

# PLASM

**Source:** 2e Mystara MC Appendix.

Plasms appear as battered skeletons surrounded by blazing elemental material. Failed servants of the primordial, they nonetheless maintain a yearning loyalty to their destructive forebears. Sometimes working alongside elementals or archons, plasms are very powerful but have serious drawbacks.

**Failed Archons:** Plasms were the first attempt of the primordials to create servants equivalent to the angels that served the gods. When the primordials began experimenting with crafting such servants, they made many experiments that were discarded as insufficiently powerful, intelligent or loyal. A large group of such failed creations was the first hoard of plasms. While they had the power, intellect and loyalty that the primordials wanted, they proved unable to maintain their form for any length of time when outside of the Chaos.

**Dangerous Reproduction:** Plasms do not reproduce as natural creatures do. Instead, they must spend hours or days manipulating materials of the natural world and the bones of intelligent humanoid creatures. The bones hold the basic shape and provide the seed of sentience required for plasms to maintain their intellect; the natural material provides the newborn plasm's form and has more stability than raw material taken from the Elemental Chaos.

**Catastrophic Instability:** Plasms, when not on the Elemental Chaos, suffer from a highly unstable nature that endangers everything around them. When seriously damaged a plasm starts to leak energy. This means that destroying a plasm can be almost as dangerous as letting one run loose.

## Fire Plasm

## Level 25 Brute

Medium elemental humanoid (fire)

XP 7,000

**HP** 279; **Bloodied** 139 (see *gouts of fire*)

**Initiative** +21

**AC** 37; **Fortitude** 37; **Reflex** 39; **Will** 37

**Perception** +15

**Speed** 6

**Vulnerable** 20 cold

## TRAITS

### Gouts of Fire (fire)

While the fire plasm is bloodied, at the start of its turn it loses 15 hit points and each creature within 3 squares of it gains ongoing 15 fire damage (save ends).

### Growing Flames

Each time the fire plasm is subjected to fire damage, it first gains temporary hit points equal to 10 + the level of the creature creating the effect.

## STANDARD ACTIONS

### (melee) Flaming Claw (fire) \* At Will

*Attack:* Melee 1 (one creature); +30 vs. AC.

*Hit:* 6d6+17 fire damage, and if the target is taking ongoing fire damage, that damage increases by 10.

### (melee) Ignite (fire) \* At Will

*Attack:* Melee 1 (one or two creatures); +28 vs. Reflex.

*Hit:* Ongoing 20 fire damage, and the target takes a -3 penalty to saving throws (save ends both).

## TRIGGERED ACTIONS

### (close) Cinder Cloud \* At Will

*Trigger:* The fire plasm is hit by a melee attack.

*Effect (Immediate Reaction):* Close burst 4; each creature in the burst has its fire resistance reduced by 20. Each creature in the burst that is immune to fire loses that immunity and instead gains resist 20 fire. These effects last until the end of the fire plasm's next turn.

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**Str** 25    **Dex** 28    **Wis** 17

**Con** 19    **Int** 8    **Cha** 20

**Alignment** chaotic evil

**Languages** Primordial

## Wind Plasm

## Level 25 Controller

Medium elemental humanoid (air)	XP 7,000
HP 279; <b>Bloodied</b> 139 (see <i>lashing winds</i> )	<b>Initiative</b> +21
AC 37; <b>Fortitude</b> 37; <b>Reflex</b> 39; <b>Will</b> 37	<b>Perception</b> +15
<b>Speed</b> 6, fly 10	

## TRAITS

### Lashing Winds

While the wind plasm is bloodied, at the start of its turn it loses 15 hit points. It then slides each creature within 6 squares of it 3 squares or knocks that creature prone.

## STANDARD ACTIONS

### (mbasic) Claw \* At Will

*Attack:* Melee 1 (one creature); +30 vs. AC.

*Hit:* 4d6+10 damage.

### (close) Control Winds \* At Will

*Attack:* Close blast 4; +27 vs. Reflex.

*Hit:* 3d8+12 damage and the wind plasm slides the target 3 squares.

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**Str** 25    **Dex** 28    **Wis** 17  
**Con** 19    **Int** 8    **Cha** 20

**Alignment** chaotic evil

**Languages** Primordial

## Giant Stone Plasm

Large elemental humanoid (earth)

HP 514; **Bloodied** 257

AC 44; **Fortitude** 42; **Reflex** 37; **Will** 40

**Speed** 6, burrow 6

**Resist** 10 cold; **Vulnerable** 10 thunder

**Saving Throws** +2; **Action Points** 1

## Level 28 Elite Soldier

XP Value

**Initiative** +19

**Perception** +22

Darkvision, tremorsense 10

## TRAITS

### Crumbling Stone

While the giant stone plasm is bloodied, at the start of its turn it loses 20 hit points, each creature within 2 squares of it takes 10 damage and two squares of its choice adjacent to it becomes filled with difficult terrain until cleared.

## STANDARD ACTIONS

### (mbasic) Smash \* At Will

*Attack:* Melee 2 (one creature); +33 vs. AC.

*Hit:* 4d8+18 damage, and the target is knocked prone.

### (melee) Double Smash \* At Will

*Effect:* The giant stone plasm uses *smash* twice.

### (area) Rain of Stone \* Encounter

*Attack:* Burst 3 within 20; +29 vs. Fortitude.

*Hit:* 4d6+13 damage, and the target is knocked prone.

*Miss:* Half damage.

## MINOR ACTIONS

### (close) Clutch of Stone \* At Will 1/round

*Attack:* Close burst 5 (one prone creature in burst); +31 vs. Reflex.

*Hit:* The target is restrained and cannot rise from prone (save ends both). The target can also use the escape action to break free (DC 30).

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**Str** 30    **Dex** 16    **Wis** 26  
**Con** 25    **Int** 8    **Cha** 20

**Alignment** chaotic evil

**Languages** Primordial