Astral Energy Monster

Medium-size Outsider (Incorporeal)

HD: 3d8+3 (16 hp)
Init: +2 (Dex)
Speed: 30 ft, fly 50 ft (perfect)
AC: 14 (+2 Dex, +2 deflection)
Attacks: See text
Damage: See text
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Flame bolt
Special Qualities: Incorporeal, energy absorption, cold vulnerability

Saves: Fort +4 Ref +5 Will +4
Abilities: Str - Dex 15 Con 13 Int 11 Wis 12 Chr 14
Skills: Hide +8, Listen +9, Search +6, Spot +9
Feats: Alertness
Climate: Any land and underground
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral

Advancement: 4-9 HD (Medium-size)

The astral energy monster is a creature native to the Astral Plane. They are usually summoned to the Material Plane by spellcasters who use them as guardians or protectors.

An astral energy monster appears as a 6-foot tall humanoid composed of translucent white fire. Two dark black pinpoints can be seen where its eyes are located. It has no other discernable facial features.

**COMBAT**
The astral energy monster only attacks those creatures that attack it first. If it is not molested, it does not initiate combat. If attacked however, the astral energy monster can prove to be a formidable opponent especially to those unprepared.

**Flame Bolt (Su):** Once per round it can fire a bolt of flame 5 feet wide, 5 feet high, and up to 30 feet long. This bolt deals 1d6 points of fire damage.

**Incorporeal:** Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Energy Absorption (Ex):** The astral energy monster absorbs any fire-, sonic-, electricity-, or acid-based attack directed at it (area spells still affect it normally). Absorbed spells are converted into fire and released (as a free action this round) back at the original attacker in the form of a flame bolt. This bolt deals damage to the original attacker equal to the amount of damage it would’ve dealt to the astral energy monster.

**Cold Vulnerability (Ex):** The astral energy monster suffers a -2 penalty to all saves against cold-based effects.

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