SKRIAXIT

Large Elemental (Air, Earth)

Hit Dice: 16d8+64 (136 hp)
Initiative: +11 (Dex, Improved Initiative)
Speed: 30 ft
AC: 21 (-1 size, +7 Dex, +15 natural)
Attacks: 2 slams +18 melee
Damage: Slam 2d10+8
Face/Reach: 5 ft by 5 ft/ 10 ft
Special Attacks: Sandstorm, dispel magic
Special Qualities: Elemental, damage reduction 15/+2, SR 21, accelerate, immunities, air mastery
Saves: Fort +9, Ref +17, Will +9
Abilities: Str 19, Dex 25, Con 18, Int 16, Wis 18, Cha 17
Skills: Climb +11, Intimidate +15, Listen +13, Move Silently +20, Search +15, Spot +13
Feats: Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Power Attack, Weapon Finesse (slam)

Climate/Terrain: Temperate and warm desert
Organization: Pack (3-18 plus Great Skriax)
Activity Cycle: Any
Challenge Rating: 14
Treasure: None
Alignment: Always neutral evil
Advancement: 17-32 HD (Large); 33-48 HD (Huge)

Skriaxits are large air elementals that have merged their forms with earth to become living sandstorms. Ancient gods summoned these desert-dwelling elementals, also called blackstorms, as spirits of retribution ages ago. These intelligent, evil elementals live only to cause destruction and terror, and fear nothing themselves.

Skriaxits spend most of their time in their dormant form, a scattered pile of black dust mixed with desert sand. In this form, they cannot be affected by any being or force, and will only awaken when they hunger. When they become active, they take this dust and sand of the earth and whirl it into a 10 foot tall cone of wind. As a pack, they generate the terror that they feed off of, with their flesh rending sandstorm. This attack is single-handedly responsible for filling the deserts with the undead known as desert wraiths. When these sadistic creatures have had their fill of tormenting humanoids and causing catastrophe, they fall back into a slumber that lasts for centuries.

Skriaxits speak Auran in a howling, shrieking manner that unnerves most people who hear it.

COMBAT

Skriaxits delight in death and destruction, and attack all most creatures they encounter. The Great Skriax, a skriaxit of at least 24 HD, considered the most evil member of the pack, leads each skriaxit pack. Skriaxits move by generating a vortex of wind to propel them at high speeds, which can increase by the number of elementals present. Skriaxits stay in a tight formation to keep their group strength up.

Sandstorm (Ex): The movement of a skriaxit pack causes a powerful sandstorm in a 200-foot radius around the pack. Creatures caught in the sandstorm take 1 point of damage per skriaxit per round spent in the storm.

Dispel Magic (Sp): Within the pack’s sandstorm, all skriaxits are protected as by dispel magic cast by a 16th-level sorcerer. This ability only functions inside the sandstorm.

Accelerate (Ex): Skriaxits can work together to produce higher velocity winds to propel themselves faster, according to how many elementals are in a given pack. If there are six skriaxits or less, they move at the given speed of 30 feet. If there are 7-12 skriaxits, the group’s speed h-
creases to 40 feet. If thirteen or more skriaxits are present in a pack, their speed jumps to 60 feet.

**Immunities (Ex):** Skriaxits are immune to *slow* spells, acid, fire, and electricity.

**Air Mastery (Ex):** Airborne creatures suffer a −1 penalty to attack and damage rolls against a skri-axit.

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

The skriaxit first appeared in FR10 Old Empires (1990, Scott Bennie), and later appeared as a composite elemental in the Monstrous Manual (1993).