

ENERGON

Source: 1e *Monster Manual* 2, 3e *Planar Handbook*.

Energons are strange creatures that embody different forms of energy. There are many types of energon, but even the best-known is rarely encountered unless bound as a guardian by ritual. However, it is very difficult to control an energon once it is summoned, so wise wizards and clerics set traps to summon these creatures when the summoner is not around to see the results.

An energon appears as a ball of energy with four long tentacles trailing out of it. Depending on the type of energon, it might crackle with electricity, rumble with thunder, radiate cold, etc.

Opposites Attract: When certain types of energon recognize one another, they immediately rush to attack one another, coming together in a massive explosion that destroys the energons. For example, a xag-ya and a xeg-yi will rush each other, as will a xac-yel and a xor-yost.

Xac-Yel

Level 9 Skirmisher

Medium elemental magical beast

XP 400

HP 97; **Bloodied** 48

Initiative +12

AC 22; **Fortitude** 19; **Reflex** 21; **Will** 19

Perception +5

Speed fly 8 (perfect)

Immune fire

TRAITS

Energy Aura (radiant) * **Aura 1**

Any creature that starts its turn in the aura takes 10 fire damage.

Insubstantial

The xac-yel takes half damage from any damage source, except those that deal cold damage. In addition, if the xac-yel takes cold damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(mbasic) Energy Lash (fire) * **At Will**

Attack: Melee 2 (one creature); +12 vs. Reflex.

Hit: 2d8+4 fire damage.

Energy Rush * **At Will**

Effect: The xac-yel moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

TRIGGERED ACTIONS

(close) Explode (fire) * **Encounter**

Trigger: The xac-yel drops to 0 hit points.

Attack (No Action): Close burst 2 (each creature in burst); +10 vs. Reflex.

Hit: 2d8+9 fire damage.

Str 4 **Dex** 22 **Wis** 12

Con 17 **Int** 6 **Cha** 16

Alignment unaligned

Languages Primordial

Xac-Yij

Level 9 Skirmisher

Medium elemental magical beast

XP 400

HP 97; **Bloodied** 48

Initiative +12

AC 22; **Fortitude** 19; **Reflex** 21; **Will** 19

Perception +5

Speed fly 8 (perfect)

Immune acid

TRAITS

Energy Aura (radiant) * **Aura 1**

Any creature that starts its turn in the aura takes 10 acid damage.

Insubstantial

The xac-yij takes half damage from any damage source, except those that deal psychic damage. In addition, if the xac-yij takes psychic damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(mbasic) Energy Lash (acid) * At Will

Attack: Melee 2 (one creature); +12 vs. Reflex.

Hit: 2d8+4 acid damage.

Energy Rush * At Will

Effect: The xac-yij moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

TRIGGERED ACTIONS

(close) Explode (acid) * Encounter

Trigger: The xac-yij drops to 0 hit points.

Attack (No Action): Close burst 2 (each creature in burst); +10 vs. Reflex.

Hit: 2d8+9 acid damage.

Str 4 **Dex** 22 **Wis** 12

Con 17 **Int** 6 **Cha** 16

Alignment unaligned

Languages Primordial

Xag-Ya

Medium elemental magical beast

Level 9 Skirmisher

XP 400

HP 97; **Bloodied** 48

Initiative +12

AC 22; **Fortitude** 19; **Reflex** 21; **Will** 19

Perception +5

Speed fly 8 (perfect)

Immune radiant

TRAITS

Energy Aura (radiant) * Aura 1

Any creature that starts its turn in the aura takes 10 radiant damage.

Insubstantial

The xag-ya takes half damage from any damage source, except those that deal necrotic damage. In addition, if the xag-ya takes necrotic damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(mbasic) Energy Lash (radiant) * At Will

Attack: Melee 2 (one creature); +12 vs. Reflex.

Hit: 2d8+4 radiant damage.

Energy Rush * At Will

Effect: The xag-ya moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

TRIGGERED ACTIONS

(close) Explode (radiant) * Encounter

Trigger: The xag-ya drops to 0 hit points.

Attack (No Action): Close burst 2 (each creature in burst); +10 vs. Reflex.

Hit: 2d8+9 radiant damage.

Str 4 **Dex** 22 **Wis** 12

Con 17 **Int** 6 **Cha** 16

Alignment unaligned

Languages Primordial

Xap-Yaup

Medium elemental magical beast

Level 9 Skirmisher

XP 400

HP 97; **Bloodied** 48

Initiative +12

AC 22; **Fortitude** 19; **Reflex** 21; **Will** 19

Perception +5

Speed fly 8 (perfect)

Immune lightning

TRAITS

Energy Aura (radiant) * **Aura 1**

Any creature that starts its turn in the aura takes 10 lightning damage.

Insubstantial

The xap-yaup takes half damage from any damage source, except those that deal thunder damage. In addition, if the xap-yaup takes thunder damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(mbasic) Energy Lash (acid) * **At Will**

Attack: Melee 2 (one creature); +12 vs. Reflex.

Hit: 2d8+4 lightning damage.

Energy Rush * **At Will**

Effect: The xap-yaup moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

TRIGGERED ACTIONS

(close) Explode (acid) * **Encounter**

Trigger: The xap-yaup drops to 0 hit points.

Attack (No Action): Close burst 2 (each creature in burst); +10 vs. Reflex.

Hit: 2d8+9 lightning damage.

Str 4 **Dex** 22 **Wis** 12

Con 17 **Int** 6 **Cha** 16

Alignment unaligned

Languages Primordial

Xeg-Yi

Level 9 Skirmisher

Medium elemental magical beast

XP 400

HP 97; **Bloodied** 48

Initiative +12

AC 22; **Fortitude** 19; **Reflex** 21; **Will** 19

Perception +5

Speed fly 8 (perfect)

Immune necrotic

TRAITS

Energy Aura (radiant) * **Aura 1**

Any creature that starts its turn in the aura takes 10 necrotic damage.

Insubstantial

The xeg-yi takes half damage from any damage source, except those that deal radiant damage. In addition, if the xeg-yi takes radiant damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(mbasic) Energy Lash (necrotic) * **At Will**

Attack: Melee 2 (one creature); +12 vs. Reflex.

Hit: 2d8+4 necrotic damage.

Energy Rush * **At Will**

Effect: The xeg-yi moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

TRIGGERED ACTIONS

(close) Explode (necrotic) * **Encounter**

Trigger: The xeg-yi drops to 0 hit points.

Attack (No Action): Close burst 2 (each creature in burst); +10 vs. Reflex.

Hit: 2d8+9 necrotic damage.

Str 4 **Dex** 22 **Wis** 12

Con 17 **Int** 6 **Cha** 16

Alignment unaligned

Languages Primordial

Xong-Yong

Medium elemental magical beast

HP 97; **Bloodied** 48

AC 22; **Fortitude** 19; **Reflex** 21; **Will** 19

Speed fly 8 (perfect)

Immune thunder

Level 9 Skirmisher

XP 400

Initiative +12

Perception +5

TRAITS

Energy Aura (radiant) * **Aura 1**

Any creature that starts its turn in the aura takes 10 thunder damage.

Insubstantial

The xong-yong takes half damage from any damage source, except those that deal lightning damage. In addition, if the xong-yong takes lightning damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(mbasic) Energy Lash (thunder) * **At Will**

Attack: Melee 2 (one creature); +12 vs. Reflex.

Hit: 2d8+4 thunder damage.

Energy Rush * **At Will**

Effect: The xong-yong moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

TRIGGERED ACTIONS

(close) Explode (necrotic) * **Encounter**

Trigger: The xong-yong drops to 0 hit points.

Attack (No Action): Close burst 2 (each creature in burst); +10 vs. Reflex.

Hit: 2d8+9 thunder damage.

Str 4 **Dex** 22 **Wis** 12

Con 17 **Int** 6 **Cha** 16

Alignment unaligned

Languages Primordial

Xor-Yost

Medium elemental magical beast

HP 97; **Bloodied** 48

AC 22; **Fortitude** 19; **Reflex** 21; **Will** 19

Speed fly 8 (perfect)

Immune cold

Level 9 Skirmisher

XP 400

Initiative +12

Perception +5

TRAITS

Energy Aura (radiant) * **Aura 1**

Any creature that starts its turn in the aura takes 10 cold damage.

Insubstantial

The xor-yost takes half damage from any damage source, except those that deal fire damage. In addition, if the xor-yost takes fire damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(mbasic) Energy Lash (cold) * **At Will**

Attack: Melee 2 (one creature); +12 vs. Reflex.

Hit: 2d8+4 cold damage.

Energy Rush * **At Will**

Effect: The xor-yost moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

TRIGGERED ACTIONS

(close) Explode (cold) * **Encounter**

Trigger: The xor-yost drops to 0 hit points.

Attack (No Action): Close burst 2 (each creature in burst); +10 vs. Reflex.

Hit: 2d8+9 cold damage.

Str 4 **Dex** 22 **Wis** 12

Con 17 **Int** 6 **Cha** 16

Alignment unaligned

Languages Primordial