastering a single element. At 6th level and above, she can select an additional type of elemental supremacy in place of a hex, and she may select multiple additional elemental supremacies, as long as each is of a type allowed by her patron. However, her power in these







additional supremacies is somewhat less than in her primary element, treating her witch level as if it were 5 lower for the purpose of the abilities she gains.

**Air Supremacy (Su):** You treat wind effects as being one step less severe, and you gain a +2 enhancement bonus on Fly skill checks. This bonus increases by +1 for every five witch levels you possess. In addition, spells you cast with the air descriptor take effect at +1 caster level and you can cast *feather fall* on yourself at will. At 5th level, you can cast *levitate* on yourself at will. At 10th level, you can cast *fly* on yourself at will, and you treat wind effects as two steps less severe. At 20th level, whenever you make a Fly skill check, assume the roll resulted in a natural 20, and you are immune to effects with the air descriptor as well as natural or magical wind effects. *Patrons:* Elements, Storms.

**Cold Supremacy (Ex):** You gain cold resistance 5 and can move across snow and icy surfaces at normal speed without impediment and without leaving tracks. The DC of Acrobatics, Climb, and Stealth checks you make is not increased by snowy or icy conditions. In addition, spells you cast with the cold subtype

take effect at +1 caster level. At 10th level, this cold resistance increases to 10 and you can climb icy surfaces as if using *spider climb*. At 20th level, you gain immunity to cold, and when the temperature is below freezing you gain fast healing 5. *Patrons:* Elements, Winter.

**Earth Supremacy (Su):** You gain a +2 enhancement bonus to your CMD to resist bull rush, drag, reposition, trip, and overrun attempts as long as you are touching the ground. This bonus increases by +1 for every five witch levels you possess. In addition, spells you cast with the earth descriptor take effect at +1 caster level, and you gain a +1 insight bonus on melee attack and damage rolls whenever both you and your foe are touching the ground. At 20th level, earth and stone do not block the line of effect of your spells, although they do still block your line of sight. *Patrons:* Elements, Mountain.

**Fire Supremacy (Su):** You gain resistance 5 to fire, and you automatically succeed in saving throws to avoid catching on fire. Spells you cast with the fire descriptor take effect at +1 caster level. At 10th level, this resistance increases to 10, and



you can sense the location of creatures within 30 feet that have concealment from flames or smoke as if you had blindsense. At 20th level, you gain immunity to fire damage. In addition, whenever you are within 5 feet of a source of flame at least as large as a campfire, you can draw the fire around you for 1 round as a swift action. Anyone striking you with a melee weapon or unarmed strike takes an amount of fire damage equal to 1/2 your witch level (minimum 1). Weapons with reach avoid this damage. *Patrons:* Elements, Light.

**Storm Supremacy (Su):** You gain either electricity resistance or sonic resistance 5; this choice must be made when you gain this ability and cannot be altered later. In addition, spells you cast with the electricity (or sonic, as appropriate) descriptor take effect at +1 caster level, and you are immune to being dazzled. At 10th level, your electricity or sonic resistance increases to 10, you cannot be deafened by loud noises, and you can sense the location of creatures within 30 feet that have concealment from natural or magical fog, mist, or weather effects as if you had blindsense. At 20th level, you gain immunity to electricity (or sonic) damage, and you can see without impediment through natural or magical fog, mist, or weather effects within 60 feet as if you had blindsight. *Patrons:* Elements, Storms.

**Water Supremacy (Su):** You gain a +2 enhancement bonus on Swim skill checks. This bonus increases by +1 for every five witch levels you possess. In addition, spells you cast with the water descriptor take effect at +1 caster level, and you can hold your breath for a number of rounds equal to four times your Constitution score before you must start making checks to avoid drowning. At 10th level, you gain a swim speed equal to your base speed and can breathe water indefinitely. At 20th level, whenever you make a Swim skill check, assume the roll resulted in a natural 20, and you are immune to effects with the water descriptor as well as natural or magical water or wave effects. *Patrons:* Elements, Water.

**Elemental Familiar (Ex):** At 4th level or at any point thereafter when she gains a new hex, an elemental witch may choose to gain Improved Familiar as a bonus feat, using it to acquire a small elemental (she need not be a 5th-level caster to do so). If she has the Elements patron, her elemental may be of any type. Otherwise, she must acquire an elemental that matches an elemental supremacy she possesses. Her elemental familiar shares the benefits of any one elemental supremacy she possesses, as long as it matches the elemental's type.

#### Elemental Supremacy Elemental Familiar Type

Elements	Small elemental (any)
Light	Small fire elemental
Mountain	Small earth elemental
Storms	Small air elemental or small lightning elemental
Water	Small water elemental
Winter	Small ice elemental

This replaces the hex the witch would normally gain at the level when she uses this ability.

**Elemental Shape (Su):** At 6th level, an elemental witch gains the ability to turn herself into a small elemental and back once per day, as if she had cast elemental body I. This effect lasts 1 hour per witch level, or until she changes back. Changing form is a standard action and does not provoke attacks of opportunity. This ability is equivalent to a druid's wild shape ability, and feats, items, or other effects that affect wild shape function identically with respect to this ability.

At 8th level, she can use this ability to assume the form of a Medium elemental, as *elemental body II*.

At 10th level, she can use this ability to assume the form of a Large elemental, as *elemental body III*.

At 12th level, she can use this ability to assume the form of a Huge elemental, as *elemental body IV*.

An elemental witch gains one additional use of this ability per day at 8th level and every 2 levels thereafter, and can use this ability at will at 20th level. This replaces the hexes normally gained at 6th and 12th levels.

**Major Hexes:** An elemental witch can select from the following major hexes. She must have the requisite patron to select the hex, but does not have to have a corresponding elemental supremacy.

**Cyclone (Su):** You can create a vortex of turbulent wind around yourself as a standard action. This vortex has a radius of up to 10 feet and a maximum height of 10 feet per witch level you possess. Any ranged attack passing through this vortex automatically misses. Any flying creature moving through the vortex must make a Fly skill check or immediately fall from the sky, taking falling damage (the creature cannot make a Fly check to reduce or negate this damage). Creatures on the ground cannot pass through the vortex without first making a Strength check. The DC of this check is equal to 10 + your caster level. The vortex is faintly visible and can be spotted with a DC 15 Perception skill check. You can use this ability for a number of rounds per day equal to your witch level. These rounds do not need to be consecutive. *Patron:* Elements, Storms.

**Dancing Fire (Su):** As a standard action, you can sculpt fire to suit your desires. With one use of this ability you can move any nonmagical fire up to 30 feet. Alternatively, you can use this ability to alter any fire spell that you cast with a duration of instantaneous by removing any number of squares from its area of affect. If the fire spell has a duration, you can use this ability to reposition the spell, within its original range (treat this as if you had just cast the spell, even though the duration is unchanged). You cannot use this ability on a fire spell that you did not cast. If you move a nonmagical flame, it must have a new source of fuel. If it does not, it is extinguished in one round. You can use this ability a number of times per day equal to 1/2 your witch level. *Patron:* Elements, Light.





**Earth Glide (Su):** You gain the ability to move through earth, dirt, and stone for a number of rounds per day equal to your witch level. You cannot move through worked earth or stone; only natural substances can be traversed. If your total duration expires before you exit the earth, you are flung back to the point where you entered the stone, take 4d6 points of damage, and are stunned for 1 round. Your burrowing does not leave a hole, nor does it give any sign of your presence (although you can be detected by creatures with tremorsense). These rounds do not need to be consecutive. *Patron:* Elements, Mountain.

**Elemental Summons (Su):** Elementals that you summon gain a +2 enhancement bonus to their Strength and Constitution scores. If you have the **Augment Summoning**<sup>CRB</sup> feat, this bonus stacks with the bonus that feat provides. If you summon a creature other than an elemental, you can grant it the benefits of any one elemental supremacy you possess. If this grants it a form of energy resistance it already possesses, it uses the higher energy resistance and increases it by 5. If you summon multiple creatures with a single summoning effect, you must grant each of them the same elemental supremacy. *Patron:* Elements.

**Iron Hide (Sp):** As a swift action, you can grant yourself DR 10/adamantine for a number of rounds per day equal to your witch level. These rounds do not need to be used consecutively. *Patron:* Elements, Mountain.

**Snow Shroud (Su):** You ignore concealment and Perception penalties in natural or magical snow, ice, fog, and similar weather conditions. In addition, you can surround yourself with a cloak of swirling snow for a number of rounds per day equal to your witch level. This power acts and deals damage as a **fire shield (chill shield)** that sheds no light. It provides a 20% miss chance on attacks made against you and grants a bonus on Stealth checks equal to 1/2 your witch level in snowy or icy areas. You can use this ability once per day at 9th level, twice per day at 17th, and three times per day at 20th. *Patron:* Elements, Winter.

**Wave (Su):** You can create a wave of water that starts at your location and moves 30 feet per round away from you in a direction of your choosing. Creatures struck by the wave might be knocked down and pushed away. Make a caster level check against the CMD of each creature struck. If you succeed, the creature is knocked prone. If your check exceeds the CMD of the creature by 5 or more, it is carried with the wave during the wave's movement this round. You receive a +5 bonus on this check if the creature shares its space with the wave at the start of your turn (when the wave moves). Creatures carried in this way can move out of the wave on their turn if they succeed on a Strength check (DC = 10 + 1/2 your caster level + your Intelligence modifier), but they cannot breathe while sharing space with the wave. The wave is up to 20 feet high and up to 5 feet long for each witch level you possess. Nonmagical fires hit by the wave are automatically extinguished. Magical fire effects are unaffected. You can use this ability for a number of rounds per day equal to 1/2 your witch level. *Patron:* Elements, Water.

**Windcaller (Sp):** You can call the winds to obey your commands for 1 minute per level. This functions like **control winds**, except that you may choose to be immune to any increased wind effects that you create. The ability's duration does not need to be consecutive, but it must be used in 1-minute increments. *Patron:* Elements, Storms.

## FEATS OF ELEMENTALISM

The following feats are favorites among druids, shamans, and witches to manipulate the power of the elements in ways that harmonize with their study of the ancient mysteries. They are less common among sorcerers and wizards, though elemental wizard, **summoners**<sup>APG</sup>, and sorcerers with elemental bloodlines have been known to study these secret arts.

### IMPROVED MANIFEST ARMAMENTS

An elemental can shape its substance into sturdier armor and more powerful weapons.

**Prerequisites:** Elemental with the humanoid form template, Manifest armaments, 5+ HD.

**Benefit:** The elemental can now manifest medium armor and 2 handed weapons. This also increases the DR granted by armors that count as adamantine by 1. An elemental can also use improved manifest armaments to create two light or one-handed weapons at once. Two-weapon fighting rules apply as normal.

### MANIFEST ARMAMENTS

An elemental can shape its substance into weapons and armor.

**Prerequisites:** Elemental with the humanoid form template.

**Benefit:** The elemental can manifest weapons and armor composed of their element. This allows them to create any light armor or one-handed melee weapon out of pure elemental matter. This manifests in the following ways:

**Air:** Weapons and armor manifested by air elementals have the following properties: armor suffers a -2 decrease to its AC bonus but also grants a miss chance against ranged projectiles equal to 5% for every 2 HD the elemental possesses. It is also has no armor check penalty or max Dex bonus. Weapons manifested are extremely light and are always usable with weapon finesse but do damage as if they were one size category smaller.

**Earth:** Weapons manifested by earth elementals are heavy and are not able to be used with weapon finesse, but are also more punishing and gain a +2 enhancement to damage. Armor created by earth elementals tends to be bulky and cumbersome,





increasing its armor check penalty by 2 and reducing its maximum Dex bonus by 1, but also increasing its armor value by 1 and increasing the elemental's DR by 1 as if the armor were adamantine.

**Fire:** Weapons made of fire are light and handy, able to be wielded in conjunction with the Weapon Finesse feat regardless of their size and type. Fire weapons add the elemental's burn effect to the damage of the weapon, but also deal damage as if they were one size class smaller. The armor bonus to AC provided by armor made of fire is reduced by 2, but such armor has no maximum Dexterity bonus or armor check penalty. Attackers striking a creature wearing fire armor are affected by the elemental's burn damage each time they hit with a natural weapon, melee touch attack, or unarmed strike. Finally, the glare and heat shimmer given off by fire armor causes attacks against the wearer to take a 5% miss chance, increasing by 5% for every 4 HD the elemental possesses.

**Water:** Weapons manifested by water elementals are flexible but incapable of holding an edge: they must create bludgeoning weapons, but those weapons grant a +2 circumstance bonus to attack rolls against opponents wielding a shield. Armor made of water is as per normal, but also applies no armor check penalty to Swim checks and increases DR by 1 against bludgeoning attacks as if the armor were adamantine.

## MANIFEST EARTHEN BULWARK

An elemental can manifest heavy armor from its own rocky flesh.

**Prerequisites:** Earth elemental with the humanoid template, Manifest Armaments, Improved Manifest Armaments, 10+ HD.

**Benefit:** The elemental can now manifest heavy armors and they are treated as adamantine, making the DR 3.

## SHAPE SUMMONS

Your summoned elementals can take on more powerful forms.

**Prerequisites:** Spell Focus (conjunction), Augment Summoning.

**Benefit:** Your summoned elementals can gain the benefit of one simple form template (avian, quadruped, serpentine, or aquatic) instead of the bonuses from Augment Summoning.

## SMOTHERING GRAPPLE

You smother opponents with your malleable form.

**Prerequisites:** Elemental with the water or air subtype, BAB +5.

**Benefit:** When the elemental makes a successful grapple check to maintain a hold against an opponent, it also causes that creature to immediately begin suffocating.

# ELEMENTAL TEMPLATES

While elementals' bodies are fundamentally amorphous, some elementals choose or evolve into a form befitting their personality and nature over time advancing and changing their shapes and tactics to match their personal style. The following templates represent such elemental creatures and can be applied to outsiders with the elemental subtype. They were designed for true elementals per se, not just creatures with an elemental subtype. They are especially suitable for air, earth, fire, or water elementals, and with minor modifications can be applied to elementals of other types, such as ice, lightning, magma, and mud elementals. They cannot be applied to elemental creatures like invisible stalkers, thoqqas, xorn, or other such creatures with an elemental subtype but a specific defined shape.

An elemental can have multiple templates, but only one form template. For instance, an elemental can be consuming and radioactive or kinetic and humanoid, but not both avian and serpentine at the same time.

For the purpose of *planar ally* and *planar binding* spells, add +1 to the creature's total hit dice for every +1 increase to CR added by the templates here to determine whether or not a creature can be called by a particular spell, how many can be called at once, and other limitations related to HD. For instance, the Vicious Vapor has 9 HD, but the serpentine and kinetic templates both add +1 to CR, so it would count as an 11 HD creature.

## AVIAN ELEMENTAL

The winged avians are masters of the skies, and love freedom, mobility, and exploration above all else. Avian air elementals, the most common, take the forms of a wide range of birds, and sometimes pterosaurs. Avian fire elementals favor the forms of birds of prey and enjoy gliding on thermal currents in the skies of their home plane. The rare avian earth elementals resemble bats more than birds, and inhabit their plane's largest caverns. Avian water elementals take the shapes of seabirds.

## CREATING AN AVIAN ELEMENTAL

"Avian" is an acquired form template that can be added to an elemental in place of the advanced template. An avian elemental uses all the base creature's statistics and special abilities except as noted here.

**CR:** +1

**Alignment:** Neutral

**Type:** The creature's type does not change.

**Armor Class:** Natural armor bonus improves by +1





**Speed:** The elemental gains a fly speed or increases its existing one based on its subtype. Use whichever value is higher after modifications.

#### Fly Speeds

Element	Base Speed (in ft.)	Speed Increase
Air	90 ft. (perfect)	+30 ft.
Earth	30 ft. (clumsy)	+10 ft.
Fire	60 ft. (good)	+30 ft.
Water	45 ft. (average)	+15 ft.

**Melee:** An avian elemental gains two claw attacks and a bite attack, but loses its other attacks. Damage depends on its size.

**Abilities:** An avian gains the following bonuses to its ability scores: Str +2, Dex +6, Con +2, Int +4, Wis +4, Cha +4.

**Skills:** An avian gains additional skill points based on its increased Intelligence score.

### EXAMPLE AVIAN ELEMENTAL

#### THE ROC OF THE GALES

*What at first appeared to be an unusual cloud formation turns out to be a giant bird of prey with feathers the color of clouds and silvery, semi-translucent talons. Despite its vast size, the creature maneuvers with the agility of a hummingbird.*

#### HUGE AVIAN AIR ELEMENTAL

CR8

XP 3,200

N Huge outsider (air, elemental, extraplanar)  
Init +16; Senses darkvision 60 ft.; Perception +15

#### DEFENSE

AC 25, touch 21, flat-footed 12 (+12 Dex, +1 dodge, +4 natural, -2 size)

hp 105 (10d10+50)

Fort +12, Ref +19, Will +7

Defensive Abilities air mastery; DR 5/—; Immune elemental traits

#### OFFENSE

Speed fly 110 ft. (perfect)

Melee 2 claws +20 (1d8+7) bite +20 (2d6+7)

Space 15 ft.; Reach 15 ft.

Special Attacks whirlwind (DC 22, 10-50 ft.)

#### STATISTICS

Str 24, Dex 35, Con 20, Int 10, Wis 15, Cha 15

Base Atk +10; CMB +19; CMD 42

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative<sup>B</sup>, Iron Will, Mobility, Weapon Finesse<sup>B</sup>

Skills Acrobatics +21, Appraise +13, Escape Artist +21, Fly +26, Knowledge (planes) +9, Perception +15, Stealth +12, Survival +15

Languages Auran

The Roc of the Gales is a vast bird of prey with plumage of solid cloud and talons that slice like the sharpest winter winds. It was spawned in the Plane of Air's open skies, far from any cloud islands or floating cities, and spent years riding the winds in the plane's endless storms. In that environment, the Roc of the Gales had to develop its flying skills beyond those of other air elementals if it wanted to move under its own power without being constantly knocked off-course by the prevailing winds. Now, as a mature elemental, it roams the endless skies of the Elemental Plane of Air hunting for prey and reveling in the freedom of flight.

### CEPHALOPOD ELEMENTAL

Cephalopod elementals are subtle and curious beings who are equally at home lurking in the darkest forgotten corners of the elemental planes and exploring great mysteries. They resemble



squid, octopus, and other tentacled sea creatures, but can be found in a variety of environments on their home planes.

## CREATING A CEPHALOPOD ELEMENTAL

“Cephalopod” is an acquired form template that can be added to any elemental in place of the advanced template. A cephalopod elemental uses all the base creature’s statistics and special abilities except as noted here.

**CR:** +1

**Alignment:** Neutral

**Type:** The creature’s base type does not change

**Armor Class:** Armor does not change

**Speed:** Base land speed decreases by 10 feet. The cephalopod elemental also gains a swim speed of 20 feet (or use the base creature’s swim speed if higher) and a climb speed equal to ½ its new base land speed.

**Melee:** The cephalopod elemental gains two tentacle attacks with the grab ability. Damage depends on its size and is calculated as a primary attack of one size category larger. It loses its other natural attacks. These tentacles also extend the elemental’s reach by 5 feet.

**Abilities:** Str +4, Dex +6, Con +2, Int +4, Wis +4, Cha+4.

**Skills:** A cephalopod gains additional skill points based on its increased Intelligence score.

## EXAMPLE CEPHALOPOD ELEMENTAL

### SKY SQUID

*This majestic tentacled beast floats through the air with surprising agility.*

#### HUGE CEPHALOPOD AIR ELEMENTAL

XP 4,800

N Huge outsider (air, elemental, extraplanar)

**Init** +16; **Senses** darkvision 60 ft.; Perception +15

#### DEFENSE

**AC** 25, touch 21, flat-footed 12 (+12 Dex, +1 dodge, +4 natural, –2 size)

**hp** 105 (10d10+50)

**Fort** +12, **Ref** +19, **Will** +7

**Defensive Abilities** air mastery; DR 5/—; Immune elemental traits

#### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** 2 tentacles +20 (2d6+8 plus grab)

**Space** 15 ft.; Reach 20 ft.

**Special Attacks** whirlwind (DC 23, 10–50 ft.)

#### STATISTICS

**Str** 26, **Dex** 35, **Con** 20, **Int** 10, **Wis** 15, **Cha** 15

**Base Atk** +10; **CMB** +20 (+24 grapple); **CMD** 43

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative<sup>B</sup>,



Iron Will, Mobility, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +25, Escape Artist +25, Fly +29, Knowledge (planes) +13, Perception +15, Stealth +17

**Languages** Auran

With the shifting colors of clouds at sunset and tentacles of solid zephyr, the sky squid make a majestic sight as they float through the skies of the Plane of Air. Sky squid are curious and often fly up to investigate airships visiting their territory. Sky squid frequently waylay small airships out of curiosity and boredom rather than any malice, and release the vessel and its occupants unharmed when they feel they have been sufficiently entertained. However, they are more materialistic than most other air elementals, and some sky squid fulfill their tastes for shiny objects by robbing travelers.

## CONSUMING ELEMENTAL

Consuming elementals have learned greater control over their composite matter. They learn to heal by incorporating outside



sources of their component element into themselves, and to discharge a portion of their elemental essence as a weapon.

## CREATING A CONSUMING ELEMENTAL

“Consuming” is an acquired template that can be added to an elemental. A consuming uses all the base creature’s statistics and special abilities except as noted here. A consuming elemental cannot also have the draconic elemental template.

**CR:** +1

**Alignment:** Neutral

**Type:** The creature’s type does not change.

**Defensive Abilities:** A consuming elemental gains the “Consume Element” ability.

**Consume Element:** As long as the elemental is in contact with a source of its composite element it gains fast healing equal to its racial hit dice, this can include objects that contain its element as well. If the source is environmental the effects are purely cosmetic as small bits and pieces of the element flow into the elemental repairing it but against smaller objects or

creatures this effect deals damage equal to the amount healed. Creatures and magic items can use a Fortitude save (DC 10 +  $\frac{1}{2}$  the elemental’s racial hit dice + the elemental’s Constitution modifier) to resist this effect and negate the damage, and the elemental must be holding the creature or object to use this ability against them. Fire elementals are especially good at consuming things and can affect any flammable objects or creatures as well, but although they heal the normal amount they instead deal twice their burn damage to held creatures or objects. Because of the nature of fire elementals the save for flammable objects is only for half damage as they will still get their base burn damage against a held object due to the nature of the burn ability.

**Armor Class:** Armor does not change.

**Special Attacks:** A consuming elemental gains a breath weapon with the following statistics. The breath weapon deals damage equal to a kinetic blast generated as if its caster level was the elemental’s Hit Dice; and deals damage of a type associated with the elemental subtype of the elemental. Using the breath weapon costs the elemental a number of points of non-lethal damage equal to twice its hit dice, with a Reflex save for half damage (DC 10 +  $\frac{1}{2}$  the elemental’s hit dice + the elemental’s Constitution modifier).

### Consuming Breath Weapon Sizes

Elemental Size	Breath Weapon Cone Size
Small	10 ft.
Medium	20 ft.
Large	30 ft.
Huge	40 ft.
Gargantuan	50 ft.
Colossal	60 ft.

**Abilities:** Str +2, Dex +2, Con +2, Int -2, Wis -2, Cha -2.

## EXAMPLE CONSUMING ELEMENTAL

### THE RISING TEMPEST

*This living stormcloud resembles a miniature hurricane with a suggestion of facial features.*

#### GREATER CONSUMING AIR ELEMENTAL

**CR10**

**XP 9,600**

N Huge outsider (air, elemental, extraplanar)

**Init** +15; **Senses** darkvision 60 ft.; **Perception** +15

#### DEFENSE

**AC** 26, **touch** 20, **flat-footed** 14 (+11 Dex, +1 dodge, +6 natural, -2 size)

**hp** 136 (13d10+65) **fast healing** 13

**Fort** +13, **Ref** +19, **Will** +5

**Defensive Abilities** air mastery; **DR** 10/—; Immune elemental traits





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## OFFENSE

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**Speed** fly 100 ft. (perfect)

**Melee** 2 slams +22 (2d8+8)

**Space** 15 ft.; Reach 15 ft.

**Special Attacks** breath weapon (6d6+11, 40-ft. cone, DC 21),  
consume element (DC 24), whirlwind (DC 24, 10-60 ft.)

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## STATISTICS

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**Str** 26, **Dex** 33, **Con** 20, **Int** 6, **Wis** 9, **Cha** 9

**Base Atk** +13; **CMB** +23; **CMD** 45

**Feats** Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved

Initiative<sup>B</sup>, Iron Will, Mobility, Power Attack, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +26, Escape Artist +24, Fly +28, Perception +15,

Stealth +16

**Languages** Auran

A hurricane brought to life, the Rising Tempest embodies the often-underestimated destructive potential of air. The Rising Tempest resembles a living windstorm in miniature, a hurricane-shaped mass of wind-wracked living clouds the color of the sky during a thunderstorm. The Rising Tempest was born from a massive storm system, and learned to incorporate the power of the raging winds into his own body. On his home plane or on the Material, the Rising Tempest always gravitates to the most violent weather available.

## DRACONIC ELEMENTAL

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Draconic elementals are some of the proudest and mightiest of their kind, combining physical prowess with a strong connection to their elemental substance. Most draconic elementals are very old, and have spent centuries perfecting their forms and abilities. They prefer to live in areas saturated with the planar energy of their corresponding element.

## CREATING A DRACONIC ELEMENTAL

“Draconic” is an acquired form template that can be added to an elemental in place of the advanced template. A draconic elemental uses all the base creature’s statistics and special abilities except as noted here. Draconic elementals cannot also have the consuming template, or vice versa.

**CR:** +2

**Alignment:** Neutral

**Type:** The creature’s type does not change.

**Armor Class:** Natural armor bonus improves by +2

**Defensive Abilities:** Draconic elementals gain the consume elements ability from the consuming elemental template.

**Speed:** The elemental gains a fly speed or increases its existing one based on its subtype, using the table from the avian elemental basic form template. Use whichever value is higher after modifications.

**Melee:** A draconic elemental gains a bite attack, two claw attacks, and two wing attacks; but loses its other attacks. Damage depends on its size.

**Special Attacks:** A draconic elemental gains a breath weapon functioning as per the consuming elemental’s breath weapon ability.

**Abilities:** Increase all ability scores by +6.

**Skills:** A draconic elemental gains additional skill points based on its increased Intelligence score.

## EXAMPLE DRACONIC ELEMENTAL

### THE PELAGIC PRINCESS

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*This majestic water spirit has a serpentine body, great dragon wings, long sharp talons, and shimmering blue scales.*

#### ELDER DRACONIC WATER ELEMENTAL CR13

**XP** 25,600

N Huge outsider (elemental, extraplanar, water)

**Init** +9; **Senses** darkvision 60 ft.; Perception +22

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## DEFENSE

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**AC** 29, touch 18, flat-footed 19 (+9 Dex, +1 dodge, +11 natural, –2 size)

**hp** 200 (16d10+112) fast healing 16

**Fort** +17, **Ref** +21, **Will** +8

**DR** 10/—; **Immune** elemental traits

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## OFFENSE

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**Speed** 20 ft., swim 90 ft., fly 45 ft. (average)

**Melee** bite +27 (2d6+13/19–20), 2 claws +27 (1d8+13), 2 wings +22 (1d8+6)

**Space** 15 ft.; Reach 15 ft.

**Special Attacks** breath weapon (DC 31, 40 ft., 8d6+15 damage),  
consume element (DC 31), drench, vortex (DC 31, 10-60 ft.), water mastery

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## STATISTICS

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**Str** 36, **Dex** 28, **Con** 25, **Int** 16, **Wis** 17, **Cha** 17

**Base Atk** +16; **CMB** +31; **CMD** 51

**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Sunder, Lightning Reflexes, Power Attack

**Skills** Acrobatics +28, Appraise +22, Escape Artist +28, Fly +24, Intimidate +22, Knowledge (planes) +22, Perception +22, Stealth +20, Swim +40

**Languages** Aquan

The Pelagic Princess resembles an imperial dragon made of solid water, with a graceful yet powerful serpentine frame and glassy blue scales that shimmer like sunlight on ocean waves. She rules a small saltwater principality on the Elemental Plane of Water, mostly inhabited by lesser water elementals, water mephits, and merfolk.



Centuries ago, the Pelagic Princess was spawned near a water mephit city, which the mephits had built on a site of great elemental power. As she grew, the Pelagic Princess was strengthened by the ambient power and the occult overflow from the mephits' own magics, and grew into a paragon of her kind. As her age and power increased, the Pelagic Princess incorporated the water mephit city into her own territory, protecting the community from sahuagin raiders and other aquatic marauders. All she demands in return is respect, although tasteful offerings would not come amiss. She particularly enjoys aquamarines and mother-of-pearl.

## HUMANOID ELEMENTAL

Elementals that take humanoid forms pursue martial or occult skill over raw physical prowess. Humanoid elementals often advance by taking class levels, or, for the mystically inclined, refining their connection to elemental energies through the kinetic template. Martialy inclined humanoid elementals often learn to create weapons and armor out of their very substance.

### CREATING A HUMANOID ELEMENTAL

"Humanoid" is an acquired form template that can be added to an elemental in place of the advanced template. A humanoid elemental uses all the base creature's statistics and special abilities except as noted here.

**CR:** +1

**Alignment:** Neutral

**Type:** The creature's type does not change.

**Armor Class:** Natural armor bonus improves by +1.

**Melee:** A humanoid elemental can wield weapons and armor (and is proficient with simple weapons and light armor). Its slam attack's damage is reduced by 1 size category.

**Abilities:** Increase three ability scores by +6 and the other three by +2.

**Skills:** A humanoid elemental gains additional skill points based on its increased Intelligence score.

**Further advancement:** Most Humanoid elementals advance through class levels instead of monster hit dice, focusing on their newfound ability to manipulate the world around them more directly.

### EXAMPLE HUMANOID ELEMENTAL

## ZEPHITHYR, THE CLOUD THAT SHADOWS THE MOON

*The features of this androgynous humanoid figure are indistinct, as if obscured by mist. The figure wields two swords made of solid air and moves without touching the ground.*

## HUMANOID MEDIUM AIR ELEMENTAL

CR7

XP 3,200

Air elemental *ninja*<sup>UC</sup> 5

N Medium outsider (air, elemental, extraplanar)

**Init** +12; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 25, touch 19, flat-footed 16 (+8 Dex, +1 dodge, +4 natural, +2 manifested chain shirt)

**hp** 80 (4d10+5d8+36)

**Fort** +8, **Ref** +16, **Will** +3

**Defensive Abilities** air mastery, uncanny dodge, 20% miss chance vs ranged projectiles; Immune elemental traits

### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** manifested katana +15/+10 (1d6+3), or manifested katana and manifested wakizashi +13/+13/+8 (1d6+3 and 1d4+1)

**Special Attacks** ki pool (5 ki points), ninja tricks (smoke bomb, vanishing trick), poison use, sneak attack +3d6, whirlwind (DC 15, 10-30 ft.)

### STATISTICS

**Str** 16, **Dex** 27, **Con** 16, **Int** 10, **Wis** 13, **Cha** 17

**Base Atk** +7; **CMB** +10; **CMD** 29

**Feats** Dodge, Flyby Attack, Improved Initiative<sup>B</sup>, Improved Manifest Armaments, Manifest Armaments, Two-Weapon Fighting, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +20, Bluff +15, Disable Device +16, Disguise +15, Escape Artist +20, Fly +28, Knowledge (planes) +4, Perception +13, Stealth +20

**Languages** Auran

**SQ** no trace +1

Zephithyr resembles a lithe, androgynous humanoid wreathed in concealing mist, but few beings ever get a good look at this elusive elemental. Zephithyr's profession depends on stealth. The elemental works as an infiltrator, spy, and even assassin at times among the djinni and air mephit nobility. Zephithyr does not accept contracts on other air elementals - not out of some kind of species loyalty, but because elementals' amorphous forms make Zephithyr's precision-based combat style nearly useless against them.

Zephithyr was spawned near a djinni city on a cloud island, and the young elemental was fascinated by the comings and goings of the city's colorful denizens, so different from the beautiful emptiness of the open skies. Zephithyr noticed the humanoid forms of the city's djinni, mephits, and sylphs, and decided to take a similar shape in order to explore civilization.





## KINETIC ELEMENTAL

The mystics of elemental-kind, kinetic elementals focus on refining their connection to their component element. While they sacrifice some of their physical prowess, this focus gives them the ability to manipulate elemental power with unmatched versatility.

### CREATING A KINETIC ELEMENTAL

“Kinetic” is an acquired template that can be added to an elemental. A Kinetic uses all the base creature’s statistics and special abilities except as noted here.

**CR:** +1

**Alignment:** Neutral

**Type:** The creature’s type does not change.

**Armor Class:** Armor does not change.

**Special Attacks:** A Kinetic Elemental gains a simple kinetic blast based on its element (air, earth, fire, or water) as a *kineticist* (see *Pathfinder Roleplaying Game Occult Adventures*) of its hit dice. (It gains the extended range boost at CR 7+ and the extreme range boost at CR 14+?, these are applied automatically ignoring any additional costs to the elemental’s blasts)

**Spell-Like Abilities:** A Kinetic Elemental gains access to the following kineticist abilities as spell like abilities, usable at will, based on its element and hit dice; using its hit dice as its caster level. These abilities are cumulative. Save DCs are Constitution based. This list is not exhaustive and different elementals with different focuses could have different spell like abilities based on their theme.

#### Kineticist Abilities

HD	Air	Earth	Fire	Water
1	Basic Aerokinesis	Basic Geokinesis	Basic Pyrokinesis	Basic Hydrokinesis
3	Voice of the Wind	Kinetic Cover	Fire Sculptor	Kinetic Cover
5	Windsight	Jagged Flesh	Flame Jet	Water Manipulator
7	Aerial Evasion	Shift Earth	Smoke Storm	Ice Sculptor
9	Cyclone	Stone Sculptor	Flame Jet (Greater)	Watersense
11	Air Shroud (Greater)	Tremorsense (Greater)	Trail of Flames	Ice Path
13	Suffocate	Shift Earth (Greater)	Flame Shield	Suffocate
15	Ride the Blast	Ride the Blast	Ride the Blast	Ride the Blast
17	Weather Master	Seismic Master	From the Ashes	Tidal Wave

**Abilities:** A Kinetic gains the following changes to its ability scores: Str -2, Dex -2, Con +2.

### EXAMPLE KINETIC ELEMENTAL

#### THE VICIOUS VAPOR

*This giant flying snake appears to be made from stinging pale green smoke.*

#### LARGE SERPENTINE KINETIC ELEMENTAL

**CR7**

**XP** 3,200

N Large outsider (air, elemental, extraplanar)

**Init** +11; Senses darkvision 60 ft.; Perception +11

#### DEFENSE

**AC** 24, touch 17, flat-footed 16 (+7 Dex, +1 dodge, +7 natural, -1 size)

**hp** 103 (9d10+54)

**Fort** +12, **Ref** +13, **Will** +5

**Defensive Abilities** air mastery; DR 5/—; Immune elemental traits

#### OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** bite +15 (2d6 +9 plus grab)

**Ranged** kinetic blast +15 (5d6 +11)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** constrict (2d6 +9), kinetic blast (5d6+11 bludgeoning), whirlwind (DC 18, 10–40 ft.)

#### Spell-Like Abilities:

At-will—basic aerokinesis, poison, stinking cloud, voice of the wind, windsight

#### STATISTICS

**Str** 22, **Dex** 25, **Con** 22, **Int** 10, **Wis** 15, **Cha** 15

**Base Atk** +9, **CMB** +16 (+20 grapple), **CMD** 33

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative<sup>B</sup>, Mobility, Smothering Grapple, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +16, Craft (alchemy) +4, Escape Artist +16, Fly +22, Intimidate +10, Knowledge (planes) +8, Perception +14, Stealth +14, Survival +14

**Languages** Auran

Resembling a vast flying serpent made from polluted smoke, the Vicious Vapor represents a corruption of its element, but is no less powerful for that. Early in its existence, the Vicious Vapor was exposed to vast clouds of toxic alchemical smoke, which infused the young elemental with a spark of magic and an affinity for poison.

The Vicious Vapor has an interest in esoteric subjects, and sometimes visits scholars, mages, and alchemists in search of knowledge that can lead it toward a better understanding of its own occult nature. The Vicious Vapor sometimes takes mercenary jobs, although its poison abilities are not much use against other elementals. It prefers to be paid in incense or alchemical items.



## PREDATORY ELEMENTAL

Predatory elementals resemble all manner of land-dwelling beasts, most commonly swift four-legged predators. Predatory air elementals favor the forms of great flightless birds or fleet-footed velociraptors and cheetahs. Fire elementals sometimes take the shapes of foxes, wolves, mustelids, lizards, or carnivorous dinosaurs, but feline forms are most common. Most predatory water elementals look like otters or crocodilians. Predatory earth elementals take sturdy shapes, preferably of burrowing animals - badgers and wolverines are favorites.

### CREATING A PREDATORY ELEMENTAL

“Predatory” is an acquired form template that can be added to an elemental in place of the advanced template. A predatory elemental uses all the base creature’s statistics and special abilities except as noted here.

**CR:** +1

**Alignment:** Neutral

**Type:** The creature’s type does not change.

**Armor Class:** Armor does not change

**Speed:** Base land speed increases by 10 ft.

**Melee:** A predatory elemental gains two claw attacks and a bite attack, but loses its other attacks. Damage depends on its size.

**Special Attacks:** The predatory elemental gains pounce.

**Abilities:** Str +6, Dex +6, Con +2, Int +4, Wis +4, Cha +4.

**Skills:** A predatory elemental gains additional skill points based on its increased Intelligence score.

### EXAMPLE PREDATORY ELEMENTAL

#### FIRECAT

*This small wildcat has fur made from flickering flame and glowing golden eyes.*

##### SMALL PREDATORY FIRE ELEMENTAL

CR2

XP 400

N Small outsider (elemental, extraplanar, fire)  
Init +8; Senses darkvision 60 ft.; Perception +6

##### DEFENSE

AC 19, touch 16, flat-footed 14 (+4 Dex, +1 dodge, +3 natural, +1 size)

hp 15 (2d10+2)

Fort +4, Ref +7, Will +2

Immune elemental traits, fire

Weaknesses vulnerability to cold

##### OFFENSE

Speed 60 ft.

Melee bite +7 (1d4 + 3 plus burn) 2 claws +7 (1d3 + 3 plus burn)

Special Attacks burn (1d4, DC 13), pounce

##### STATISTICS

Str 16, Dex 19, Con 12, Int 8, Wis 15, Cha 15

Base Atk +2; CMB +4; CMD 19

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

Skills Acrobatics +8, Climb +7, Escape Artist +8, Intimidate +6, Knowledge (planes) +3, Perception +6, Stealth +13, Survival +7

Languages Ignan

Firecats resemble oversized domestic cats made of living flame. Despite their animalistic appearances, they are cunning hunters with mischievous senses of humor. Firecats’ curiosity leads them to explore all the environments of their native plane, and they can be found in both the wilderness and the cities.

## PISCINE ELEMENTAL

Piscine elementals move through all manner of planar terrain with the grace of a fish swimming through water. They resemble fish, whales, and other piscine vertebrates. Piscine water elementals take the widest range of shapes. Air elementals favor flying fish and manta rays. Fire elementals prefer sea serpents, sharks, or flamboyant tropical fish. Piscine earth elementals favor powerful stocky forms like stonefish and beluga whales, or the streamlined shapes of sea serpents and eels, in order to navigate the less fluid environments of their homes.

### CREATING A PISCINE ELEMENTAL

“Piscine” is an acquired form template that can be added to an elemental in place of the advanced template. A piscine uses all the base creature’s statistics and special abilities except as noted here.

**CR:** +1

**Alignment:** Neutral

**Type:** The creature’s type does not change.

**Armor Class:** Natural armor bonus improves by +3

**Speed:** The elemental gains a swim speed of 30 ft. or increases its current swim speed by 20 ft. It also gains burrow 30 ft. but only through elemental substances matching its subtype. If the creature already has a burrow speed increase that speed by 20 ft. instead.

**Melee:** An piscine elemental gains a bite attack and a tail slap attack, but loses its other attacks. Damage depends on its size.

**Abilities:** Str +6, Dex +2, Con +6, Int +4, Wis +4, Cha +4.

**Skills:** An piscine elemental gains additional skill points based on its increased Intelligence score.



## EXAMPLE PISCINE ELEMENTAL

### GREAT STONE EEL

*The serpentine body of this massive eel-like creature is covered with stony scales, and its powerful jaws are full of sharp, crystalline teeth.*

#### MEDIUM PISCINE EARTH ELEMENTAL

CR4

XP 800

N Medium outsider (earth, elemental, extraplanar)

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +9

#### DEFENSE

**AC** 22, touch 10, flat-footed +22 (+12 natural)

**hp** 46 (4d10+24)

**Fort** +10, **Ref** +1, **Will** +6

**Immune** elemental traits

#### OFFENSE

**Speed** 20 ft., burrow 40 ft., earth glide, swim 30 ft.

**Melee** bite +11 (1d6 + 7), tail slap +6 (1d6 + 7)

**Special Attacks** earth mastery

#### STATISTICS

**Str** 24, **Dex** 10, **Con** 23, **Int** 8, **Wis** 15, **Cha** 15

**Base Atk** +4; **CMB** +11; **CMD** 21

**Feats** Cleave, Improved Bull Rush<sup>B</sup>, Power Attack

**Skills** Appraise +3, Climb +12, Knowledge (dungeoneering) +4, Knowledge (planes) +4, Perception +9, Stealth +4, Survival +9, Swim +22

**Languages** Terran

Great stone eels dwell along the border between the Elemental Planes of Earth and Water. They are strong swimmers, but are creatures of earth at heart, and prefer burrowing through the seafloor to life in the open water. They can also be found living on the bottom of the Plane of Earth's largest cavern lakes.

## RADIOACTIVE ELEMENTAL

Radioactive elementals are usually created by outside circumstances - pollution, experimentation, magical accidents, or the influence of high concentrations of exotic minerals - rather than being a state elementals pursue for their own benefit. Radioactive earth elementals are the most common, radioactive air elementals the rarest. Radioactive elementals are typically physically strong and sturdy - if they weren't, they wouldn't have been able to withstand it - but the radiation tends to erode their sanity and mental faculties. Due to the

damaging effects of their radioactive aura on other lifeforms, most radioactive elementals have solitary dispositions, and they are irritable when disturbed

## CREATING A RADIOACTIVE ELEMENTAL

"Radioactive" is an acquired template that can be added to an elemental. A radioactive uses all the base creature's statistics and special abilities except as noted here.

**CR:** +1

**Alignment:** Neutral

**Type:** The creature's type does not change.

**Armor Class:** Natural armor bonus decreases by 1.

**Special Attacks:** A radioactive elemental gains a radioactive aura, dependent on its total HD. The size of the aura is equal to its reach functioning as radiation, as described in the [official guide to technology](#) in the *Pathfinder Roleplaying Game*. Severity is based on the elemental's total HD as listed in the table below. Radioactive elementals are immune to their own radiation

#### Radiation Strength

Elemental HD	Severity
Up to 6 HD	Low
7-12 HD	Medium
13-18 HD	High
19+ HD	Severe

**Abilities:** Str +2, Dex +2, Con +2, Int -2, Wis -2, Cha -2.





## EXAMPLE RADIOACTIVE ELEMENTAL

### THE EARTH'S FURY

*This stocky ogre-sized figure is made from earth studded with rock and crystal and wields a giant stone greatsword. Its eyes glow with a frenzied light.*

#### LARGE CONSUMING RADIOACTIVE KINETIC HUMANOID EARTH ELEMENTAL **CR17**

**XP 102,400**

Earth elemental barbarian (invulnerable rager<sup>APG</sup>) 10

N Large outsider (earth, elemental, extraplanar)

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +11  
**Aura** (10 ft. Severe radiation)

#### DEFENSE

**AC** 28, touch 9, flat-footed 28 (+9 Armor, +0 Dex, +10 natural, -1 size)

**hp** 277 (8d10+10d12+162) fast healing 8

**Fort** +23, **Ref** +8, **Will** +10

**DR** 13/— (DR 18/-- v. non-lethal); **Immune** elemental traits

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor), burrow 20 ft. (15 ft. in armor), earth glide

**Melee** 2 slams +28 (1d8+11) or manifested greatsword +29/+24/+19/+14 (3d6+18 19-20/x3) [using Power Attack manifested greatsword +24/+19/+14/+9 (3d6+33 19-20/x3)]

**Ranged** kinetic blast +19 (4d6+14)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon (4d6+14 bludgeoning, 30-ft. cone, DC 28, cost 2 burn), consume elements (DC 28), earth mastery

#### Spell-like Abilities

At-will—basic geokinesis, jagged flesh, kinetic cover, ride the blast, seismic master, shift earth, shift earth (greater), stone sculptor, tremorsense (greater)

#### STATISTICS

**Str** 32, **Dex** 16, **Con** 30, **Int** 6, **Wis** 12, **Cha** 11

**Base Atk** +18; **CMB** +30; **CMD** 43

**Feats** Cleave, Greater Bull Rush, Heavy Armor Proficiency, Improved Bull Rush<sup>B</sup>, Improved Manifest Armaments, Improved Overrun, Manifest Armaments, Manifest Earthen Bulwark, Power Attack, Weapon Focus (Greatsword)

**Skills** Appraise +6, Climb +14, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +22, Stealth +2 Survival +14

**Languages** Terran

**SQ** rage powers (improved DR x2, reckless abandon, superstitious +4, witch hunter +3)

**Stats** While raging **Str** 36, **Con** 34, **hp** 313, **AC** 26 (flat-footed 26, touch 7); **Fort** +25, **Ref** +8, **Will** +12, +4 vs spells, spell-like, and supernatural abilities; **Attack** 2 slams +30 (1d8 +13) or Power Attack manifested greatsword +26/+21/16/+11 (3d6+36 19-20/x2);

**DR** 15/- (DR 22/- vs. nonlethal)

Spawned from a corrupted landscape, the Earth's Fury embodies the wrath of wounded nature. It exists to avenge the damaged land that brought it to life and to protect it from further depredations. The Earth's Fury is a giant-sized earthen figure that vaguely resembles a golem, but fights with a ferocity unmatched by mere animated stone or clay. Its rocky hide is studded with crystalline growths that repel all but the mightiest blows, and it wields a massive sword forged from its own substance.

## SERPENTINE ELEMENTAL

Serpentine elementals are subtle and cunning ambush predators. Their forms resemble all sorts of serpentine creatures, encompassing everything from hooded cobras of living fire to giant constrictors with crystal scales.

### CREATING A SERPENTINE ELEMENTAL

"Serpentine" is an acquired form template that can be added to an elemental in place of the advanced template. A serpentine elemental uses all the base creature's statistics and special abilities except as noted here.

**CR:** +1

**Alignment:** Neutral

**Type:** The creature's type does not change.

**Armor Class:** Natural armor bonus improves by +3

**Speed:** The elemental's base land speed is decreased by 10 ft. This does not penalize other forms of movement.

**Melee:** A serpentine elemental gains a bite attack, but loses its other attacks. Damage depends on its size and counts as one size larger than normal.

**Special Attacks:** The serpentine elemental gains grab and constrict (damage = bite).

**Abilities:** Str +6, Dex +2, Con +4, Int +4, Wis +4, Cha +4.

**Skills:** A serpentine elemental gains additional skill points based on its increased Intelligence score. It gains a +4 racial bonus on Stealth checks.



## EXAMPLE SERPENTINE ELEMENTAL

### SPIRIT OF THE UNDERTOW

*This serpentine sea monster has rippling scales made from dark water, huge eyes, and a disproportionately large mouth full of needle-like teeth.*

#### LARGE SERPENTINE WATER ELEMENTAL

CR6

XP 1,600

N Large outsider (elemental, extraplanar, water)  
Init +3; Senses darkvision 60 ft.; Perception +11

#### DEFENSE

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

hp 84 (8d10+40)

Fort +11, Ref +9, Will +4

DR 5/—; Immune elemental traits

#### OFFENSE

Speed 10 ft., swim 90 ft.

Melee bite +15 (2d6+12 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (2d6+12), drench, vortex (DC 21, 10–40 ft.), water mastery

#### STATISTICS

Str 26, Dex 16, Con 21, Int 10, Wis 15, Cha 15

Base Atk +8; CMB +17 (+21 grapple); CMD 30

Feats Cleave, Dodge, Great Cleave, Power Attack

Skills Acrobatics +10, Appraise +11, Escape Artist +12, Knowledge (planes) +7, Perception +11, Stealth +10, Swim +27, Survival +13

Languages Aquan

With a powerful serpentine body, rippling blue-black scales, and a mouth full of needle-like teeth, the Spirit of the Undertow resembles a giant deep-sea viperfish made from dark water. The Spirit of the Undertow was spawned near a rocky reef created by an incursion from the Plane of Earth, and developed his serpentine shape to better navigate the reef's network of caverns and tunnels. The Spirit of the Undertow currently dwells in an underwater cavern near a particularly treacherous current. When boats are thrown off-course or swimming creatures lose control of themselves in the current, the Spirit lies in wait, ready to drag off prey or treasure.

## UNBOUND ELEMENTAL

An elemental's shape is held together by elemental energy and force of will more than the dictates of biology, and is inherently more mutable than the form of a creature made of flesh and bone. Sometimes, when an elemental is exposed to an excess of magical or elemental energy, this mutability is taken to an extreme. Unbound elementals are elementals whose shape has destabilized. This gives them the power to overcome some of the limitations of a fixed shape, but at the cost of some of their natural hardiness and mental balance.

### CREATING AN UNBOUND ELEMENTAL

Unbound is an acquired template that can be added to an elemental. An unbound uses all the base creature's statistics and special abilities except as noted here.

CR: +0

Alignment: Neutral

Type: The creature's type does not change.

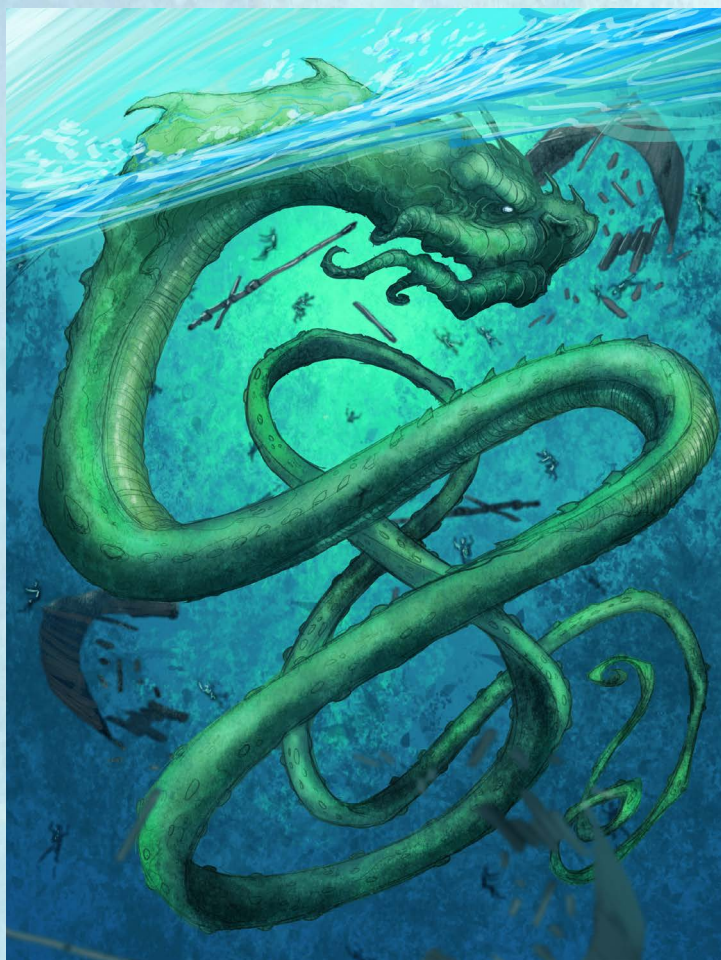
Armor Class: Does not change.

Defensive Abilities: Increase DR by 5.

Special Attacks: The creature gains the *engulf*<sup>FB2</sup> special attack. Engulfed creatures engulfed take damage equal to the elemental's slam damage each round.

Reach: Increase by 5 feet.

Abilities: Str +2, Dex +2, Con -2, Wis -2.





## EXAMPLE UNBOUND ELEMENTAL

### THE CRUSHING DEPTHS

*The boundaries of this giant octopus-like monster's body pulse and flow like sloshing waves.*

#### ADVANCED UNBOUND CEPHALOPOD ELDER WATER ELEMENTAL CR14

XP 38,400

N Huge outsider (elemental, extraplanar, water)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +23

#### DEFENSE

**AC** 28, touch 19, flat-footed 17 (+10 Dex, +1 dodge, +9 natural, –2 size)

**hp** 152 (19d10+64)

**Fort** +15, **Ref** +21, **Will** +7

**DR** 15/—; **Immune** elemental traits

#### OFFENSE

**Speed** 10 ft., climb 5 ft., swim 90 ft.

Melee 2 tentacles +30 (2d8+13/19–20 plus grab)

Space 15 ft.; Reach 25 ft.

Special Attacks drench, engulf (DC 32, 2d10+13) vortex (DC 32, 10–60 ft.), water mastery

#### STATISTICS

**Str** 36, **Dex** 30, **Con** 19, **Int** 14, **Wis** 13, **Cha** 15

**Base Atk** +19; **CMB** +34 (+38 grapple); **CMD** 53

**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (tentacle), Improved Natural Attack (tentacle), Improved Sunder, Lightning Reflexes, Power Attack, Smothering Grapple

**Skills** Acrobatics +32, Appraise +24, Escape Artist +32, Knowledge (planes) +24, Perception +23, Sense Motive 23, Stealth +24, Swim +43

**Languages** Aquan

The Crushing Depths was spawned eons ago in the darkness of the Plane of Water's deepest seas. It grew to maturity near a not-entirely-stable whirlpool-portal that normally led to the Plane of Earth but sometimes accessed far stranger locales. As it grew, the Crushing Depths took a form inspired by its kraken and giant octopus neighbors, but proximity to so much unstable magical energy during its formative years kept the Crushing Depths from settling into its shape entirely comfortably. Now an elder of its kind, the Crushing Depths has become an elusive living legend in the minds of the deep merfolk who live near the whirlpool portal. But there is a simple reason none of the merfolk stories agree about exactly what the Crushing Depths looks like: the great elemental's body is not entirely stable, and its appearance is always in flux.



## ADDITIONAL ELDRITCH ELEMENTALS

### THE FLAMBOYANT FLAME

*This dashing red-skinned humanoid figure's hair, beard, and garments are made from flickering flame. He has glowing eyes and wields a rapier of solid fire.*

#### LARGE HUMANOID FIRE ELEMENTAL

**CR13**

XP 25,600

Fire elemental swashbuckler<sup>ACG</sup> 7

N Large outsider (elemental, extraplanar, fire) swashbuckler 7

**Init** +14; **Senses** darkvision 60 ft.; **Perception** +19

#### DEFENSE

**AC** 28, touch 20, flat-footed 16 (+2 manifested chain, +8 Dex, +3 dodge, +5 natural, –1 size)



**hp** 147 (8d10+7d10+60)

**Fort** +11, **Ref** +19, **Will** +9

**Defensive Abilities** fire armor (15% miss chance); **DR** 5/—; **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

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#### OFFENSE

**Speed** 50 ft.

**Melee** 2 slams +22 (1d6+8 plus burn) or manifested rapier +24/19/14 (1d6+16 plus burn 15-20/x2)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** burn (1d8, DC 17), deeds (derring-do, dodging panache, opportune parry and riposte, kip-up, menacing swordplay, precise strike, swashbuckler initiative, swashbuckler's grace, superior feint, targeted strike), panache (3 pts), swashbuckler weapon training +1

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#### STATISTICS

**Str** 16, **Dex** 27, **Con** 16, **Int** 12, **Wis** 13, **Cha** 17

**Base Atk** +15; **CMB** +19; **CMD** 40

**Feats** Combat Reflexes, Dodge, Fencing Grace<sup>U</sup>, Improved Initiative<sup>B</sup>, Iron Will, Manifest Armaments, Mobility, Spring Attack, Toughness, Weapon Focus (rapier), Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +24, Bluff +21, Climb +14, Escape Artist +22, Intimidate +21, Knowledge (planes) +6, Perception +19, Sense Motive +12, Sleight of Hand +19, Stealth +15

**Languages** Ignan

**SQ** charmed life 4/day, nimble +2

The Flamboyant Flame resembles a gracefully built efreeti with brightly glowing eyes and garments of fire that flow like silk, wielding a flaming rapier. A swaggering bravo with aspirations toward refinement, the Flamboyant Flame disdains the cruder pyromania of his kin for a more controlled and deliberate approach. Of course, he still enjoys burning things, but he likes there to be some skill and artistry about it, preferring to leave behind evidence of his activities instead of wholly consuming the objects of his attentions. The Flamboyant Flame can be found demonstrating his superior fighting skills at arenas all over the Elemental Planes, and is an appreciative audience for any works of fire-based art in his vicinity.

The Flamboyant Flame can be called with a *greater planar ally* spell, as an effectively 16 HD creature. He is willing to negotiate with summoners who are properly respectful, but resents requests he considers boring or undignified. The Flamboyant Flame prefers to be paid in costly materials that burn in an artistic or interesting way, such as rare incense, scented woods, and fireworks.







## INFERNATROX, THE DRACONIC CONFLAGRATION

*The fiery body of this majestic dragonlike being glows too brightly to be looked at directly.*

**ADVANCED DRACONIC MYTHIC FIRE ELEMENTAL** <sup>MADV</sup> **CR25/MR10**

**1,640,000 XP**

N Gargantuan outsider (elemental, extraplanar, fire, mythic)

**Init** +23/+3<sup>MA</sup>, dual initiative<sup>MADV</sup>; **Senses** darkvision 60 ft.;

Perception +35

**Aura** corona of flame (20 ft., 3d6 fire, DC 34), frightful presence (60 ft., DC 30), smoke cloud (20 ft., DC 34)

### DEFENSE

**AC** 47, touch 23, flat-footed 30 (+15 Dex, +2 dodge, +24 natural, -4 size)

**hp** 562 (28d10+408) fast healing 28

**Fort** +26, **Ref** +31, **Will** +15

**Defensive Abilities** essence of flame; **DR** 15/—; Immune elemental traits, fire

**Weaknesses** vulnerable to cold

### OFFENSE

**Speed** 90 ft.; fly 90 ft. (good).

**Melee** bite +40 (4d6+16 plus burn), 2 claws +40 (2d6+16 plus burn), 2 wings +38 (2d6+8 plus burn)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** blinding blaze, breath weapon (14d6+24, DC 34 60 ft

cone), burn (3d10, DC 34), consume element, everything burns, mythic consumption, mythic power<sup>MADV</sup> (10/day, surge +1d12)

**Spell-Like Abilities** (CL 28th; concentration +34)

At will—*produce flame*

5/day—*fireball* (DC 19), *wall of fire*

1/day—*meteor swarm* (DC 25)

### STATISTICS

**Str** 42, **Dex** 41, **Con** 30, **Int** 18, **Wis** 19, **Cha** 22

**Base Atk** +28; **CMB** +49; **CMD** 76

**Feats** Blind-Fight, Combat Reflexes<sup>MF</sup>, Dodge<sup>MF</sup>, Improved Initiative<sup>B, MF</sup>, Improved Natural Attack (bite), Improved Vital Strike, Iron Will<sup>MF</sup>, Lightning Stance, Mobility, Multiattack, Power Attack<sup>MF</sup>, Spring Attack, Toughness, Vital Strike, Weapon Finesse<sup>B</sup>, Wind Stance

**Skills** Acrobatics +46 (+70 when jumping), Climb +47, Escape Artist +46, Fly +41, Intimidate +37, Knowledge (planes) +36, Knowledge (any other) +22, Perception +35, Sense Motive +35

**Languages** Ignan

### ECOLOGY

**Environment** any (Plane of Fire)

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Blinding Blaze (Su)** A mythic fire elemental can expend one use of mythic power as a swift action to burn brightly, granting it a blinding gaze attack for 1 minute. This gaze causes permanent blindness and has a range of 60 feet. A creature that succeeds



at a DC 34 Fortitude save is instead dazzled for 1 round. Fire elementals are immune to this blindness. The save DC is Constitution-based.

**Corona of Flame (Ex)** Any creature within Infernatrox's reach must succeed at a DC 34 Reflex save at the start of its turn or suffer the effects of his burn ability, taking damage and catching fire as if Infernatrox had hit them with a melee attack. Infernatrox can suppress or reactivate this ability as a free action. The save DC is Constitution-based.

**Elder Savant (Ex)** Infernatrox can draw upon centuries of scholarship and life experience. He treats all Knowledge skills as class skills with a +8 racial bonus.

**Essence of Flame (Ex)** The extreme heat generated by Infernatrox grant him the benefits of a fire shield (warm) effect, as well as a 20% miss chance against attacks made against him due to the heat distortion he causes. He can suppress or reactivate this ability as a free action. Although this functions as per the spells, it is not a magic effect and is due to the nature of the heat generated by Infernatrox. It ignores all SR, is not dispellable and is unaffected by antimagic field.

**Everything Burns (Ex)** Infernatrox burns so intensely that his flames can burn almost anything. Fire damage dealt by Infernatrox automatically bypasses all fire resistance and immunity possessed by non-mythic creatures. By spending a mythic point to intensify his flames he can bypass all fire resistance and immunity possessed by mythic creatures that do not also have the fire subtype.

**Immortal Flame (Su)** Infernatrox is very difficult to kill permanently. Upon his death he explodes in a 300-ft.-radius blast of fire damage. Creatures and objects within 60 feet take 28d6 points of fire damage (DC 34 Reflex half), while creatures and flammable objects beyond 60 feet take 4d6 points of damage (DC 34 Reflex half). Creatures or objects failing their save also catch on fire and are affected by his burn ability. If any creature or object burns for longer than 1 round, small embers fall from the flames and burrow into the ground, forming small, warm crystals that radiate weak evocation magic and can lie dormant for any amount of time. They can be extinguished by a *quench* spell, a magical cold effect that deals at least 20 points of damage, or being immersed in at least 10 feet of water for 24 hours. If even a single ember survives and is placed in a Gargantuan or larger normal fire (or a magical fire effect that burns for at least 1 round and deals 10 points or more of fire damage per round, Infernatrox is reborn as if by *true resurrection*. If the fire is extinguished after burning at least 1 round but burns for less than 1 minute, Infernatrox instead returns to life as *raise dead*.

**Mythic Consumption (Su)** When Infernatrox kills a mythic creature, he can absorb its power. Infernatrox gains 1 mythic point for every 2 ranks the creature possessed. As a free action, whenever he would absorb mythic points he can immediately spend one to benefit of a mass heal spell (CL 28) targeting only Infernatrox.

**Smoke Cloud (Ex)** As a swift action, Infernatrox can create a

choking cloud of smoke. This cloud is equivalent to that of *pyrotechnics* filling a space equal to his reach and lasting 1 minute. Infernatrox is immune to the effects of this ability.

**Speed of Flame (Ex)** Infernatrox's composition allows him to react faster than normal as he flickers and shifts, this gives him a +6 bonus to Dex and the dual initiative trait as well as a 30 ft. bonus to his speeds. These bonuses are included in his statistics.

An ancient and primal being of heat and flame, Infernatrox is feared by all but the mightiest denizens of the Plane of Fire, and even the efreeti nobles warily respect him. Infernatrox resembles an ancient red dragon with a body of white-hot living flame, but the details of his form are obscured by the waves of shimmering superheated air that surround him. While he is capable of immense destruction, Infernatrox is far from a mindless brute, and he has accumulated a wide range of knowledge over his centuries of existence. Scholars and planar travelers sometimes seek Infernatrox out for his knowledge of planar lore, but questioning the elemental is not without risks. While Infernatrox is not evil, the centuries have not granted him forbearance to match his power and intellect, and irritating the Draconic Conflagration is not a mistake discourteous visitors get the chance to repeat.

Infernatrox lives in solitary majesty in an extinct volcano in the middle of a boiling lake. The lower levels of his home form a labyrinthine network of lava tubes whose full extent has not been plotted and which may lead to at least one portal to another plane. Rumors abound of the vast store of treasures Infernatrox has accumulated as payment for his knowledge, although the stories do not explain how all this treasure is supposed to have survived so long in Infernatrox's possession without melting or catching on fire.



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