

# EARTH WEIRD

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## Large Elemental (Earth)

**Hit Dice:** 8d8+16 (52 hp)

**Initiative:** +2 (+2 Dex, +4 Improved Initiative)

**Speed:** 30 ft

**AC:** 20 (-1 size, +2 Dex, +9 natural)

**Attacks:** Slam +7 melee

**Damage:** Slam 1d8+3

**Face/Reach:** 5 ft by 10 ft/5 ft

**Special Attacks:** Improved grab, smother, earth mastery

**Special Qualities:** Natural state, elemental, damage reduction

10/bludgeoning, immune to piercing weapons, tremorsense,

vulnerabilities, reform body

**Saves:** Fort +8, Ref +4, Will +3

**Abilities:** Str 16, Dex 15, Con 14, Int 12, Wis 12, Cha 11

**Skills:** Hide +12, Listen +9, Move Silently +12, Spot +9

**Feats:** Alertness, Improved Initiative

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**Climate/Terrain:** Any land

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 9-17 HD (Large); 18-24 (Huge)

The earth weird is a creature from the Elemental Plane of Earth. In its natural form it appears to be nothing more than a pile of dirt or earth. When living prey comes within 20 feet, it assumes the form of a serpent-like creature and attacks.

## COMBAT

An earth weird is a very hostile creature and will attack as soon as a living creature comes within range. It attacks by wrapping itself around an opponent and suffocating it. Earth weirds will attack until it or its prey is dead.

**Improved Grab (Ex):** To use this ability, the earth weird must hit a Medium-size or smaller creature with its slam attack. If it gets a hold it attempts to smother the opponent.

**Smother (Ex):** An earth weird automatically deals slam damage with a successful grapple check against an opponent of up to Medium-size. A grappled opponent also takes suffocation damage (see Suffocation, page 88 in the *DMG*) each round the hold is maintained.

**Earth Mastery (Ex):** An earth weird gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

**Natural State (Ex):** An earth weird's natural form is that of a pile of earth or dirt. In this form it is effectively invisible until it assumes its serpent form and attacks.

**Elemental:** Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits. Earth weirds have darkvision with a range of 60 feet.

**Immune to Piercing Weapons (Ex):** An earth weird is able to flow around any piercing attacks, thus suffering no damage from piercing weapons.

**Tremorsense (Ex):** An earth weird can automatically sense the location of anything within 20 feet that enters its mud pool.

**Vulnerabilities (Ex):** An earth weird that is drenched with at least one gallon of water acts as if *slowed* (as the *slow* spell) for 3 rounds. An earth weird that is completely immersed in water takes 1d6 points of damage per round.

*Control winds, whirlwind, or wind wall* cast on an earth weird deals 1d10 points of damage and causes a -2 on the earth weird's attack rolls for 2 rounds. A *move earth* or *passwall* spell deals 1d6 points of damage per caster level to an earth weird.

**Reform Body (Ex):** When reduced to 0 hit points or less, the weird collapses back to the ground. 10 minutes later, it will reform at full strength (minus any damage suffered from a *control winds, whirlwind, wind wall, move earth, or passwall* spell).