ENERGY POD

Large Elemental (Earth)
Hit Dice: 8d8+32 (68 hp)
Initiative: +4 (Improved Initiative)
Speed: Fly 30 ft (good)
AC: 20 (-1 size, +11 natural)
Attacks: 8 tentacles +5 melee
Damage: Tentacle 0 plus 2d4 energy burst
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Energy burst, absorb magic
Special Qualities: Elemental, mineral elemental qualities, damage reduction 20/+2, acid vulnerability, burrow
Saves: Fort +10, Ref +2, Will +2
Abilities: Str 11, Dex 10, Con 19, Int 6, Wis 10, Cha 10
Skills: Listen +16, Spot +16
Feats: Alertness, Improved Initiative, Weapon Focus (tentacles)

Climate/Terrain: Any land and underground
Organization: Solitary or pair
Challenge Rating: 8
Treasure: None (body is worth double amount of gems)
Alignment: Always neutral
Advancement: 6-10 HD (Medium-Size); 11-15 HD (Large)

The energy pod is another bizarre form of elemental that lives in the border areas between the Positive Energy plane and the Elemental planes. This creature is a sphere 8 feet in diameter, with eight tentacles emerging from its body. At the end of each of these stubby tentacles is a small cluster of glowing nodules, with 6-24 nodules per cluster. The energy pod absorbs positive energy and stores it in these nodules.

Energy pods are only very rarely seen on the Material plane, and then almost always guarding magical treasures or locations. Conjecture among sages is that the energy pod is a distant relative of the energons, thus opening speculation that there is a negative counterpart to the energy pod.

COMBAT

The energy pod flails at opponents with its eight tentacles, but can only attack any given opponent with two of these, and can only attack two opponents total at a time. The tentacles themselves do no damage, but cause the nodules on the end to burst and release their power. Once all of the nodules on a tentacle are broken, that appendage is effectively useless, and once all of an energy pod’s nodules are used up the creature flees.

Energy Burst (Su): On a successful melee hit with one of its tentacles, 2d4 of the nodules on a given cluster burst open and release a powerful blast of positive energy. Each nodule deals 2d4 points of energy damage. When all nodules on a given tentacle have burst, that tentacle is useless in combat, until the energy pod “recharges” it (by absorbing magic, see below).

Absorb Magic (Su): The energy pod feeds on power, and can absorb the energy of spells and spell-like abilities. The creature automatically absorbs any spells, spell-like abilities, and similar effects from magic items used to directly attack the energy pod. It cannot absorb area effect magic. This energy is used to immediately create
additional nodules on a random appendage, one new nodule for every level of the spell or power absorbed.

**Acid Vulnerability (Ex):** Energy pods suffer double damage from acid.

**Burrow (Ex):** A mineral elemental can glide through stone, dirt, or almost any other sort of earth as easily as a fish swims through water. Its burrowing leaves behind no hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing mineral elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

**Elemental:** Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.