

ELEMENTAL

Source: 1e *Monster Manual* (invisible stalker); 1e *Fiend Folio* (phantom stalker, thoqqua); 1e *Monster Manual II* (crystal); 2e *Planescape Campaign Set* (fundamental); 2e *Monstrous Manual* (elemental tempest); 2e *Planescape Monstrous Compendium Annual 3* (wavefire); 3e *Fiend Folio* (living holocaust); 3e *Stormwrack* (caller from below); 3e *Monster Manual III* (cinder swarm, stone spike); 3e *Monster Manual V* (ruin elemental); homebrewed (living tremor).

There are an almost infinite variety of elementals, composed of one material or a mix of several. The very distinction between creature and environment has significantly less meaning on the Elemental Chaos than in the natural world, and an elemental can be born and die much like a storm, forming from the native material around it and then dissipating again.

Since elementals don't participate in the sort of predator/prey cycle that natural beings do, they tend to tolerate other, different elementals, so a variety of elemental types are sometimes found together.

Dust Devil

Level 1 Controller

Medium elemental animate (air, earth)

XP 100

A dust devil appears as a small whirlwind of dust and debris. Easily bound by conjuration rituals, dust devils are notorious for sweeping enemies up into their own form.

HP 30; **Bloodied** 15

Initiative +3

AC 15; **Fortitude** 13; **Reflex** 15; **Will** 11

Perception -1

Speed 6, fly 6

Low-light vision

TRAITS

Dust Cloud * **Aura** 2

Creatures within the aura gain concealment from all creatures except the dust devil.

STANDARD ACTIONS

(mbasic) Cyclone Blow * **At Will**

Attack: Melee 1 (one creature); +4 vs. Reflex.

Hit: 1d8+4 damage and the dust devil pushes the target 1 square.

(melee) Whirlwind Grab * **Encounter**

Attack: Melee 1 (one creature); +4 vs. Reflex.

Hit: 2d6+3 damage and the dust devil pulls the target into its space and grabs it (escape DC 19).

While the target is grabbed, it is dazed, and if the dust devil enters a square, it slides the target into that square. In addition, while the target is grabbed, the dust devil may make the following secondary attack against it as a standard action.

Secondary Attack: Melee 0 (the primary target); +4 vs. Reflex.

Hit: 1d8+4 damage.

Str 11 **Dex** 17 **Wis** 9

Con 14 **Int** 3 **Cha** 9

Alignment unaligned

Languages Primordial

Stone Spike

Level 1 Brute

Medium elemental animate (earth)

XP 100

A spike stone appears to be a mass of stone with long cone-shaped spikes protruding from it. Stone spikes are generally inoffensive, but are not difficult to bind as guardian creatures. Duergar and dwarves both are known to employ stone spikes to guard areas against intrusion.

HP 39; **Bloodied** 19

Initiative -1

AC 14; **Fortitude** 15; **Reflex** 10; **Will** 13

Perception +0

Speed 5, burrow 4 (earth walk)

STANDARD ACTIONS

(mbasic) Spike * **At Will**

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 2d6+3 damage and the stone spike pushes the target 1 square.

(melee) Smash * Encounter

Attack: Melee 1 (one creature); +4 vs. AC.

Hit: 2d10+3 damage and the target is stunned until the end of its next turn.

Miss: Half damage.

Str 18 Dex 8 Wis 11
Con 18 Int 4 Cha 11

Alignment unaligned

Languages Primordial

Fundamental **Level 3 Minion Skirmisher**
Tiny elemental beast XP 38

A fundamental is a small expression of a single elemental force, such as fire, thunder, stone, etc. It appears as a fragile, bat-like entity about the size of a housecat, composed completely of its elemental material. A fundamental is easily disrupted.

HP 1; a missed attack never damages a minion **Initiative** +6
AC 17; **Fortitude** 13; **Reflex** 18; **Will** 15 **Perception** +1
Speed 0, fly 8 (hover)

TRAITS

Elemental Nature (see below)

Many fundamentals deal energy damage of some kind rather than normal physical damage. If it is important to know what type of damage a specific fundamental deals, roll 1d10: 1- acid, 2- cold, 3- fire, 5- lightning, 6- necrotic, 7- poison, 8- radiant, 9- thunder, 10 through 12- physical damage.

STANDARD ACTIONS

(mbasic) Brush of Power (variable) * **At Will**

Attack: Melee 0 (one creature); +6 vs. Reflex.

Hit: 5 damage of a type determined by the fundamental's elemental nature.

TRIGGERED ACTIONS

(close) Death Burst (variable) * **Encounter**

Trigger: The fundamental is reduced to 0 hit points.

Attack (No Action): Close burst 1 (each creature in the burst); +4 vs. Reflex.

Hit: 4 damage of a type determined by the fundamental's elemental nature.

Str 2 Dex 17 Wis 11
Con 5 Int 1 Cha 7

Alignment unaligned

Languages Primordial

Crysmal **Level 6 Soldier**
Medium elemental animate (earth) XP 250

A crysmal is a crystalline elemental that vaguely resembles a scorpion. Crysmals are a rare example of elementals that sometimes have psionic powers, because their crystalline structure seems to resonate with psychic energies.

HP 76; **Bloodied** 38 **Initiative** +8
AC 22; **Fortitude** 18; **Reflex** 18; **Will** 19 **Perception** +6
Speed 6

Vulnerable 5 thunder

STANDARD ACTIONS

(mbasic) Crystal Bludgeon * **At Will**

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d10+9 damage.

(ranged) Crystal Shard * **Encounter**

Attack: Ranged 10 (one creature); +11 vs. AC.

Hit: 2d8+7 damage.

Effect: The crysmal takes 5 points of damage.

TRIGGERED ACTIONS

(melee) Trip * At Will

Trigger: An adjacent enemy moves or shifts.

Attack (Opportunity Action): Melee 1 (the triggering creature): +9 vs. Reflex.

Hit: 1d10 damage, and the target falls prone.

Str 17 **Dex** 16 **Wis** 16
Con 20 **Int** 7 **Cha** 10

Alignment unaligned

Languages Primordial

Psychic Crysmal

Level 7 Elite Controller

Medium elemental animate (earth)

XP 600

HP 158; **Bloodied** 79

Initiative +6

AC 21; **Fortitude** 19; **Reflex** 17; **Will** 21

Perception +6

Speed 6

Vulnerable 5 thunder

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

TRAITS

Psychic Overcharge

When the psychic crysmal takes psychic damage, it gains an action point. It can spend one action point per round.

STANDARD ACTIONS

(mbasic) Crystal Bludgeon * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 1d10+10 damage.

(ranged) Crystal Shard * Encounter

Attack: Ranged 10 (one creature); +12 vs. AC.

Hit: 2d8+8 damage.

Effect: The crysmal takes 5 points of damage.

(area) Psionic Bomb (lightning, psychic) * Encounter

Attack: Area burst 1 within 10 squares (each enemy in the burst); +8 vs. Will.

Hit: 2d6+7 psychic damage, and the target is dazed (save ends).

MINOR ACTIONS

(ranged) Disorient * At Will

Attack: Ranged 10 (one creature); +10 vs. Will.

Hit: The target is dazed until the end of its next turn. If the crysmal hits the target with an attack while it is dazed by this power, the attack deals an extra 15 psychic damage.

Str 17 **Dex** 16 **Wis** 16
Con 15 **Int** 10 **Cha** 19

Alignment unaligned

Languages Primordial

Thoqqua

Level 7 Soldier

Medium elemental beast (earth, fire)

XP 300

HP 82; **Bloodied** 41

Initiative +8

AC 23; **Fortitude** 20; **Reflex** 19; **Will** 18

Perception +5

Speed 6, burrow 3 (see *hot tunneling*)

Tremorsense 6

Resist 10 fire; **Vulnerable** 10 cold

TRAITS

Heat (fire) * Aura 2

Any creature that enters or ends its turn in the aura takes 5 fire damage and is slowed until the end of its next turn. Creatures with the fire keyword are immune to the aura.

STANDARD ACTIONS

(mbasic) Flaming Slam (fire) * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 1d8+3 damage plus 5 fire damage.

(melee) Flaming Charge (fire) * Encounter

Effect: The thoquua charges up to 8 squares and makes the following attack in place of a melee basic attack.

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d8+3 damage plus 10 fire damage and ongoing 5 fire damage (save ends), and the thoquua pushes the target 3 squares and knocks it prone.

Str 20 **Dex** 16 **Wis** 14

Con 18 **Int** 3 **Cha** 9

Alignment unaligned

Languages Primordial

Invisible Stalker

Level 10 Lurker

Medium elemental humanoid (air)

XP 500

An invisible stalker is a playful form of air elemental that is composed of pure wind, so it is naturally invisible. Invisible stalkers do not seem to understand the difference between living creatures and dead bodies, probably due to the lack of distinction between elementals and their environment.

HP 81; **Bloodied** 40

Initiative +14

AC 22; **Fortitude** 22; **Reflex** 21; **Will** 20

Perception +9

Speed 6, fly 12

TRAITS

Blustery Invisibility

The invisible stalker is invisible but is surrounded by blowing winds and debris. Despite its invisibility, enemies may attack it as if it merely had concealment (but see also *Still Winds*). The invisible stalker has combat advantage against creatures that cannot detect invisible creatures, so it usually gains a +2 bonus on attack rolls.

STANDARD ACTIONS

(mbasic) Invisible Strike * At Will

Attack: Melee 1 (one creature); +14 vs. AC.

Hit: 2d8+9 damage.

(m) Unseen Strangulation * Recharge when the invisible stalker uses *Still Winds*

Requirement: The invisible stalker must have used *Still Winds* on its previous turn.

Attack: Melee 1 (one creature); +12 vs. Fortitude.

Hit: 2d10+8 damage and the target is grabbed (Escape DC x). Until it escapes the grab, it takes ongoing 10 damage.

(close) Forceful Gust * Recharge 6

Attack: Close blast 6 (creatures in blast); +13 vs. Reflex.

Hit: 3d6+5 damage and the target is pushed 3 squares and knocked prone.

Miss: The target is pushed 1 square.

Still Winds * At Will

Effect: The invisible stalker stills the winds that surround it. Until the end of its next turn, enemies treat it as if it were fully invisible.

Skills Stealth +15

Str 23 **Dex** 20 **Wis** 18

Con 15 **Int** 7 **Cha** 8

Alignment unaligned

Languages Primordial

Elder Stone Spike

Level 11 Elite Brute

Large elemental animate (earth)

XP 1,200

HP 288; **Bloodied** 144
AC 23; **Fortitude** 26; **Reflex** 20; **Will** 22
Speed 5, burrow 4 (earth walk)
Saving Throws +2; **Action Points** 1

Initiative +4
Perception +5

STANDARD ACTIONS

(mbasic) Spike * At Will

Attack: Melee 2 (one creature); +16 vs. AC.

Hit: 4d8+4 damage and the stone spike pushes the target up to 3 squares.

Spike Hedge * At Will

Effect: The spike stone uses *spike* four times. If at least two of these attacks hit the same target, the target also takes ongoing 10 damage (save ends).

(melee) Great Spike * Recharges 5 6 while bloodied

Attack: Melee 3 (one creature); +16 vs. AC.

Hit: 4d10+11 damage, the spike stone pushes the target up to 5 squares and the target falls prone.

(melee) Smash * Encounter

Attack: Melee 2 (one creature); +14 vs. AC.

Hit: 4d10+11 damage and the target is stunned until the end of its next turn.

Miss: Half damage.

Str 23 **Dex** 8 **Wis** 11
Con 24 **Int** 8 **Cha** 18

Alignment unaligned

Languages Primordial

Phantom Stalker

Level 12 Soldier

Medium elemental humanoid (fire)

XP 700

There is some debate as to whether phantom stalkers are summoned or created. Their first appearance, long ago, was the result of an attempt by a mad pyromancer to conjure a fiery variant of the invisible stalker. Since then, they have been encountered periodically in the service of one ritualist or another, but there are no accounts of them on the Elemental Chaos.

HP 118; **Bloodied** 59
AC 28; **Fortitude** 24; **Reflex** 24; **Will** 24
Speed 6, fly 8

Initiative +12
Perception +7

Resist 20 fire; **Vulnerable** 10 cold

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 2d4+5 damage, and the phantom stalker marks the target (save ends).

Double Claw * At Will

Effect: The phantom stalker uses *claw* twice.

(melee) Flaming Claw * Encounter

Attack: Melee 1 (one creature); +15 vs. Reflex.

Hit: 5d6+8 fire damage, plus ongoing 10 fire damage (save ends).

TRIGGERED ACTIONS

Flame of Challenge (fire) * At Will

Trigger: A creature marked by the phantom stalker and within 4 squares of it makes an attack that does not include it as a target.

Effect (Free Action): The triggering creature takes 5 fire damage.

Skills skill modifier
Str 23 **Dex** 19 **Wis** 13
Con 14 **Int** 5 **Cha** 19

Alignment unaligned

Languages Primordial

Cinder Swarm

Large elemental animate (swarm)

Level 13 Skirmisher

XP 800

A cinder swarm is a swarm of ember-sized fire elementals that work together as a single entity. Such a swarm is very dangerous in any area where the terrain might catch fire.

HP 131; **Bloodied** 65

Initiative +8

AC 27; **Fortitude** 24; **Reflex** 27; **Will** 24

Perception +14

Speed fly 6 (hover); maximum altitude 1 square

Resist 20 fire, half damage from melee or ranged attacks; **Vulnerable** 10 cold, 10 against close or area attacks

TRAITS

Burning Cinders (fire) * **Aura** 1

Any creature that enters or ends its turn in the aura takes 10 fire damage. At the end of the cinder swarm's turn, any unattended inflammable objects such as paper, dry wood or cloth that are in the aura catch fire.

Swarm

The cinder swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Burn (fire) * **At Will**

Attack: Melee 1 (one creature); +16 vs. Reflex.

Hit: 1d12+4 fire damage, plus ongoing 10 fire damage (save ends).

(melee) Shroud of Cinders (fire) * **At Will**

Effect: The cinder swarm shifts 4 squares. It can pass through or end its turn in spaces occupied by other creatures. It makes the following attack against each creature whose space it enters.

Attack: Melee 0 (each creature whose space the swarm enters); +14 vs. Reflex.

Hit: 1d10+10 fire damage, and the target is slowed until the end of its turn turn.

MOVE ACTIONS

Burst of Cinders (teleportation) * **Encounter**

Effect: The cinder swarm teleports 5 squares.

Str 4 **Dex** 23 **Wis** 15

Con 19 **Int** 4 **Cha** 9

Alignment unaligned

Languages Primordial

Wavefire

Large elemental animate (fire, water)

Level 13 Skirmisher

XP 800

A wavefire is a type of elemental composed of scalding-hot water. Essentially a living, near-boiling wave, the wavefire is an exotic, rare and ancient form of elemental, and some individual wavefires claim to be so ancient that they remember not just a precursor arrangement of the Elemental Chaos when it was divided into individual planes of fire, water, magma, ash, etc, but *another* previous arrangement that predated even those planes. The veracity of these claims is unknown, but sages claim that the Elemental Chaos had indeed gone through periods of greater order than the present.

HP 126; **Bloodied** 63

Initiative +14

AC 27; **Fortitude** 23; **Reflex** 28; **Will** 24

Perception +10

Speed 6, swim 12

Tremorsense 4 in water

Resist 15 fire; **Vulnerable** 15 cold

STANDARD ACTIONS

(mbasic) Scalding Touch (fire) * **At Will**

Attack: Melee 1 (one creature); +16 vs. Reflex.

Hit: 3d8+8 fire damage, and any open flames the target is carrying are extinguished.

Boiling Charge (fire) * **At Will**

Effect: The wavefire charges and makes the following attack in place of a basic attack. It does not provoke opportunity attacks for its movement.

Attack: Melee 1 (one creature); +16 vs. Reflex.

Hit: 3d8+8 fire damage, and the target is dazed until the end of its next turn.

Miss: 10 fire damage.

TRIGGERED ACTIONS

(close) Scalding Splashback (fire) * Recharge 5 6

Trigger: The wavefire is hit by an attack that targets AC.

Attack (Immediate Reaction): Close blast 2 (each creature in blast); +14 vs. Reflex.

Hit: 1d10+5 fire damage, and the target is blinded until the end of its next turn.

Str 18 Dex 23 Wis 19

Con 14 Int 8 Cha 15

Alignment unaligned

Languages Primordial

Living Tremor

Level 15 Controller

Medium elemental animate (earth)

XP 1,200

A living tremor is an elemental creature that looks like a shivering mass of gravel that vibrates to move itself along. Living tremors are very chaotic and whimsical and don't seem to recognize worldly creatures as being alive.

HP 145; Bloodied 72

Initiative +12

AC 29; Fortitude 29; Reflex 25; Will 27

Perception +11

Speed 5 (earth walk)

Tremorsense 6

TRAITS

Temblors * Aura 3

Any creature without the earth walk ability that takes a move action within the aura must make an Acrobatics check, DC 15, or fall prone in the first square that it enters, ending its move action.

STANDARD ACTIONS

(close) Gravel Spray * At Will

Attack: Close blast 2 (each creature in the blast); +18 vs. Reflex.

Hit: 2d10+7 damage.

MOVE ACTIONS

Vibrating Movement * Recharge 5 6

Effect: The living tremor moves up to 5 squares and makes the following attack against each creature to which it is adjacent during this movement.

Attack: +17 vs. Reflex.

Hit: The target falls prone and the living tremor slides it up to 3 squares.

Miss: The living tremor slides the target 1 square.

TRIGGERED ACTIONS

(melee) Slide Away * Recharge 5 6

Trigger: An enemy enters a square adjacent to the living tremor.

Attack (Immediate Reaction): Melee 1 (the triggering enemy); +18 vs. Reflex.

Hit: The living tremor slides the target up to 3 squares.

Skills skill modifier

Str 24 Dex 20 Wis 18

Con 17 Int 3 Cha 16

Alignment unaligned

Languages Primordial

Caller from Below

Level 18 Solo Lurker

Large elemental animate (water)

XP 10,000

In the deep, black places of the ocean, strange things come to rest- corpses, cast-off magic, even light itself is pulled down and consumed. It is no wonder that sometimes a malevolence grows in such places, taking on an elemental form of black water that leaves the deep shadows of its home and moves out in search of prey.

These terrible elementals are also known as callers from the deeps and vampire currents.

HP 560; **Bloodied** 280

Initiative +18

AC 32; **Fortitude** 32; **Reflex** 29; **Will** 31

Perception +12

Speed 4, swim 8

Darkvision

Saving Throws +5; **Action Points** 2

TRAITS

Cunning of the Depths

If the caller from below is invisible at the start of its turn, its melee attacks deal an extra 2d10 damage until the end of its turn, or an extra 3d10 if it is bloodied.

Troubles Wash Away

If the caller from below starts its turn in the water, it may end any one condition or effect on it.

STANDARD ACTIONS

(mbasic) Grasp of the Dark Waters * At Will

Attack: Melee 2 (one creature); +23 vs. AC.

Hit: 3d10+10 damage and the caller from below grabs the target.

Special: While the caller from below has a creature grabbed, it can attack with this power, but not grab a second creature without releasing the first.

(melee) Pull Below * At Will

Requirement: Both the caller from below and the target must be in the water.

Attack: Melee 2 (one grabbed creature); +21 vs. Fortitude.

Hit: 3d10+10 damage, and the caller from below shifts up to 8 squares straight down, then pulls the target to a space adjacent to it.

Miss: The grab ends, and the caller from below shifts up to 8 squares straight down.

(close) Rough Seas * Recharges when first bloodied

Requirement: The caller from below must be in the water.

Attack: Close burst 2 (each creature in the burst); +19 vs. Reflex.

Hit: 4d10+7 damage, and the caller from below slides the target up to 4 squares.

Miss: Half damage, and the caller from below slides the target 1 square.

MOVE ACTIONS

Escape Below * Recharge 5 6 (while bloodied, 3 4 5 6)

Requirement: The caller from below must be in water at least 3 squares deep.

Effect: The caller from below shifts straight down up to 8 squares and becomes invisible until it leaves the water or takes a standard action or until the end of the encounter.

MINOR ACTIONS

(melee) Enervating Grip (cold, necrotic) * At Will 1/round

Attack: Melee 2 (one creature grabbed by the caller from below); +21 vs. Fortitude.

Hit: 4d8+8 cold and necrotic damage and the target is weakened (save ends).

(close) Siren's Call (charm, psychic) * At Will 1/round

Attack: Close burst 20 (each living natural creature in the burst); +19 vs. Will.

Hit: 3d6+9 psychic damage, and the target shifts its speed towards the caller from below by the safest, most direct possible route.

TRIGGERED ACTIONS

Slyness of the Waters * At Will

Trigger: An enemy within 2 squares of the caller from below shifts.

Effect (Free Action): The caller from below makes an opportunity attack against the triggering enemy.

Skills Stealth +19

Str 26 **Dex** 20 **Wis** 16

Con 26 **Int** 15 **Cha** 23

Alignment unaligned

Languages Primordial

Ruin Elemental

Level 22 Brute

Large elemental animate

XP 4,150

HP 257; **Bloodied** 128

Initiative +11

AC 34; **Fortitude** 35; **Reflex** 33; **Will** 34

Perception +x

Speed 6

TRAITS

Ruin Walk

The ruin elemental ignores difficult terrain composed of rubble.

STANDARD ACTIONS

(mbasic) Ruin Slam * At Will

Attack: Melee 2 (one creature); +27 vs. AC.

Hit: 4d6+24 damage.

(ranged) Hurl Rubble * At Will

Requirement: The ruin elemental may not be bloodied.

Attack: Ranged 20 (one creature); +25 vs. AC.

Hit: 4d8+12 damage.

Effect: The ruin elemental takes 10 points of damage.

(close) Shockwave * Recharge 5 6

Attack: Close blast 4 (each creature in blast); +23 vs. Reflex.

Hit: 3d10+14 damage and the target falls prone. On a critical hit, the target is also stunned (save ends).

TRIGGERED ACTIONS

(close) Falling Debris * Encounter

Trigger: The ruin elemental becomes bloodied.

Attack (Free Action): Close burst 1 (each creature in burst); +23 vs. Reflex.

Hit: 3d6+10 damage and the target chooses: either the target is stunned until the end of its next turn or it is knocked prone and cannot stand (save ends).

Str 21 **Dex** 11 **Wis** 21

Con 27 **Int** 9 **Cha** 14

Alignment unaligned

Languages Primordial

Elemental Tempest

Level 25 Artillery

Gargantuan elemental animate (air)

XP 7,000

An elemental tempest is a rolling stormcloud dancing with electricity. Constant silver paths of lightning flow within it and the sound of thunder accompanies it everywhere.

HP 180; **Bloodied** 90

Initiative +21

AC 37; **Fortitude** 37; **Reflex** 39; **Will** 36

Perception +18

Speed fly 8 (hover)

TRAITS

Feed on the Storm

If an elemental tempest takes lightning or thunder damage, it also gains 25 temporary hit points and an action point that it must spend before the end of its next turn.

STANDARD ACTIONS

(mbasic) Shocking Cloud (lightning) * At Will

Attack: Melee 2 (one creature); +28 vs. Reflex.

Hit: 4d10+6 lightning damage.

(ranged) Lightning Stroke (lightning) * At Will

Attack: Range 20 (one creature); +29 vs. Reflex.

Hit: 4d6+19 lightning damage.

(area) Whirlwind (zone) * Encounter

Attack: Area burst 1 within 20 (creatures in the burst); +28 vs. Reflex.

Hit: 3d8+12 damage and the target is caught by the whirlwind (save ends). While caught by the whirlwind, it is immobilized and the elemental tempest can slide it to any other square at the start of the target's turn.

Effect: The area of the burst becomes a whirlwind in a zone that persists until all creatures escape it. A creature that ends its turn in the zone is caught by the whirlwind (save ends), as above.

MOVE ACTIONS

Scudding Clouds * Encounter

Effect: The elemental tempest becomes incorporeal and weakened until the end of its turn and flies its speed.

Str 21 **Dex** 29 **Wis** 23

Con 24 **Int** 8 **Cha** 12

Alignment unaligned

Languages Primordial

Omnimental

Level 26 Solo Artillery

Gargantuan elemental animate (air, earth, fire, water) XP 45,000

An omnimental is an immense elemental composed of a mix of all four classical elements. The omnimentals are ancient creatures, old generals who fought under the Primordials in the Dawn War and led diverse groups of elemental and archon troops.

HP 376; **Bloodied** 188 (plus see *death burst*)

Initiative +20

AC 38; **Fortitude** 38; **Reflex** 39; **Will** 38

Perception +20

Speed 6, fly 10 (hover), swim 10

Blindsight 10

Resist 15 fire, 15 lightning, 15 thunder; **Vulnerable** 10 cold (plus see *Crystallize*)

Saving Throws +5; **Action Points** 2

TRAITS

Crystallized by Cold

When the omnimental takes cold damage, it is slowed until the end of its next turn.

Multiple Spirits

If the omnimental is dazed, dominated or stunned, it loses one attack with its *elemental barrage* on its next turn, but never has less than two attacks when it uses *elemental barrage*.

Overwhelming Energies

While the omnimental is bloodied, it ignores energy resistance and immunity.

STANDARD ACTIONS

(mbasic) Crashing Stone * At Will

Attack: Melee 3 (one creature); +31 vs. AC.

Hit: 4d10+12 damage.

(mbasic) Touch of the Storm (fire, lightning, thunder) * At Will

Attack: Melee 3 (one creature); +31 vs. Reflex.

Hit: 4d10+12 fire, lightning and thunder damage.

(rbasic) Flaming Boulder (fire) * At Will

Attack: Ranged 10 (one creature); +33 vs. AC.

Hit: 4d6 damage, plus 20 fire damage and each creature adjacent to the target takes 10 fire damage.

(rbasic) Storm Bolt (lightning, thunder) * At Will

Attack: Ranged 20 (one creature); +31 vs. Reflex.

Hit: 5d8+8 lightning and thunder damage.

Miss: Half damage.

Elemental Barrage * At Will

Effect: The omnimental makes four basic attacks.

TRIGGERED ACTIONS

Death Burst * Encounter

Trigger: The omnimental dies.

Effect (No Action): One each air, earth, fire and water omnimental spawn appears within 3 squares of the omnimental's space. These monsters' xp values are included in the omnimental's xp value.

Str 30 **Dex** 25 **Wis** 25
Con 26 **Int** 10 **Cha** 17

Alignment unaligned

Languages Primordial

Air Omnimental Spawn

Level 26 Lurker

Medium elemental magical beast (air)

XP -

Note: An omnimental spawn encountered alone is worth approximately 5,625 xp (its hit points are half normal).

HP 89; **Bloodied** 44

Initiative +25

AC 40; **Fortitude** 37; **Reflex** 39; **Will** 38

Perception +16

Speed 0, fly 10 (hover)

Vulnerable 15 fire

TRAITS

Phantom on the Wind

The air spawn becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +31 vs. AC.

Hit: 4d10+8 damage.

(melee) Engulfing Winds * At Will

Attack: Melee 2 (one creature that can't see the elemental); +29 vs. Fortitude.

Hit: The elemental slides the target up to 2 squares into the elemental's space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 30 damage. When the air spawn moves, the grabbed creature moves with it, remaining in the air spawn's space. The air spawn moves at full speed when it has a creature grabbed, and it need not spend a standard action or make an attack roll to move a grabbed creature.

Skills Stealth +26

Str 20 **Dex** 27 **Wis** 17

Con 17 **Int** 5 **Cha** 8

Alignment unaligned

Languages Primordial

Earth Omnimental Spawn

Level 26 Soldier

Medium elemental magical beast (earth)

XP -

Note: An omnimental spawn encountered alone is worth approximately 5,625 xp (its hit points are half normal).

HP 119; **Bloodied** 59

Initiative +13

AC 41; **Fortitude** 39; **Reflex** 36; **Will** 37

Perception +16

Speed 7, burrow 7

Tremorsense 5

Vulnerable thunder (see *brittle skin*)

TRAITS

Earth Glide

The earth spawn can pass through earth and rock as if it were phasing.

Brittle Skin

Whenever the earth spawn takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +31 vs. AC.

Hit: 5d8+12 damage, and the target cannot shift until the end of the earth spawn's next turn.

(melee) Flattening Stomp * Encounter

Attack: Melee 1 (one creature); +29 vs. Reflex.

Hit: 5d8+24 damage.

Effect: The target and each enemy within 2 squares of it falls prone.

Str 23 **Dex** 6 **Wis** 17

Con 23 **Int** 5 **Cha** 6

Alignment unaligned

Languages Primordial

Fire Omnimental Spawn

Level 26 Skirmisher

Medium elemental magical beast (fire)

XP -

Note: An omnimental spawn encountered alone is worth approximately 5,625 xp (its hit points are half normal).

HP 113; **Bloodied** 56

Initiative +24

AC 39; **Fortitude** 37; **Reflex** 39; **Will** 38

Perception +16

Speed 12, fly 8

Resist 10 fire; **Vulnerable** cold (see *frozen in place*)

TRAITS

Frozen in Place

Whenever the fire spawn takes cold damage, it cannot shift until the end of its next turn.

STANDARD ACTIONS

(mbasic) Slam (fire) * At Will

Attack: Melee 1 (one creature); +29 vs. Reflex.

Hit: Ongoing 20 fire damage (save ends).

MINOR ACTIONS

Flickering Flame * At Will

Effect: The fire spawn shifts up to 6 squares.

TRIGGERED ACTIONS

(close) Hungry Flames (fire) * At Will

Trigger: An enemy attacks the fire spawn.

Attack (Immediate Reaction): Close burst 3 (enemies in burst); +29 vs. Reflex.

Hit: 3d6+3 fire damage.

Str 10 **Dex** 29 **Wis** 17

Con 11 **Int** 5 **Cha** 6

Alignment unaligned

Languages Primordial

Water Omnimental Spawn

Level 26 Controller

Medium elemental magical beast (aquatic, water)

XP -

Note: An omnimental spawn encountered alone is worth approximately 5,625 xp (its hit points are half normal).

HP 116; **Bloodied** 58

Initiative +18

AC 40; **Fortitude** 39; **Reflex** 38; **Will** 37

Perception +16

Speed 8, swim 8

Vulnerable cold (see *sensitive to cold*)

TRAITS

Aquatic

The water spawn can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Sensitive to Cold

Whenever the water spawn takes cold damage, it gains vulnerable 10 against the next attack that hits it before the end of its next turn.

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +29 vs. Reflex.

Hit: 4d6+6 damage, and ongoing 15 damage (save ends).

(close) Surging Waves * Recharges when first bloodied

Attack: Close blast 3 (enemies in blast); +29 vs. Fortitude.

Hit: 5d6+10 damage, and the water spawn slides the target up to 5 squares.

MINOR ACTIONS

Drowning Essence * At Will 1/round

Effect: The water spawn slides each creature that has ongoing damage from its *slam* up to 4 squares.

Str 20 **Dex** 20 **Wis** 17

Con 17 **Int** 5 **Cha** 8

Alignment unaligned

Languages Primordial

Living Holocaust

Level 27 Controller

Medium elemental animate (air, fire)

XP 11,000

A living holocaust is an unholy matrimony of flame, wind and evil. Born in the maelstroms of the Elemental Chaos bordering on the Abyss, living holocausts in the World burn through everything they can and attack almost every creature they meet. Some work with powerful evil creatures such as efreet, demons or dragons.

A living holocaust looks like a red, upright flame that constantly flickers and waves. It has no face or other recognizable features. Living holocausts that are moving or attacking appear to be small hurricanes of fire and tearing winds.

HP 251; **Bloodied** 125

Initiative +23

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

Perception +26

Speed 0, fly 10 (hover)

Resist 20 fire; **Vulnerable** 10 cold

TRAITS

Burning Winds (fire) * Aura 6

A creature moving toward the living holocaust within the aura must spend one extra square of movement for each square it moves. A creature moving away from the living holocaust within the aura may move 1 extra square for each square it moves. A creature that ends its turn in the aura takes 10 fire damage and loses resist fire until the end of its next turn.

STANDARD ACTIONS

(mbasic) Flaming Windspike (fire) * At Will

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

Hit: 3d6+15 fire damage, plus ongoing 15 fire damage (save ends).

(ranged) Grasp of the Burning Winds (fire) * Recharge 3 4 5 6

Attack: Ranged 10 (one creature); +30 vs. Reflex.

Hit: 6d8+8 fire damage and the living holocaust slides the target up to 3 squares.

(ranged) Nova Burn (fire) * Encounter

Attack: Ranged 20 (one creature); +30 vs. Reflex.

Hit: 6d10+12 fire damage, and the target gains vulnerable 10 fire (save ends).

Miss: Half damage, and the target takes an extra 5 points of damage the next time it takes fire damage before the end of the living holocaust's next turn.

(area) Holocaust Winds (fire) * Recharges when an attack with the fire keyword hits the living holocaust

Attack: Area burst 3 within 20 squares (each creature in the burst); +28 vs. Reflex.

Hit: 4d10+5 fire damage, and the living holocaust slides the target up to 2 squares.

Str 12 **Dex** 31 **Wis** 26

Con 27 Int 16 Cha 25
Alignment chaotic evil

Languages Primordial