

# 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.

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**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.

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**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.

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**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.

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**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.

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**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 thoqqua 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 thoqqua pushes the target 3 squares and knocks it prone.

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**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.

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**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.

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**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.

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**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.

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**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.

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**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.

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**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.

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**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).

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**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.

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**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.

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**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.

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**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.

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**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.

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**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.

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**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.

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

**Con** 27   **Int** 16   **Cha** 25  
**Alignment** chaotic evil

**Languages** Primordial