TRILLING CRYSMAL

Medium-Size Elemental (Earth)
Hit Dice: 10d8+20 (65 hp)
Initiative: +2 (Dex)
Speed: Fly 30 ft (good)
AC: 24 (+2 Dex, +12 natural)
Attacks: 8 talons +8 melee; or crystal dart +9 ranged
Damage: Talon 1d4+1; crystal dart 1d4+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Crystal darts, shatter weapons, spell reflection
Special Qualities: Elemental, burrow, damage reduction 20/+2, SR 26
Saves: Fort +9, Ref +5, Will +5
Abilities: Str 13, Dex 14, Con 14, Int 14, Wis 14, Cha 11
Skills: Appraise +11, Climb +9, Hide +11, Listen +13, Spot +13
Feats: Alertness, Cleave, Great Cleave, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary or pod (1-6)
Challenge Rating: 10
Treasure: None (body is worth double amount of gems)
Alignment: Always neutral
Advancement: 6-10 HD (Medium-size); 11-15 HD (Large)

The trilling crysmal is a close relative of the crysmal, although it looks very different from its cousin elemental. On the Elemental plane of Earth the trilling crysmal is quite common, where they live in great numbers and hunt along the boundary with the Positive energy plane.

The trilling crysmal has six long, segmented legs that radiate from a central crystal mass. Central to the creature’s insect-like body is a huge silvery six-sided crystal that is almost 4 feet in height, making the creature 7 feet tall in all.

COMBAT
The trilling crysmal attacks either with its razor-edged legs, or with its crystalline darts.

Crystal Darts (Ex): A trilling crysmal can loose up to six darts per day to a range of 80 feet with no range increment. Each dart, after striking an opponent, splinters into many smaller, razor-sharp shards that deal 1 point of temporary Strength damage and 1d4 points of temporary Dexterity damage to the victim. In addition, the victim suffers a –1 circumstance penalty to attacks, saves, and checks until the splinters are removed (full round action). Removing the splinters deals 1d6 additional points of damage.

Shatter Weapons (Ex): Any non-magical weapon that strikes a trilling crysmal must succeed at a Fortitude save (DC 15) or shatter into pieces.

Spell Reflection (Su): The large crystal in the center of the trilling crysmal has a 75% chance of reflecting any spell cast directly on the crysmal. Area spells are not affected. A reflected spell bounces in a random direction and has full effect on any creature in the area. This ability functions similar to spell turning.

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

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.