

GOLDEN EARTH ELEMENTALS

Being living embodiments of elemental earth, Earth Elementals are comprised of dirt and rock. Sometimes, said elementals are conjured in areas where one mineral is predominant over another, and being animated out of certain minerals leads to characteristics that would differ from a standard dirt-and-rock elemental.

This article includes the template to apply to an earth elemental conjured from an area rich in gold deposits.

Creating a Golden Earth Elemental

"Golden Earth elemental" is a template that can be added to any elemental with the "earth" subtype (referred to hereafter as the "base creature"). It uses all of the base creature's statistics and special abilities except as noted here.

Speed: As the base creature -5 feet, to a minimum of 20 feet. If the creature has a fly speed, its fly speed drops by 10 feet and its maneuverability class worsens by one.

AC: As the base creature, except a golden earth elemental's natural armor class worsens by 2 points, as gold is a soft, malleable metal.

Attacks: Same as the base creature.

Special Attacks: A thermic retains all of the special attacks of the base creature and also gains the following attacks:

Slug (Ex): While earth elementals are slow and ponderous creatures, ones made of gold are even more so. However, being made of such a heavy material, the elemental knows how to use momentum to its advantage. Whenever a golden earth elemental uses the power attack feat, it adds double the penalty taken to damage.

Special Qualities: While not hard, gold is a soft, malleable metal. A golden earth elemental increases its damage reduction by 5 points.

Saves: Same as the base creature.

Abilities: A golden earth elemental adjusts its ability scores as follows: +2 Str, -2 Dex, +2 Con.

Climate/Terrain: Any land and underground

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1

Treasure: When a golden earth elemental is defeated, the earth and ore it animated collapses to the floor. A golden earth elemental will leave 1d8 pounds of gold ore per hit dice.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Sample Golden Earth Elemental

This example uses a Large earth elemental as the base creature.

Golden Large Earth Elemental

Large Elemental [Earth]

Hit Dice: 8d8+40 (76 hp)

Initiative: -2 (Dex)

Speed: 25 ft.

AC: 18 (-1 size, -2 Dex, +10 natural)

Attacks: Slam +13/+8 melee

Damage: Slam 2d8+12

Face/Reach: 5 ft. by 5ft./10 ft.

Special Attacks: Earth mastery, push, slug

Special Qualities: Elemental, DR 10/-

Saves: Fort +11, Reflex +0, Will +2.

Abilities: Str 27, Dex 6, Con 21, Int 6, Wis 11, Cha 11.

Skills: Listen +6, Spot +5

Feats: Cleave, Power Attack

Challenge Rating: 6

Alignment: Neutral