

Appendix Three: Pets and Warders

Animation

Description

The enchanters of Norrath can call on animated weapons and shields to defend them. Although not as powerful as the companions of magicians or necromancers, these animations protect their summoners loyally.

Animations look like a weapon and shield floating as if carried by a human-sized creature. They move about slowly and are incapable of real thought. Unlike other summoned creatures, however, animations are not really capable of following even the simplest of commands. They merely serve as a shield for their summoner, attacking directly anything that assaults the summoner.

Lower-level animations are made of poor-quality iron, but as the caster becomes more powerful, he can summon weapons of better grade steel that attack with greater force and speed. Destroying an animation requires destroying its weapon and shield, so these items cannot be retrieved afterward.

Combat

Animations mindlessly assault whatever enemy first attacks their summoner and cannot be commanded to perform other tasks or even to stop their attacks. In combat, the animation is constantly considered to be readying its action and begins attacking on the initiative count immediately following the count on which an opponent attacks its summoner. That count then becomes the animation's initiative as it relentlessly pursues that opponent until the opponent is incapacitated. Once its target is incapacitated, the animation will begin to pursue any other creature that most recently attacked its summoner. If no such new opponent is available, the animation returns to its summoner's side.

An animation is capable of targeting only opponents that its summoner can see. Once the animation targets an attacker, however, it will pursue opponents as quickly as possible, even out of its summoner's line of sight. If the target turns invisible or leaves the animation's line of sight, then the animation will turn to another attacker or return to its master's side as described above.

Animations circle very closely to their summoner and typically provide a cover bonus against ranged attacks (see "Cover" and Table 12-3 in Chapter 12 or the *EverQuest: Player's Handbook*).

Construct: Impervious to critical hits, subdual damage, energy drain, stunning, and death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-affecting nature.

Hardness (Ex): The material of an animation's weaponry and shield can resist damage. Whenever the animation takes damage, subtract its hardness rating from the damage dealt by each attack. Only the remainder is deducted from the animation's hit points.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the animation is considered a magic weapon of the enchantment value listed. This ability, however, grants no actual bonus to the animation's attack or damage rolls. For example, an animation with magic attack +2 is treated as a +2 magic weapon for the purpose of overcoming an opponent's damage reduction, but the animation does not receive a +2 bonus to attack or damage.

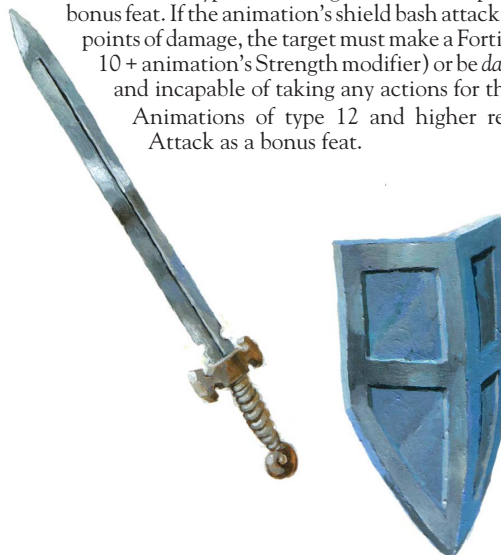
Feats: Although mindless, the magically animated sword and shield fight as fluidly as trained fighters with combat feats.

An animation of type 7 or above receives Dual Wield as a bonus feat. It can wield a second weapon in lieu of its shield if its summoner gives it a second weapon (adjust Armor Class and attacks accordingly). The animation's hardness continues to be determined by the quality of its primary weapon, no matter which secondary weapon it is given. Its primary weapon can never be changed, as it is integral to the animation itself.

Animations of type 8 and higher receive Bash as a bonus feat.

Animations of type 10 and higher receive Improved Bash as a bonus feat. If the animation's shield bash attack does 8 or more points of damage, the target must make a Fortitude save (DC 10 + animation's Strength modifier) or be *dazed* for 1 round and incapable of taking any actions for that round.

Animations of type 12 and higher receive Double Attack as a bonus feat.



Animation

	Pendril's Animation (Type 1) Small Construct	Juli's Animation (Type 2) Small Construct	Mircyl's Animation (Type 3) Medium-Size Construct
	Hit Dice: 1d10 (5 hp)	2d10 (11 hp)	4d10 (22 hp)
	Initiative: +1 (Dex)	+1 (Dex)	+0
	Speed: 20 ft.	20 ft.	20 ft.
	AC: 13 (+1 size, +1 Dex, +1 small shield)	13 (+1 size, +1 Dex, +1 small shield)	12 (+2 large shield)
	Attacks: Short sword +1 melee	Short sword +3 melee	Longsword +4 melee
	Damage: Short sword 1d6	Short sword 1d6+1	Longsword 1d8+1
	Face/Reach: 5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
	Special Attacks: None	Magic attack +1	Magic attack +1
	Special Qualities: Construct, hardness 5	Construct, hardness 6	Construct, hardness 7
	Saves: Fort +0, Ref +1, Will -5	Fort +0, Ref +1, Will -5	Fort +1, Ref +1, Will -4
	Abilities: Str 10, Dex 13, Con -, Int -, Wis 1, Cha 1	Str 12, Dex 12, Con -, Int -, Wis 1, Cha 1	Str 13, Dex 10, Con -, Int -, Wis 1, Cha 1
	Climate/Terrain: Any	Any	Any
	Organization: Solitary	Solitary	Solitary
	Kilan's Animation (Type 4) Medium-Size Construct	Shalee's Animation (Type 5) Medium-Size Construct	Sisna's Animation (Type 6) Medium-Size Construct
	Hit Dice: 5d10 (27 hp)	7d10 (38 hp)	9d10 (49 hp)
	Initiative: +0	+0	+0
	Speed: 20 ft.	20 ft.	20 ft.
	AC: 12 (+2 large shield)	12 (+2 large shield)	12 (+2 large shield)
	Attacks: Longsword +5 melee	Longsword +7 melee	Longsword +9/+4 melee
	Damage: Longsword 1d8+2	Longsword 1d8+2	Longsword 1d8+3
	Face/Reach: 5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
	Special Attacks: Magic attack +1	Magic attack +2	Magic attack +2
	Special Qualities: Construct, hardness 7	Construct, hardness 8	Construct, hardness 8
	Saves: Fort +1, Ref +1, Will -4	Fort +2, Ref +2, Will -3	Fort +3, Ref +3, Will -2
	Abilities: Str 14, Dex 10, Con -, Int -, Wis 1, Cha 1	Str 15, Dex 10, Con -, Int -, Wis 1, Cha 1	Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1
	Climate/Terrain: Any	Any	Any
	Organization: Solitary	Solitary	Solitary
	Sagar's Animation (Type 7) Medium-Size Construct	Uleen's Animation (Type 8) Medium-Size Construct	Boltran's Animation (Type 9) Medium-Size Construct
	Hit Dice: 11d10 (60 hp)	12d10 (66 hp)	13d10 (71 hp)
	Initiative: +0	+0	+0
	Speed: 20 ft.	20 ft.	20 ft.
	AC: 12 (+2 large shield)	12 (+2 large shield)	12 (+2 large shield)
	Attacks: Longsword +11/+6 melee	Longsword +13/+8 melee; or longsword +11/+6 and bash +11 melee	Longsword +14/+9 melee; or longsword +12/+7 and bash +12 melee
	Damage: Longsword 1d8+3	Longsword 1d8+4; bash 1d4+2	Longsword 1d8+5; bash 1d4+2
	Face/Reach: 5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
	Special Attacks: Magic attack +2	Magic attack +3	Magic attack +3
	Special Qualities: Construct, hardness 9	Construct, hardness 10	Construct, hardness 10
	Saves: Fort +3, Ref +3, Will -2	Fort +4, Ref +4, Will -1	Fort +4, Ref +4, Will -1
	Abilities: Str 17, Dex 10, Con -, Int -, Wis 1, Cha 1	Str 18, Dex 10, Con -, Int -, Wis 1, Cha 1	Str 20, Dex 10, Con -, Int -, Wis 1, Cha 1
	Feats: Dual Wield	Bash, Dual Wield	Bash, Dual Wield
	Climate/Terrain: Any	Any	Any
	Sisna's Animation (Type 6) Medium-Size Construct	Sisna's Animation (Type 6) Medium-Size Construct	Sisna's Animation (Type 6) Medium-Size Construct
	Hit Dice: 9d10 (49 hp)	9d10 (49 hp)	9d10 (49 hp)
	Initiative: +0	+0	+0
	Speed: 20 ft.	20 ft.	20 ft.
	AC: 12 (+2 large shield)	12 (+2 large shield)	12 (+2 large shield)
	Attacks: Longsword +9/+4 melee	Longsword +7 melee	Longsword +9/+4 melee
	Damage: Longsword 1d8+3	Longsword 1d8+2	Longsword 1d8+3
	Face/Reach: 5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
	Special Attacks: Magic attack +2	Magic attack +2	Magic attack +2
	Special Qualities: Construct, hardness 8	Construct, hardness 8	Construct, hardness 8
	Saves: Fort +3, Ref +3, Will -2	Fort +2, Ref +2, Will -3	Fort +3, Ref +3, Will -2
	Abilities: Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1	Str 15, Dex 10, Con -, Int -, Wis 1, Cha 1	Str 16, Dex 10, Con -, Int -, Wis 1, Cha 1
	Climate/Terrain: Any	Any	Any
	Organization: Solitary	Solitary	Solitary

Animation

	Aanya's Animation (Type 10) Medium-Size Construct Hit Dice: 14d10 (77 hp) Initiative: +0 Speed: 20 ft. AC: 12 (+2 large shield) Attacks: Longsword +16/+11 melee; or longsword +14/+9 melee and bash +14 melee Damage: Longsword 1d8+6; bash 1d6+3 and <i>daze</i> Face/Reach: 5 ft. by 5 ft. / 5 ft. Special Attacks: Magic attack +4 Special Qualities: Construct, hardness 11 Saves: Fort +4, Ref +4, Will -1 Abilities: Str 22, Dex 10, Con -, Int -, Wis 1, Cha 1 Feats: Bash, Dual Wield, Improved Bash Climate/Terrain: Any Organization: Solitary Challenge Rating: 7 Treasure: None Alignment: Always neutral Advancement Range: None Faction: None	Yegoreff's Animation (Type 11) Medium-Size Construct Hit Dice: 16d10 (88 hp) Initiative: +0 Speed: 20 ft. AC: 12 (+2 large shield) Attacks: Longsword +19/+14/+9 melee; or longsword +17/+12/+7 and bash +17 melee Damage: Longsword 1d8+7; bash 1d6+3 and <i>daze</i> Face/Reach: 5 ft. by 5 ft. / 5 ft. Special Attacks: Magic attack +4 Special Qualities: Construct, hardness 12 Saves: Fort +5, Ref +5, Will +0 Abilities: Str 24, Dex 10, Con -, Int -, Wis 1, Cha 1 Feats: Bash, Dual Wield, Improved Bash Climate/Terrain: Any Organization: Solitary Challenge Rating: 8 Treasure: None Alignment: Always neutral Advancement Range: None Faction: None	Kintaz's Animation (Type 12) Medium-Size Construct Hit Dice: 18d10 (99 hp) Initiative: +0 Speed: 20 ft. AC: 12 (+2 large shield) Attacks: Longsword +21/+17/+13/+9 melee; or longsword +19/+15/+11/+7 melee and bash +19 melee Damage: Longsword 1d8+8; bash 1d6+4 and <i>daze</i> Face/Reach: 5 ft. by 5 ft. / 5 ft. Special Attacks: Magic attack +5 Special Qualities: Construct, hardness 13 Saves: Fort +6, Ref +6, Will +1 Abilities: Str 26, Dex 10, Con -, Int -, Wis 1, Cha 1 Feats: Bash, Double Attack, Dual Wield, Improved Bash Climate/Terrain: Any Organization: Solitary Challenge Rating: 9 Treasure: None Alignment: Always neutral Advancement Range: None Faction: None
	Zumai's Animation (Type 13) Medium-Size Construct Hit Dice: 20d10 (110 hp) Initiative: +0 Speed: 20 ft. AC: 12 (+2 large shield) Attacks: Longsword +24/+20/+16/+12 melee; or longsword +22/+18/+14/+10 melee and bash +22 melee Damage: Longsword 1d8+9; bash 1d6+4 and <i>daze</i> Face/Reach: 5 ft. by 5 ft. / 5 ft. Special Attacks: Magic attack +5 Special Qualities: Construct, hardness 15 Saves: Fort +6, Ref +6, Will +1 Abilities: Str 28, Dex 10, Con -, Int -, Wis 1, Cha 1 Feats: Bash, Double Attack, Dual Wield, Improved Bash Climate/Terrain: Any Organization: Solitary Challenge Rating: 10 Treasure: None Alignment: Always neutral Advancement Range: None Faction: None		

Elementals

Description

Elementals embody the four elements that underlie creation: air, earth, fire and water. They are usually conjured into being by magicians and made to serve as manservants and bodyguards, but “wild” elementals do roam the world, often wreaking havoc whenever their paths crosses boats, towns, or travelers.

Combat

An elemental's combat style mimics the element of which it is composed. For example, earth elementals are slow and powerful and can withstand tremendous punishment before being destroyed, while fire elementals are fast and ephemeral.

In the *EverQuest: Role-Playing Game*, elementals do not wield weapons, as they rely solely on their elemental forms to slam opponents in melee. They do not cast spells, although several elementals have process effects that may discharge with their normal melee attacks.

All elementals share the following traits:

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

Feats: As shown in their statistics below, “pure” elementals (those of air, earth, fire, or water) gain a number of bonus feats as they become more powerful.

Fast Recovery (Ex): Elementals recover a number of hit points equal to their HD for each hour of rest or light activity. Engaging in combat or other strenuous activity during any hour prevents the elemental from recovering hit points for that hour. Fast recovery also restores points of subdual damage simultaneously at the same rate as real damage. Thus, an 8 HD elemental would heal 8 points of real damage and 8 points of subdual damage each hour.

Table A-1: Elemental Summoning Spells

Spell	Elemental Type
<i>Elementalkin</i>	1
<i>Elementaling</i>	2
<i>Elemental</i>	3
<i>Minor Summoning</i>	4
<i>Lesser Summoning</i>	5
<i>Summoning</i>	6
<i>Greater Summoning</i>	7
<i>Minor Conjunction</i>	8
<i>Lesser Conjunction</i>	9
<i>Conjunction</i>	10
<i>Greater Conjunction</i>	11
<i>Vocate</i>	12
<i>Greater Vocation</i>	13

Elemental, Air

Description

Air elementals are the essence of wind: unpredictable and powerful. They resemble elven humanoids from the waist up and trail away into a swirling cloud below the waist.

An air elemental does not have much staying power in combat, but it provides valuable aid to its summoner with its speed, stealth, and stunning blasts. The air elemental's ability to become invisible has led some would-be assassins to rue their choice to assault a mage who did not seem to have an elemental guardian around. All elementals have ultravision.

Although usually encountered at the behest of a magician, air elementals of various sizes do wander about the surface of Norrath (and even of its moon). A “wild” air elemental is a dangerously unpredictable thing and often hostile.

Combat

Air elementals are very fast; they often engage an enemy before the enemy can close with the elemental's summoner. Air elementals will normally become invisible unless their summoner commands them otherwise.

Stun (Su): The slam attacks of air elementals can process a *stunning* effect (Proc DC 23) that will stun a target for 1 round unless the target succeeds at a Fortitude saving throw (DC 10 + 1/2 air elemental's HD + air elemental's Constitution modifier). Stunned victims can take no actions and opponents receive a +2 attack bonus to hit stunned targets. Note that no matter how many *stun* or *daze* effects (from the air elemental's Improved Slam feat) a victim is under, the victim is stunned for only 1 round: the durations of multiple stuns or Improved Slam dazes delivered in the same round are not cumulative.

Air Elemental Strike (Su): Once per round as an attack action, an air elemental type of 12 or above can unleash a blast of air that buffets and possibly stuns an opponent. The effect has a range of 60 feet, and the elemental must have a clear line of effect to the target. The strike deals 4d10 points of damage and stuns the victim for 1 round; a successful Fortitude save (DC 10 + 1/2 air elemental's HD + air elemental's Constitution modifier) reduces the damage by half and negates the stun effect. The air strike will also extinguish torches or other small, unprotected flames in its



line of effect and may have other effects depending on the situation, such as blowing over small sailboats, causing a blinding spray of sand from a desert dune, and so forth.

Invisibility (Su): The air elemental can become invisible at will, as a standard action. This ability is otherwise identical to the *invisibility* spell, and the air elemental becomes visible if it attacks or uses a supernatural ability.

Cold Immunity (Ex): Air elementals are immune to cold damage.

Quick (Ex): Air elementals' natural slam attacks are treated as quick weapons (delay 4).

Skills: All air elementals receive a +4 racial bonus to Hide checks.

Feats: All air elementals receive Dodge, Improved Initiative, and Weapon Finesse (slam) as bonus feats. In addition, air elementals of type 9 and higher receive Double Attack as a bonus feat, and those of type 10 and higher receive Riposte as an additional bonus feat.

Elemental, Air

	Elementalkin, Air (Type 1) Small Elemental (Air)
Hit Dice:	2d8 (9 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)
AC:	17 (+1 size, +3 Dex, +3 natural)
Attacks:	Slam +5 melee
Damage:	Slam 1d4 plus stun proc
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Stun
Special Qualities:	Elemental, fast recovery, invisibility, cold immunity, quick
Saves:	Fort +0, Ref +6, Will +0
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11
Skills:	Hide +11, Listen +4, Spot +4, Taunt +2
Feats:	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	3 HD (Small)
Faction:	None

	Elementaling, Air (Type 2) Small Elemental (Air)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)
AC:	18 (+1 size, +4 Dex, +3 natural)
Attacks:	Slam +8 melee
Damage:	Slam 1d4 plus stun proc
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Stun
Special Qualities:	Elemental, fast recovery, invisibility, cold immunity, quick
Saves:	Fort +2, Ref +8, Will +1
Abilities:	Str 11, Dex 19, Con 12, Int 4, Wis 11, Cha 11
Skills:	Hide +12, Listen +6, Spot +6, Taunt +2
Feats:	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	5 HD (Small)
Faction:	None

	Elemental, Air (Type 3) Medium-Size Elemental (Air)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)
AC:	18 (+5 Dex, +3 natural)
Attacks:	Slam +9 melee
Damage:	Slam 1d6+1 plus stun proc
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Stun
Special Qualities:	Elemental, fast recovery, damage reduction 5/+1, invisibility, cold immunity, quick
Saves:	Fort +4, Ref +10, Will +2
Abilities:	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11
Skills:	Hide +9, Listen +6, Spot +6, Taunt +4
Feats:	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	7 HD (Medium-size)
Faction:	None

	Elemental, Air (Type 4) Medium-Size Elemental (Air)
Hit Dice:	8d8+16 (52 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)
AC:	20 (+6 Dex, +4 natural)
Attacks:	Slam +12/+8 melee
Damage:	Slam 1d6+3 plus stun proc
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Stun
Special Qualities:	Elemental, fast recovery, damage reduction 10/+2, invisibility, cold immunity, quick
Saves:	Fort +4, Ref +12, Will +2
Abilities:	Str 14, Dex 23, Con 14, Int 4, Wis 11, Cha 11
Skills:	Hide +10, Listen +7, Spot +7, Taunt +4
Feats:	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	None
Faction:	None

	Elemental, Air (Type 5) Large Elemental (Air)
Hit Dice:	9d8+27 (67 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)
AC:	21 (-1 size, +7 Dex, +5 natural)
Attacks:	Slam +12/+8 melee
Damage:	Slam 1d8+4 plus stun proc
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Stun
Special Qualities:	Elemental, fast recovery, damage reduction 10/+2, invisibility, cold immunity, quick
Saves:	Fort +6, Ref +13, Will +3
Abilities:	Str 16, Dex 25, Con 16, Int 5, Wis 11, Cha 11
Skills:	Hide +7, Listen +8, Spot +8, Taunt +4
Feats:	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	10 HD (Large)
Faction:	None

	Elemental, Air (Type 6) Large Elemental (Air)
Hit Dice:	11d8+33 (82 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)
AC:	22 (-1 size, +8 Dex, +5 natural)
Attacks:	Slam +15/+11 melee
Damage:	Slam 1d8+4 plus stun proc
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Stun
Special Qualities:	Elemental, fast recovery, damage reduction 10/+2, invisibility, cold immunity, quick
Saves:	Fort +6, Ref +15, Will +3
Abilities:	Str 16, Dex 27, Con 16, Int 5, Wis 11, Cha 11
Skills:	Hide +4, Listen +8, Spot +8, Taunt +6
Feats:	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	None
Faction:	None

Elemental, Air

	Elemental, Air (Type 7) Large Elemental (Air) Hit Dice: 12d8+36 (90 hp) Initiative: +12 (+8 Dex, +4 Improved Initiative) Speed: Fly 100 ft. (perfect) AC: 22 (–1 size, +8 Dex, +5 natural) Attacks: Slam +16/+12/+8 melee Damage: Slam 1d10+6 plus stun proc Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Stun Special Qualities: Elemental, fast recovery, damage reduction 15/+2, invisibility, cold immunity, quick Fort +7, Ref +16, Will +4 Saves: Str 18, Dex 27, Con 16, Int 5, Wis 11, Cha 11 Abilities: Hide +8, Listen +10, Spot +10, Taunt +6 Skills: Dodge, Improved Initiative, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 7 Treasure: None Alignment: Usually neutral Advancement Range: 13 HD (Large) Faction: None	Elemental, Air (Type 8) Large Elemental (Air) Hit Dice: 14d8+42 (105 hp) Initiative: +12 (+8 Dex, +4 Improved Initiative) Speed: Fly 100 ft. (perfect) AC: 23 (–1 size, +8 Dex, +6 natural) Attacks: Slam +17/+13/+9 melee Damage: Slam 1d10+6 and stun proc Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Stun Special Qualities: Elemental, fast recovery, damage reduction 15/+2, invisibility, cold immunity, quick Fort +7, Ref +17, Will +4 Saves: Str 18, Dex 27, Con 16, Int 6, Wis 11, Cha 11 Abilities: Hide +8, Listen +12, Spot +12, Taunt +8 Skills: Dodge, Improved Initiative, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 8 Treasure: None Alignment: Usually neutral Advancement Range: 15 HD (Large) Faction: None	Elemental, Air (Type 9) Large Elemental (Air) Hit Dice: 16d8+64 (136 hp) Initiative: +13 (+9 Dex, +4 Improved Initiative) Speed: Fly 100 ft. (perfect) AC: 24 (–1 size, +9 Dex, +6 natural) Attacks: Slam +20/+17/+14/+11 melee Damage: Slam 2d6+6 and daze plus stun proc Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Stun Special Qualities: Elemental, fast recovery, damage reduction 15/+3, invisibility, cold immunity, quick Fort +9, Ref +19, Will +5 Saves: Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11 Abilities: Hide +9, Listen +13, Spot +13, Taunt +10 Skills: Dodge, Double Attack, Improved Initiative, Improved Slam, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 9 Treasure: None Alignment: Usually neutral Advancement Range: 17 HD (Large) Faction: None
	Elemental, Air (Type 10) Huge Elemental (Air) Hit Dice: 18d8+72 (153 hp) Initiative: +13 (+9 Dex, +4 Improved Initiative) Speed: Fly 100 ft. (perfect) AC: 24 (–2 size, +9 Dex, +7 natural) Attacks: Slam +20/+17/+14/+11/+8 melee Damage: Slam 2d8+7 and daze plus stun proc Face/Reach: 10 ft. by 10 ft./15 ft. Special Attacks: Stun Special Qualities: Elemental, fast recovery, damage reduction 20/+3, invisibility, cold immunity, quick Fort +10, Ref +20, Will +7 Saves: Str 20, Dex 29, Con 18, Int 7, Wis 12, Cha 12 Abilities: Hide +5, Listen +13, Spot +13, Taunt +10 Skills: Dodge, Double Attack, Improved Initiative, Improved Slam, Riposte, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 10 Treasure: None Alignment: Usually neutral Advancement Range: 19–20 HD (Huge) Faction: None	Elemental, Air (Type 11) Huge Elemental (Air) Hit Dice: 21d8+84 (178 hp) Initiative: +14 (+10 Dex, +4 Improved Initiative) Speed: Fly 100 ft. (perfect) AC: 26 (–2 size, +10 Dex, +8 natural) Attacks: Slam +23/+20/+17/+14/+11 melee Damage: Slam 2d8+7 and daze plus stun proc Face/Reach: 10 ft. by 10 ft./15 ft. Special Attacks: Stun Special Qualities: Elemental, fast recovery, damage reduction 20/+4, invisibility, cold immunity, quick Fort +11, Ref +22, Will +8 Saves: Str 20, Dex 31, Con 18, Int 7, Wis 12, Cha 12 Abilities: Hide +6, Listen +15, Spot +15, Taunt +12 Skills: Dodge, Double Attack, Improved Initiative, Improved Slam, Riposte, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 10 Treasure: None Alignment: Usually neutral Advancement Range: 22–23 HD (Huge) Faction: None	Elemental, Air (Type 12) Huge Elemental (Air) Hit Dice: 24d8+96 (204 hp) Initiative: +15 (+11 Dex, +4 Improved Initiative) Speed: Fly 100 ft. (perfect) AC: 28 (–2 size, +11 Dex, +9 natural) Attacks: Slam +27/+24/+21/+18/+15 melee Damage: Slam 2d8+9 and daze plus stun proc Face/Reach: 10 ft. by 10 ft./15 ft. Special Attacks: Stun, air elemental strike Special Qualities: Elemental, fast recovery, damage reduction 20/+5, invisibility, cold immunity, quick Fort +12, Ref +25, Will +9 Saves: Str 22, Dex 33, Con 18, Int 7, Wis 12, Cha 12 Abilities: Hide +7, Listen +17, Spot +17, Taunt +14 Skills: Dodge, Double Attack, Improved Initiative, Improved Slam, Riposte, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 11 Treasure: None Alignment: Usually neutral Advancement Range: 25–26 HD (Huge) Faction: None
	Elemental, Air (Type 13) Huge Elemental (Air) Hit Dice: 27d8+135 (256 hp) Initiative: +16 (+12 Dex, +4 Improved Initiative) Speed: Fly 100 ft. (perfect) AC: 30 (–2 size, +12 Dex, +10 natural) Attacks: Slam +30/+27/+24/+21/+18 melee Damage: Slam 2d10+10 and daze plus stun proc Face/Reach: 10 ft. by 10 ft./15 ft. Special Attacks: Stun, air elemental strike Special Qualities: Elemental, fast recovery, damage reduction 25/+5, invisibility, cold immunity, quick Fort +14, Ref +27, Will +10 Saves: Str 24, Dex 35, Con 20, Int 7, Wis 12, Cha 12 Abilities:		

Skills:	Hide +8, Listen +19, Spot +19, Taunt +16
Feats:	Dodge, Double Attack, Improved Initiative, Improved Slam, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	28–29 HD (Huge)
Faction:	None

Elemental, Earth

Description

Earth elementals personify the patience and might of geological forces. They take the form of hulking, vaguely humanoid beings made of rock and studded with crystals and metallic spikes.

Earth elementals are the slowest of the elementals but are unsurpassed in sheer tenacity. They aid the summoner with powerful blows and durability in combat.

A “wild” earth elemental is not automatically hostile, but if annoyed it erupts into a rage worthy of an earthquake.

Combat

Earth elementals are exceedingly tough and strong, but they are also very slow. If an earth elemental manages to get its opponent rooted however, it can then hammer its foe into the dirt with its powerful fists of stone.

Earth elementals can pass their bodies through solid earth at their burrow movement rate. They do not actually burrow tunnels that other creatures might utilize, but this ability allows a summoner to command earth elementals to hide in the ground or cave walls. Wild earth elementals will pass through the ground or walk on the ground at the same rate, paying no heed to whether they must walk through mountains to get where they are going.

Root (Su): The slam attacks of earth elementals can process an immobilization effect (Proc DC 17). The victim must make a Reflex save (DC 10 + 1/2 the earth elemental's HD + earth elemental's Constitution modifier) to avoid the effect, or he is immobilized as per the *root* spell for 1d8 rounds.

Earth Elemental Strike (Su): Once per round as an attack action, an earth elemental of type 12 or above can engulf an opponent in

a wave of earth. This effect is similar to an *enstille* spell with a range of 100 feet and roots its target for 2d8 rounds and deals 10d6 points of blunt damage. A successful Reflex save (DC 10 + 1/2 earth elemental's HD + earth elemental's Constitution modifier) negates the root effect and reduces the damage by half.

Disease Immunity (Ex): Earth elementals are immune to disease damage.

Sluggish (Ex): All earth elementals are lumbering creatures. Their natural attacks are treated as slow weapons (delay 6).

Skills: Earth elementals receive a +4 racial bonus to Intimidate checks.

Feats: All earth elementals receive Power Attack as a bonus feat. Earth elementals of type 3 and above also receive Cleave as a bonus feat.

Earth elementals of type 6 and above also receive Sunder as a bonus feat.

Earth elementals of type 8 and above also receive Dual Wield as a bonus feat. When attacking with their primary slam attack, however, earth elementals with the Dual Wield feat still get 1/2 times their Strength bonus to damage, although they get only half the Strength bonus with their off-hand attacks, as usual.

Earth elementals of type 10 and above also receive Alertness as a bonus feat.

Earth elementals of type 12 and above also receive Improved Two-Weapon Fighting as a bonus feat.

Treasure: *Summoned earth elementals have no treasure.

Elemental, Earth

	Elementalkin, Earth (Type 1) Small Elemental (Earth)	Elementaling, Earth (Type 2) Small Elemental (Earth)	Elemental, Earth (Type 3) Medium-Size Elemental (Earth)
Hit Dice:	2d8+6 (15 hp)	4d8+16 (34 hp)	6d8+24 (51 hp)
Initiative:	–1 (Dex)	–1 (Dex)	–1 (Dex)
Speed:	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.
AC:	17 (+1 size, –1 Dex, +7 natural)	18 (+1 size, –1 Dex, +8 natural)	18 (–1 Dex, +7 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +10 melee
Damage:	Slam 1d6+4 plus root proc	Slam 1d8+6 plus root proc	Slam 1d10+9 plus root proc
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Root	Root	Root
Special Qualities:	Elemental, fast recovery, sluggish, disease immunity	Elemental, fast recovery, sluggish, disease immunity	Elemental, fast recovery, damage reduction 5/+1, sluggish, disease immunity
Saves:	Fort +6, Ref –1, Will +0	Fort +8, Ref +0, Will +1	Fort +9, Ref +1, Will +2
Abilities:	Str 17, Dex 8, Con 17, Int 4, Wis 11, Cha 11	Str 19, Dex 8, Con 19, Int 4, Wis 11, Cha 11	Str 23, Dex 8, Con 19, Int 4, Wis 11, Cha 11
Skills:	Intimidate +4, Listen +4, Spot +4, Taunt +2	Intimidate +4, Listen +5, Spot +5, Taunt +4	Intimidate +4, Listen +6, Spot +6, Taunt +4
Feats:	Power Attack	Power Attack	Cleave, Power Attack
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	4
Treasure:	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	3 HD (Small)	5 HD (Small)	7 HD (Medium-size)
Faction:	None	None	None

Elemental, Earth

	Elemental, Earth (Type 4) Medium-Size Elemental (Earth) Hit Dice: 8d8+48 (84 hp) Initiative: -1 (Dex) Speed: 20 ft., burrow 20 ft. AC: 18 (-1 Dex, +9 natural) Attacks: Slam +13 melee Damage: Slam 2d6+10 plus root proc Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Root Special Qualities: Elemental, fast recovery, damage reduction 10/+1, sluggish, disease immunity Saves: Fort +12, Ref +1, Will +2 Abilities: Str 25, Dex 8, Con 23, Int 4, Wis 11, Cha 11 Skills: Intimidate +7, Listen +6, Spot +6, Taunt +5 Feats: Cleave, Power Attack Climate/Terrain: Any Organization: Solitary Challenge Rating: 5 Treasure: No coins; 1/10 goods (gems only)*; no items Alignment: Usually neutral Advancement Range: None Faction: None	Elemental, Earth (Type 5) Large Elemental (Earth) Hit Dice: 9d8+54 (94 hp) Initiative: -1 (Dex) Speed: 20 ft., burrow 20 ft. AC: 19 (-1 size, -1 Dex, +11 natural) Attacks: Slam +13 melee Damage: Slam 2d8+12 plus root proc Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Root Special Qualities: Elemental, fast recovery, damage reduction 10/+1, sluggish, disease immunity Saves: Fort +12, Ref +2, Will +3 Abilities: Str 27, Dex 8, Con 23, Int 5, Wis 11, Cha 11 Skills: Intimidate +7, Listen +6, Spot +6, Taunt +5 Feats: Cleave, Power Attack Climate/Terrain: Any Organization: Solitary Challenge Rating: 5 Treasure: No coins; 1/10 goods (gems only)*; no items Alignment: Usually neutral Advancement Range: 10 HD (Large) Faction: None	Elemental, Earth (Type 6) Large Elemental (Earth) Hit Dice: 11d8+66 (115 hp) Initiative: -1 (Dex) Speed: 20 ft., burrow 20 ft. AC: 19 (-1 size, -1 Dex, +11 natural) Attacks: Slam +16/+10 melee Damage: Slam 2d8+13 plus root proc Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Root Special Qualities: Elemental, fast recovery, damage reduction 10/+2, sluggish, disease immunity Saves: Fort +13, Ref +2, Will +3 Abilities: Str 29, Dex 8, Con 23, Int 5, Wis 11, Cha 11 Skills: Intimidate +8, Listen +7, Spot +7, Taunt +6 Feats: Cleave, Power Attack, Sunder Climate/Terrain: Any Organization: Solitary Challenge Rating: 6 Treasure: No coins; 1/10 goods (gems only)*; no items Alignment: Usually neutral Advancement Range: None Faction: None
	Elemental, Earth (Type 7) Large Elemental (Earth) Hit Dice: 12d8+72 (126 hp) Initiative: -1 (Dex) Speed: 20 ft., burrow 20 ft. AC: 20 (-1 size, -1 Dex, +12 natural) Attacks: Slam +17/+11 melee Damage: Slam 2d10+13 plus root proc Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Root Special Qualities: Elemental, fast recovery, damage reduction 15/+2, sluggish, disease immunity Saves: Fort +14, Ref +3, Will +4 Abilities: Str 29, Dex 8, Con 23, Int 6, Wis 11, Cha 11 Skills: Intimidate +9, Listen +8, Spot +8, Taunt +7 Feats: Cleave, Power Attack, Sunder Climate/Terrain: Any Organization: Solitary Challenge Rating: 6 Treasure: No coins; 1/10 goods (gems only)*; no items Alignment: Usually neutral Advancement Range: 13 HD (Large) Faction: None	Elemental, Earth (Type 8) Large Elemental (Earth) Hit Dice: 14d8+98 (161 hp) Initiative: -1 (Dex) Speed: 20 ft., burrow 20 ft. AC: 20 (-1 size, -1 Dex, +12 natural) Attacks: Slam +18/+12 melee, off-hand slam +13 melee Damage: Slam 2d10+13 plus root proc, off-hand slam 2d10+4 plus root proc Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Root Special Qualities: Elemental, fast recovery, damage reduction 15/+2, sluggish, disease immunity Saves: Fort +16, Ref +3, Will +4 Abilities: Str 29, Dex 8, Con 25, Int 6, Wis 11, Cha 11 Skills: Intimidate +10, Listen +9, Spot +9, Taunt +8 Feats: Cleave, Dual Wield, Power Attack, Sunder Climate/Terrain: Any Organization: Solitary Challenge Rating: 7 Treasure: No coins; 1/10 goods (gems only)*; no items Alignment: Usually neutral Advancement Range: 15 HD (Large) Faction: None	Elemental, Earth (Type 9) Large Elemental (Earth) Hit Dice: 16d8+112 (184 hp) Initiative: -1 (Dex) Speed: 20 ft., burrow 20 ft. AC: 21 (-1 size, -1 Dex, +13 natural) Attacks: Slam +21/+15 melee, off-hand slam +16 melee Damage: Slam 2d10+15 plus root proc, off-hand slam 2d10+5 plus root proc Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Root Special Qualities: Elemental, fast recovery, damage reduction 15/+3, sluggish, disease immunity Saves: Fort +17, Ref +4, Will +5 Abilities: Str 31, Dex 8, Con 25, Int 6, Wis 11, Cha 11 Skills: Intimidate +11, Listen +10, Spot +10, Taunt +9 Feats: Cleave, Dual Wield, Power Attack, Sunder Climate/Terrain: Any Organization: Solitary Challenge Rating: 8 Treasure: No coins; 1/10 goods (gems only)*; no items Alignment: Usually neutral Advancement Range: 17-18 HD (Large) Faction: None

Elemental, Earth

	Elemental, Earth (Type 10) Huge Elemental (Earth)	Elemental, Earth (Type 11) Huge Elemental (Earth)	Elemental, Earth (Type 12) Huge Elemental (Earth)
Hit Dice:	19d8+133 (218 hp)	21d8+168 (262 hp)	24d8+192 (300 hp)
Initiative:	-1 (Dex)	-1 (Dex)	-1 (Dex)
Speed:	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.	20 ft., burrow 20 ft.
AC:	21 (-2 size, -1 Dex, +14 natural)	23 (-2 size, -1 Dex, +16 natural)	26 (-2 size, -1 Dex, +19 natural)
Attacks:	Slam +23/+17/+11 melee, off-hand slam +18 melee	Slam +24/+18/+12 melee, off-hand slam +19 melee	Slam +28/+22/+16 melee, off-hand slam +23/+18 melee
Damage:	Slam 3d8+16 plus root proc, off-hand slam 3d8+5 plus root proc	Slam 3d8+16 plus root proc, off-hand slam 3d8+5 plus root proc	Slam 4d6+18 plus root proc, off-hand slam 4d6+6 plus root proc
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Root	Root	Root, earth elemental strike
Special Qualities:	Elemental, fast recovery, damage reduction 20/+3, sluggish, disease immunity	Elemental, fast recovery, damage reduction 20/+4, sluggish, disease immunity	Elemental, fast recovery, damage reduction 20/+5, sluggish, disease immunity
Saves:	Fort +18, Ref +5, Will +7	Fort +20, Ref +6, Will +8	Fort +22, Ref +7, Will +9
Abilities:	Str 33, Dex 8, Con 25, Int 7, Wis 12, Cha 12	Str 33, Dex 8, Con 27, Int 7, Wis 12, Cha 12	Str 35, Dex 8, Con 27, Int 7, Wis 12, Cha 12
Skills:	Intimidate +11, Listen +10, Spot +10, Taunt +9	Intimidate +12, Listen +11, Spot +11, Taunt +10	Intimidate +15, Listen +12, Spot +12, Taunt +11
Feats:	Alertness, Cleave, Dual Wield, Power Attack, Sunder	Alertness, Cleave, Dual Wield, Power Attack, Sunder	Alertness, Cleave, Dual Wield, Improved Two-Weapon Fighting, Power Attack, Sunder
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	10	10	11
Treasure:	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items	No coins; 1/10 goods (gems only)*; no items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	20 HD (Huge)	22-23 HD (Huge)	25-26 HD (Huge)
Faction:	None	None	None

	Elemental, Earth (Type 13) Huge Elemental (Earth)
Hit Dice:	27d8+216 (337 hp)
Initiative:	-1 (Dex)
Speed:	20 ft., burrow 20 ft.
AC:	30 (-2 size, -1 Dex, +23 natural)
Attacks:	Slam +31/+25/+19/+13 melee, +26/+21 melee
Damage:	Slam 4d6+19 plus root proc, off-hand slam 4d6+6 plus root proc
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Root, earth elemental strike
Special Qualities:	Elemental, fast recovery, damage reduction 25/+5, sluggish, disease immunity
Saves:	Fort +23, Ref +8, Will +10
Abilities:	Str 37, Dex 8, Con 27, Int 7, Wis 12, Cha 12
Skills:	Intimidate +18, Listen +13, Spot +13, Taunt +12
Feats:	Alertness, Cleave, Dual Wield, Improved Two-Weapon Fighting, Power Attack, Sunder
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	12
Treasure:	No coins; 1/10 goods (gems only)*; no items
Alignment:	Usually neutral
Advancement Range:	28-29 HD (Huge)
Faction:	None

	Elemental, Earth (Tremblor) Large Elemental (Earth)
Hit Dice:	14d8+84 (147 hp)
Initiative:	+0
Speed:	40 ft., burrow 20 ft.
AC:	28 (-1 size, +19 natural)
Attacks:	Slam +24/+20/+16 melee, +19/+15 melee
Damage:	Slam 3d8+23 plus root proc, off-hand slam 3d8+9 plus root proc
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Trample 4d10+21, root
Special Qualities:	Elemental, fast recovery, damage reduction 15/+3, quick, untauntable, disease immunity
Saves:	Fort +15, Ref +4, Will +4
Abilities:	Str 39, Dex 11, Con 23, Int 4, Wis 10, Cha 10
Skills:	Listen +3, Spot +3, Taunt +10
Feats:	Dual Wield, Improved Critical (slam), Improved Two-Weapon Fighting, Power Attack, Riposte, Sunder, Weapon Focus (slam), Weapon Specialization (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	13-16 HD (Large); 17-32 HD (Huge)
Faction:	None

Tremblor

A tremblor is a powerful and fast but short-lived earth elemental, usually summoned to the defense of a magician through the use of the *rage of Zomm* spell.

As blazes are fanatic devotees of Solusek Ro, so tremblors are enthusiastic children of Brell Serilis, the Duke of Below. To a tremblor, the groaning of the earthquake is a birth pang, and reducing things to rubble makes them fit to be sculpted once again by the hands of Brell. Tremblors care for nothing but grinding down the enemy of their summoner, glad to return to clay once more after performing their service.

Combat

A tremblor is faster than other earth elementals and takes advantage of this unexpected ability to crush unprepared enemies. It charges into melee and flails with its granite fists or unhesitatingly tramples a weak opponent.

Tremblors cannot be commanded like other elementals. When summoning a tremblor, the magician must target one enemy within his line of sight and that enemy becomes the tremblor's sole target. The tremblor keeps attacking its enemy until it or its opponent is destroyed or until the summoner is killed or incapacitated, then crumbles away to dust.

Root (Su): The slam attacks of tremblors can process an immobilization effect (Proc DC 17). The victim must make a Reflex save (DC 22) to avoid the effect, or he is immobilized as per the root spell for 1d8 rounds.

Disease Immunity (Ex): Tremblors are immune to disease damage.

Trample (Ex): As a standard action, the tremblor can literally run over an opponent at least one size smaller than itself. The trample deals 4d10+21 points of blunt damage. Trampled opponents can either attempt attacks of opportunity at a -4 penalty or Reflex saves for half damage (DC 30).

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

Quick (Ex): A tremblor embodies the fury of earthquakes, and its battering attacks are like seismic shock waves. It attacks as though wielding a quick weapon (delay 4).

Untauntable (Ex): The tremblor pursues its target with frenzied dedication. It ignores uses of the Taunt skill that would divert it from its target.

Feats: A tremblor receives Dual Wield, Improved Critical (slam), Improved Two-Weapon Fighting, Power Attack, Riposte, Sunder, Weapon Focus (slam), and Weapon Specialization (slam) as bonus feats.

Elemental, Fire

Description

Fire elementals are flickering spirits that embody fire's destructiveness and transience. They look like dancing flames and have a vaguely childlike appearance.

A fire elemental aids its summoner with its flaming attacks and fiery shield. They are the least enduring of all elementals, but their fiery auras make them fearsome opponents.

A "wild" fire elemental is as uncontrollable and as threatening as a forest fire.

Combat

Fire elementals are quite quick, though not as fast as their air kin. A fire elemental typically rushes heedlessly into melee, enjoying destruction of every kind. Its fire aura makes it a less than appealing target to opponents, while its slam attacks bludgeon and burn its opponents.

Fire Aura (Su): Fire elementals are continually surrounded by a fierce heat that serves as a [fire] damage shield, burning any creature that strikes the elemental in melee. The amount of damage is listed with each elemental type: for example, fire aura (3) is a damage shield (3).

Inferno (Su): As an attack action, fire elementals of type 12 and above may blaze into an inferno that deals 10d6 points of fire damage in a 15-foot burst centered on the elemental. A Reflex save (DC 10 + 1/2 the fire elemental's HD + the fire elementals Constitution modifier) halves this damage.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Skills: Fire elementals receive a +2 racial bonus to Taunt checks.

Feats: All fire elementals receive Improved Initiative and Weapon Finesse (slam) as bonus feats.

Fire elementals of type 3 and above also receive Dodge as a bonus feat.

Fire elementals of type 6 and above also receive Mobility as a bonus feat.

Fire elementals of type 8 and above also receive Improved Dodge and Double Attack as bonus feats.

Fire elementals of type 10 and above also receive Riposte as a bonus feat.

Elemental, Fire

	Elementalkin, Fire (Type 1) Small Elemental (Fire)	Elementaling, Fire (Type 2) Small Elemental (Fire)	Elemental, Fire (Type 3) Medium-Size Elemental (Fire)
Hit Dice:	2d8+2 (11 hp)	4d8+4 (22 hp)	6d8+6 (33 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.	50 ft.
AC:	17 (+1 size, +3 Dex, +3 natural)	17 (+1 size, +3 Dex, +3 natural)	17 (+4 Dex, +3 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +8 melee
Damage:	Slam 1d4 plus 1d4 fire	Slam 1d4+1 plus 1d6 fire	Slam 1d6+3 plus 1d8 fire
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Elemental, fast recovery, fire subtype, fire aura (1)	Elemental, fast recovery, fire subtype, fire aura (2)	Elemental, fast recovery, fire subtype, damage reduction 5/+1, fire aura (2)
Saves:	Fort +1, Ref +6, Will +0	Fort +2, Ref +7, Will +1	Fort +3, Ref +9, Will +2
Abilities:	Str 10, Dex 17, Con 12, Int 4, Wis 11, Cha 11	Str 12, Dex 17, Con 12, Int 4, Wis 11, Cha 11	Str 14, Dex 19, Con 12, Int 4, Wis 11, Cha 11
Skills:	Listen +4, Spot +4, Taunt +4	Listen +5, Spot +5, Taunt +6	Listen +6, Spot +6, Taunt +6
Feats:	Improved Initiative, Weapon Finesse (slam)	Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	4
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement Range:	3 HD (Small)	5 HD (Small)	7 HD (Medium-size)
Faction:	None	None	None

Elemental, Fire

	Elemental, Fire (Type 4) Medium-Size Elemental (Fire) Hit Dice: 8d8+16 (52 hp) Initiative: +9 (+5 Dex, +4 Improved Initiative) Speed: 50 ft. AC: 18 (+5 Dex, +3 natural) Attacks: Slam +11/+6 melee Damage: Slam 1d8+3 plus 2d6 fire Face/Reach: 5 ft. by 5 ft./5 ft. Special Qualities: Elemental, fast recovery, fire subtype, damage reduction 10/+1, fire aura (3) Saves: Fort +4, Ref +11, Will +2 Abilities: Str 14, Dex 21, Con 14, Int 4, Wis 11, Cha 11 Skills: Listen +7, Spot +7, Taunt +8 Feats: Dodge, Improved Initiative, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 5 Treasure: None Alignment: Usually neutral Advancement Range: None Faction: None	Elemental, Fire (Type 5) Medium-Size Elemental (Fire) Hit Dice: 9d8+18 (58 hp) Initiative: +10 (+6 Dex, +4 Improved Initiative) Speed: 50 ft. AC: 20 (+6 Dex, +4 natural) Attacks: Slam +12/+7 melee Damage: Slam 1d10+4 plus 2d6 fire Face/Reach: 5 ft. by 5 ft./5 ft. Special Qualities: Elemental, fast recovery, fire subtype, damage reduction 10/+1, fire aura (4) Saves: Fort +4, Ref +13, Will +2 Abilities: Str 16, Dex 23, Con 14, Int 5, Wis 11, Cha 11 Skills: Listen +8, Spot +8, Taunt +10 Feats: Dodge, Improved Initiative, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 5 Treasure: None Alignment: Usually neutral Advancement Range: 10 HD (Medium-size) Faction: None	Elemental, Fire (Type 6) Large Elemental (Fire) Hit Dice: 11d8+22 (71 hp) Initiative: +11 (+7 Dex, +4 Improved Initiative) Speed: 50 ft. AC: 20 (-1 size, +7 Dex, +4 natural) Attacks: Slam +14/+9 melee Damage: Slam 2d6+4 plus 2d8 fire Face/Reach: 5 ft. by 5 ft./10 ft. Special Qualities: Elemental, fast recovery, fire subtype, damage reduction 10/+2, fire aura (4) Saves: Fort +5, Ref +14, Will +3 Abilities: Str 16, Dex 25, Con 14, Int 6, Wis 11, Cha 11 Skills: Listen +8, Spot +8, Taunt +10 Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 6 Treasure: None Alignment: Usually neutral Advancement Range: None Faction: None
	Elemental, Fire (Type 7) Large Elemental (Fire) Hit Dice: 12d8+24 (78 hp) Initiative: +11 (+7 Dex, +4 Improved Initiative) Speed: 50 ft. AC: 20 (-1 size, +7 Dex, +4 natural) Attacks: Slam +15/+10 melee Damage: Slam 2d8+4 plus 2d8 fire Face/Reach: 5 ft. by 5 ft./10 ft. Special Qualities: Elemental, fast recovery, fire subtype, damage reduction 10/+2, fire aura (5) Saves: Fort +6, Ref +15, Will +4 Abilities: Str 16, Dex 25, Con 14, Int 6, Wis 11, Cha 11 Skills: Listen +9, Spot +9, Taunt +10 Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 6 Treasure: None Alignment: Usually neutral Advancement Range: 13 HD (Large) Faction: None	Elemental, Fire (Type 8) Large Elemental (Fire) Hit Dice: 14d8+42 (105 hp) Initiative: +12 (+8 Dex, +4 Improved Initiative) Speed: 50 ft. AC: 21 (-1 size, +8 Dex, +4 natural) Attacks: Slam +17/+13/+9 melee Damage: Slam 2d8+4 plus 2d10 fire Face/Reach: 5 ft. by 5 ft./10 ft. Special Qualities: Elemental, fast recovery, fire subtype, damage reduction 15/+2, fire aura (5) Saves: Fort +7, Ref +17, Will +4 Abilities: Str 16, Dex 27, Con 16, Int 6, Wis 11, Cha 11 Skills: Listen +10, Spot +10, Taunt +12 Feats: Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 7 Treasure: None Alignment: Usually neutral Advancement Range: 15 HD (Large) Faction: None	Elemental, Fire (Type 9) Large Elemental (Fire) Hit Dice: 16d8+48 (120 hp) Initiative: +12 (+8 Dex, +4 Improved Initiative) Speed: 50 ft. AC: 22 (-1 size, +8 Dex, +5 natural) Attacks: Slam +19/+15/+11 melee Damage: Slam 2d8+6 plus 2d10 fire Face/Reach: 5 ft. by 5 ft./10 ft. Special Qualities: Elemental, fast recovery, fire subtype, damage reduction 15/+3, fire aura (6) Saves: Fort +8, Ref +18, Will +5 Abilities: Str 18, Dex 27, Con 16, Int 6, Wis 11, Cha 12 Skills: Listen +12, Spot +12, Taunt +13 Feats: Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Weapon Finesse (slam) Climate/Terrain: Any Organization: Solitary Challenge Rating: 8 Treasure: None Alignment: Usually neutral Advancement Range: 17 HD (Large) Faction: None

Elemental, Fire

	Elemental, Fire (Type 10) Huge Elemental (Fire)
Hit Dice:	18d8+54 (135 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	22 (–2 size, +8 Dex, +6 natural)
Attacks:	Slam +19/+15/+11/+7 melee
Damage:	Slam 2d8+6 plus 3d8 fire
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	None
Special Qualities:	Elemental, fast recovery, fire subtype, damage reduction 20/+3, fire aura (6)
Saves:	Fort +9, Ref +19, Will +5
Abilities:	Str 18, Dex 27, Con 16, Int 7, Wis 11, Cha 14
Skills:	Listen +12, Spot +12, Taunt +14
Feats:	Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	19–20 HD (Huge)
Faction:	None

	Elemental, Fire (Type 13) Huge Elemental (Fire)
Hit Dice:	27d8+135 (256 hp)
Initiative:	+16 (+12 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	30 (–2 size, +12 Dex, +10 natural)
Attacks:	Slam +30/+26/+22/+18/+14 melee
Damage:	Slam 2d8+9 plus 5d6 fire
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Inferno
Special Qualities:	Elemental, fast recovery, fire subtype, damage reduction 25/+5, fire aura (8)
Saves:	Fort +12, Ref +25, Will +8
Abilities:	Str 22, Dex 34, Con 20, Int 7, Wis 11, Cha 14
Skills:	Listen +18, Spot +18, Taunt +20
Feats:	Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	28–29 HD (Huge)
Faction:	None

Description

A blaze is a very aggressive but short-lived fire elemental, often summoned to the defense of a magician using the *Dyzil's deafening decoy* spell. A blaze looks like an average fire elemental; as soon as it springs into action, though, one cannot mistake it. Its flames dance in a hypnotic pattern that lures opponents in to confront the blaze like moths drawn to a flame.

Blazes are fanatically devoted to Solusek Ro, the Burning Prince. They believe that all existence comes from destruction and spend their brief time burning everything in sight. They have absolutely no regard for their own survival, considering it the highest form of worship literally to burn themselves out. They know that flame is eternal and that they will be born again soon enough.

	Elemental, Fire (Type 11) Huge Elemental (Fire)
Hit Dice:	21d8+84 (178 hp)
Initiative:	+13 (+9 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	24 (–2 size, +9 Dex, +7 natural)
Attacks:	Slam +22/+18/+14/+10 melee
Damage:	Slam 2d8+7 plus 3d8 fire
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	None
Special Qualities:	Elemental, fast recovery, fire subtype, damage reduction 20/+4, fire aura (7)
Saves:	Fort +11, Ref +21, Will +7
Abilities:	Str 20, Dex 29, Con 18, Int 7, Wis 11, Cha 14
Skills:	Listen +14, Spot +14, Taunt +16
Feats:	Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	22–23 HD (Huge)
Faction:	None

	Elemental, Fire (Type 12) Huge Elemental (Fire)
Hit Dice:	24d8+96 (204 hp)
Initiative:	+14 (+10 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	27 (–2 size, +10 Dex, +9 natural)
Attacks:	Slam +26/+22/+18/+14/+10 melee
Damage:	Slam 2d8+7 plus 4d6 fire
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Inferno
Special Qualities:	Elemental, fast recovery, fire subtype, damage reduction 20/+5, fire aura (7)
Saves:	Fort +12, Ref +24, Will +8
Abilities:	Str 20, Dex 31, Con 18, Int 7, Wis 11, Cha 14
Skills:	Listen +16, Spot +16, Taunt +18
Feats:	Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	25–26 HD (Huge)
Faction:	None

Elemental, Fire (Blaze)
Medium-Size Elemental (Fire)

Hit Dice:	20d8+20 (110 hp)
Initiative:	+15 (+11 Dex, +4 Improved Initiative)
Speed:	80 ft.
AC:	25 (+11 Dex, +4 natural)
Attacks:	Slam +26/+24/+22/+20/+18 melee
Damage:	Slam 2d6+7 plus 2d10 fire
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Elemental, fast recovery, fire subtype, damage reduction 15/+3, blazing speed, hypnotic taunt, fire aura (8)
Saves:	Fort +7, Ref +23, Will +6
Abilities:	Str 20, Dex 33, Con 12, Int 5, Wis 11, Cha 12
Skills:	Listen +14, Spot +14, Taunt +29
Feats:	Dodge, Double Attack, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	21–24 HD (Medium-size); 25–32 HD (Large)
Faction:	None

Combat

A blaze combines incredible speed with highly damaging fire attacks. Its hypnotic taunt ability draws opponents away from its summoner, providing a potentially life-saving distraction for the magician.

Fire Aura (Su): Blazes are surrounded by an aura of flame that acts as a [fire] damage shield (8).

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

Blazing Speed (Ex): A blaze lives fast and fights hard, attacking at incredible speed. Its slam attacks are treated as very quick weapons (delay 3), which become delay 2 due to its Double Attack feat.

Hypnotic Taunt (Ex): The fiery body of the blaze draws opponents to confront it. The blaze receives a +10 racial bonus to its Taunt skill and may use the skill to taunt one opponent as normal or to taunt all enemies within a 20-foot radius. If using the area taunt, make one Taunt check for the blaze, and the result is opposed individually by every enemy within 20 feet of the blaze. The blaze may be commanded to use the Taunt skill on only one opponent if its summoner desires or on all enemies in the area. It may not selectively taunt multiple opponents within the area.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Feats: A blaze receives Dodge, Double Attack, Improved Initiative, Mobility, Riposte, and Weapon Finesse (slam) as bonus feats.

Elemental, Water

Description

Water elementals rise from the deeps with the power of endless waves and shriek from the skies with the fury of a winter storm. They resemble merfolk but trail away into a swirl of spume below the waist.

A water elemental is a generalist. It aids its summoner with powerful blows, an icy touch, and rapid healing.

A "wild" water elemental is as fickle as the sea and possibly as dangerous.

Combat

Water elementals are quite tough and strong, next only to earth elementals in their durability and power. Water elementals are neither exceptionally slow nor exceptionally fast (on land, at

least), but flow into combat while pounding opponents with attacks that hit like crashing waves.

Icy Touch (Su): The slam attacks of water elementals can process a numbing cold (Proc DC 18) that deals twice the elemental's type value in cold damage. For example, a type 7 water elemental's icy touch deals $7 \times 2 = 14$ points of cold damage. The victim receives a Fortitude save (DC 10 + 1/2 the water elemental's HD + the water elemental's Constitution modifier) for half damage. As this is a proc effect, icy touch damage is not doubled on a critical hit.

Water Elemental Strike (Ex): Water elementals of type 12 or above can use their fluid form to slip effortlessly through an unsuspecting opponent's armor to strike critical areas. Whenever the water elemental is flanking an opponent or is attacking a flat-footed opponent, the opponent does not receive any armor bonuses to its Armor Class against the water elemental's attacks. If the water elemental's attacks hit, then it automatically scores a critical hit for double damage (no critical confirmation rolls required), unless the opponent is immune to critical hits.

Immunities (Ex): Water elementals are immune to acid and cold damage.

Feats: All water elementals receive Power Attack and Improved Healing as bonus feats.

Water elementals of type 3 and above also receive Dodge as a bonus feat.

Water elementals of type 6 and above also receive Mobility as a bonus feat.

Water elementals of type 8 and above also receive Double Attack as a bonus feat.

Water elementals of type 10 and above also receive Alertness as a bonus feat.

Water elementals of type 12 and above also receive Riposte as a bonus feat.

Elemental, Water

	Elementalkin, Water (Type 1)
	Small Elemental (Water)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	20 ft., swim 90 ft.
AC:	17 (+1 size, +6 natural)
Attacks:	Slam +4 melee
Damage:	Slam 1d6+3 and icy touch 2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Icy touch
Special Qualities:	Elemental, fast healing, fire resistance (5), immunities
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +5, Taunt +4
Feats:	Improved Healing, Power Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	3 HD (Small)
Faction:	None

	Elementaling, Water (Type 2)
	Small Elemental (Water)
Hit Dice:	4d8+8 (26 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., swim 90 ft.
AC:	19 (+1 size, +1 Dex, +7 natural)
Attacks:	Slam +7 melee
Damage:	Slam 1d6+4 and icy touch 4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Icy touch
Special Qualities:	Elemental, fast healing, fire resistance (5), immunities
Saves:	Fort +6, Ref +2, Will +1
Abilities:	Str 16, Dex 12, Con 15, Int 6, Wis 11, Cha 11
Skills:	Listen +6, Spot +6, Taunt +6
Feats:	Improved Healing, Power Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	5 HD (Small)
Faction:	None

	Elemental, Water (Type 3)
	Medium-Size Elemental (Water)
Hit Dice:	6d8+18 (45 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., swim 90 ft.
AC:	19 (+1 Dex, +8 natural)
Attacks:	Slam +8 melee
Damage:	Slam 1d8+6 and icy touch 6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Icy touch
Special Qualities:	Elemental, fast healing, fire resistance (5), immunities, damage reduction 5/+1
Saves:	Fort +8, Ref +3, Will +2
Abilities:	Str 18, Dex 13, Con 17, Int 6, Wis 11, Cha 11
Skills:	Listen +7, Spot +7, Taunt +6
Feats:	Dodge, Improved Healing, Power Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	7 HD (Medium-size)
Faction:	None

Elemental, Water

	Elemental, Water (Type 4) Medium-Size Elemental (Water) Hit Dice: 8d8+24 (60 hp) Initiative: +2 (Dex) Speed: 30 ft., swim 90 ft. AC: 20 (+2 Dex, +8 natural) Attacks: Slam +10/+5 melee Damage: Slam 2d6+6 and icy touch 8 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Icy touch Special Qualities: Elemental, fast healing, fire resistance 10, immunities, damage reduction 10/+1 Saves: Fort +9, Ref +4, Will +2 Abilities: Str 18, Dex 14, Con 17, Int 6, Wis 11, Cha 11 Skills: Listen +8, Spot +8, Taunt +8 Feats: Dodge, Improved Healing, Power Attack	Elemental, Water (Type 5) Large Elemental (Water) Hit Dice: 9d8+36 (76 hp) Initiative: +2 (Dex) Speed: 30 ft., swim 90 ft. AC: 20 (–1 size, +2 Dex, +9 natural) Attacks: Slam +10/+5 melee Damage: Slam 2d8+7 and icy touch 10 Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Icy touch Special Qualities: Elemental, fast healing, fire resistance 10, immunities, damage reduction 10/+1 Saves: Fort +10, Ref +5, Will +3 Abilities: Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11 Skills: Listen +9, Spot +9, Taunt +8 Feats: Dodge, Improved Healing, Power Attack	Elemental, Water (Type 6) Large Elemental (Water) Hit Dice: 11d8+44 (93 hp) Initiative: +2 (Dex) Speed: 30 ft., swim 90 ft. AC: 21 (–1 size, +3 Dex, +9 natural) Attacks: Slam +13/+8 melee Damage: Slam 2d8+9 and icy touch 12 Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Icy touch Special Qualities: Elemental, fast healing, fire resistance 10, immunities, damage reduction 10/+2 Saves: Fort +11, Ref +6, Will +3 Abilities: Str 22, Dex 16, Con 19, Int 6, Wis 11, Cha 11 Skills: Listen +10, Spot +10, Taunt +10 Feats: Dodge, Improved Healing, Mobility, Power Attack
	Climate/Terrain: Any Organization: Solitary Challenge Rating: 5 Treasure: None Alignment: Usually neutral Advancement Range: None Faction: None	Climate/Terrain: Any Organization: Solitary Challenge Rating: 5 Treasure: None Alignment: Usually neutral Advancement Range: 10 HD (Large) Faction: None	Climate/Terrain: Any Organization: Solitary Challenge Rating: 6 Treasure: None Alignment: Usually neutral Advancement Range: None Faction: None
	Elemental, Water (Type 7) Large Elemental (Water) Hit Dice: 12d8+48 (102 hp) Initiative: +2 (Dex) Speed: 30 ft., swim 90 ft. AC: 22 (–1 size, +3 Dex, +10 natural) Attacks: Slam +14/+9 melee Damage: Slam 2d10+9 and icy touch 14 Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Icy touch Special Qualities: Elemental, fast healing, fire resistance (15), immunities, damage reduction 10/+2 Saves: Fort +12, Ref +7, Will +4 Abilities: Str 22, Dex 16, Con 19, Int 6, Wis 11, Cha 11 Skills: Listen +11, Spot +11, Taunt +10 Feats: Dodge, Improved Healing, Mobility, Power Attack	Elemental, Water (Type 8) Large Elemental (Water) Hit Dice: 14d8+70 (133 hp) Initiative: +3 (Dex) Speed: 30 ft., swim 90 ft. AC: 22 (–1 size, +3 Dex, +10 natural) Attacks: Slam +15/+11/+7 melee Damage: Slam 3d8+9 and icy touch 16 Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Icy touch Special Qualities: Elemental, fast healing, fire resistance (20), immunities, damage reduction 15/+2 Saves: Fort +14, Ref +7, Will +4 Abilities: Str 22, Dex 16, Con 21, Int 6, Wis 11, Cha 11 Skills: Listen +12, Spot +12, Taunt +12 Feats: Dodge, Double Attack, Improved Healing, Mobility, Power Attack	Elemental, Water (Type 9) Large Elemental (Water) Hit Dice: 16d8+80 (152 hp) Initiative: +4 (Dex) Speed: 30 ft., swim 90 ft. AC: 24 (–1 size, +4 Dex, +11 natural) Attacks: Slam +18/+14/+10 melee Damage: Slam 3d8+10 and icy touch 18 Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Icy touch Special Qualities: Elemental, fast healing, fire resistance (20), immunities, damage reduction 15/+3 Saves: Fort +15, Ref +9, Will +5 Abilities: Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11 Skills: Listen +13, Spot +13, Taunt +14 Feats: Dodge, Double Attack, Improved Healing, Mobility, Power Attack
	Climate/Terrain: Any Organization: Solitary Challenge Rating: 6 Treasure: None Alignment: Usually neutral Advancement Range: 13 HD (Large) Faction: None	Climate/Terrain: Any Organization: Solitary Challenge Rating: 7 Treasure: None Alignment: Usually neutral Advancement Range: 15 HD (Large) Faction: None	Climate/Terrain: Any Organization: Solitary Challenge Rating: 8 Treasure: None Alignment: Usually neutral Advancement Range: 17 HD (Large) Faction: None

Elemental, Water

	Elemental, Water (Type 10) Huge Elemental (Water)
Hit Dice:	18d8+90 (171 hp)
Initiative:	+5 (Dex)
Speed:	30 ft., swim 90 ft.
AC:	24 (–2 size, +5 Dex, +11 natural)
Attacks:	Slam +18/+14/+10/+6 melee
Damage:	Slam 3d8+10 and icy touch 20
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Icy touch
Special Qualities:	Elemental, fast healing, fire resistance (20), immunities, damage reduction 20/+3
Saves:	Fort +16, Ref +11, Will +6
Abilities:	Str 24, Dex 20, Con 21, Int 7, Wis 12, Cha 11
Skills:	Listen +13, Spot +13, Taunt +14
Feats:	Alertness, Dodge, Double Attack, Improved Healing, Mobility, Power Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	19–20 HD (Huge)
Faction:	None

	Elemental, Water (Type 11) Huge Elemental (Water)
Hit Dice:	21d8+105 (199 hp)
Initiative:	+5 (Dex)
Speed:	30 ft., swim 90 ft.
AC:	25 (–2 size, +5 Dex, +12 natural)
Attacks:	Slam +21/+17/+13/+9 melee
Damage:	Slam 4d6+12 and icy touch 22
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Icy touch
Special Qualities:	Elemental, fast healing, fire resistance (25), immunities, damage reduction 20/+4
Saves:	Fort +17, Ref +12, Will +7
Abilities:	Str 26, Dex 20, Con 21, Int 7, Wis 12, Cha 11
Skills:	Listen +15, Spot +15, Taunt +16
Feats:	Alertness, Dodge, Double Attack, Improved Healing, Mobility, Power Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	22–23 HD (Huge)
Faction:	None

	Elemental, Water (Type 12) Huge Elemental (Water)
Hit Dice:	24d8+144 (252 hp)
Initiative:	+5 (Dex)
Speed:	30 ft., swim 90 ft.
AC:	26 (–2 size, +5 Dex, +13 natural)
Attacks:	Slam +25/+21/+17/+13/+9 melee
Damage:	Slam 4d6+13 and icy touch 24
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Water elemental strike, icy touch
Special Qualities:	Elemental, fast healing, fire resistance (30), immunities, damage reduction 20/+5
Saves:	Fort +20, Ref +13, Will +8
Abilities:	Str 28, Dex 20, Con 23, Int 7, Wis 12, Cha 11
Skills:	Listen +18, Spot +18, Taunt +16
Feats:	Alertness, Dodge, Double Attack, Improved Healing, Mobility, Power Attack, Riposte
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	25–27 HD (Huge)
Faction:	None

	Elemental, Water (Type 13) Huge Elemental (Water)
Hit Dice:	27d8+162 (283 hp)
Initiative:	+6 (Dex)
Speed:	30 ft., swim 90 ft.
AC:	28 (–2 size, +6 Dex, +14 natural)
Attacks:	Slam +28/+24/+20/+16/+12 melee
Damage:	Slam 4d6+15 and icy touch 26
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Water elemental strike, icy touch
Special Qualities:	Elemental, fast healing, fire resistance (40), immunities, damage reduction 25/+5
Saves:	Fort +21, Ref +15, Will +9
Abilities:	Str 30, Dex 22, Con 23, Int 7, Wis 12, Cha 11
Skills:	Listen +20, Spot +20, Taunt +18
Feats:	Alertness, Dodge, Double Attack, Improved Healing, Mobility, Power Attack, Riposte
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	28–29 HD (Huge)
Faction:	None

Familiar

Description

Norrath's more powerful wizards make pacts with creatures of alternate planes to assist them as familiars. A wizard's familiar is not wholly of this world: its true form resides on its plane of origin, while an incorporeal projection of its true self accompanies the summoner. It usually resembles an imp, with red skin, small horns on a bestial face, and leathery wings, but it is not necessarily an evil creature — its alignment matches that of the wizard — and it may come in other forms (GM's discretion).

A familiar is a valuable scout. Its greatest worth, though, lies in its ability to improve the summoner's chance of success when spellcasting. Many familiars also grant their masters heightened rates of mana recovery.

Combat

Being incorporeal, a familiar cannot be attacked by ordinary weapons. It has no attack of its own and cannot distract or taunt enemies. It can, however, be affected by spells that deal damage — though its incorporeal nature, good saves, and spell resistance make this difficult. A familiar tends to stick close by its master's side, but if damaging magic and other area effects threaten it, the familiar moves away from the dangerous area.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities; immune to all nonmagical attack forms; 50% chance to ignore any damage from a corporeal source (except for

force effects and attacks made with weapons that affect incorporeal beings); can pass through solid objects (but not force effects) at will; always moves silently (cannot be heard with Listen checks unless desired).

Convey Mastery (Su): A familiar grants its master a host of powers as detailed in the spell descriptions for summoning familiars in Chapter 10 of the *EverQuest: Player's Handbook*.



Familiar

Familiar, Minor (Type 1) Tiny Outsider (Incorporeal)

Hit Dice: 4d8 (18 hp)
Initiative: +3 (Dex)
Speed: 20 ft., fly 30 ft. (good)
AC: 17 (+2 size, +3 Dex, +2 deflection)
Attacks: None
Damage: None
Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks: None
Special Qualities: Incorporeal, convey mastery, ultravision, resistances (10), SR 18
Saves: Fort +6, Ref +9, Will +6
Abilities: Str —, Dex 17, Con 10, Int 10, Wis 15, Cha 14
Skills: Hide +18, Knowledge (mysticism) +4, Listen +11, Search +7, Spot +11
Feats: Alertness, Great Fortitude, Lightning Reflexes
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Same as master
Advancement Range: 5–7 HD (Tiny)
Faction: None

Familiar (Type 3) Small Outsider (Incorporeal)

Hit Dice: 12d8+12 (66 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 20 ft., fly 60 ft. (good)
AC: 18 (+1 size, +4 Dex, +3 deflection)
Attacks: None
Damage: None
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: None
Special Qualities: Incorporeal, convey mastery, ultravision, resistances (30), SR 28
Saves: Fort +11, Ref +14, Will +12
Abilities: Str —, Dex 19, Con 12, Int 13, Wis 15, Cha 16
Skills: Gather Information +6, Hide +23, Knowledge (mysticism) +16, Knowledge (planar travel) +16, Listen +19, Search +16, Sense Heading +17, Spot +19
Feats: Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Same as master
Advancement Range: 13–16 HD (Small)
Faction: None

Resistances (Ex): All familiars have resistance bonuses to all energy types: acid, cold, disease, electricity, fire, magic, poison, and sonic. The value of each familiar's resistance bonus to such attacks appears in the individual statistics, below.

Feats: All familiars gain Alertness as a bonus feat.

Familiar, Lesser (Type 2) Tiny Outsider (Incorporeal)

Hit Dice: 8d8 (36 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 20 ft., fly 30 ft. (good)
AC: 18 (+2 size, +4 Dex, +2 deflection)
Attacks: None
Damage: None
Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks: None
Special Qualities: Incorporeal, convey mastery, ultravision, resistances (20), SR 23
Saves: Fort +8, Ref +12, Will +8
Abilities: Str —, Dex 18, Con 11, Int 12, Wis 15, Cha 15
Skills: Hide +23, Knowledge (mysticism) +12, Knowledge (planar travel) +12, Listen +15, Search +12, Sense Heading +8, Spot +15
Feats: Alertness, Great Fortitude, Improved Initiative, Lightning Reflexes
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Same as master
Advancement Range: 9–11 HD (Tiny)
Faction: None

Familiar, Greater (Type 4) Small Outsider (Incorporeal)

Hit Dice: 18d8+18 (99 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 20 ft., fly 90 ft. (good)
AC: 20 (+1 size, +5 Dex, +4 deflection)
Attacks: None
Damage: None
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: None
Special Qualities: Incorporeal, convey mastery, ultravision, resistances (40), SR 33
Saves: Fort +14, Ref +18, Will +15
Abilities: Str —, Dex 20, Con 13, Int 14, Wis 15, Cha 18
Skills: Gather Information +25, Hide +30, Knowledge (geography) +14, Knowledge (mysticism) +23, Knowledge (planar travel) +23, Listen +25, Search +26, Sense Heading +23, Spot +25
Feats: Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Talent (Search)
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Same as master
Advancement Range: 19–21 HD (Small)
Faction: None

Necromantic Servants

Description

Necromancers and shadow knights wield the power to raise up the dead and force them into service. Even the most inexperienced necromancer learns to summon a skeletal companion to protect her. Unlike the common skeletons that roam the world, necromancers' companions have a spark of intelligence — not much, but enough to follow orders. They are formed with the stuff of magic and the essence of bone. A skeletal companion resembles any other skeleton, and only its unswerving devotion to its summoner distinguishes it.

Combat

Formed from various components, a skeletal companion is not strictly an animated corpse. It is vulnerable to magic that affects summoned creatures (a normal skeleton is not).

Skeletal companions take actions according to their master's commands. Thus, they do not attack indiscriminately, although they will move to defend their master if she is attacked. Once involved in combat, they fight in a straightforward fashion, slashing with claws if unarmed or swinging weapons if they have been armed with them. More powerful skeletal companions are capable of additional combat maneuvers, and the greatest of them even benefit from necromantic abilities of their own.

Skeletal companions are considered proficient with all simple and martial weapons and with shields. Although necromantic servants appear unarmed when conjured, statistics are provided for convenience of use as though they were armed with weapons suitable for their size, since powerful necromancers endeavor to acquire such equipment suitable for the progressively massive undead servants they can create (see "Table 7-4: Weapon Size and Damage" in the *EverQuest: Player's Handbook*).

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the skeletal companion is considered a magic weapon of the enchantment value listed. This ability, however, grants no actual bonus to the skeletal companion's attack or damage rolls. For example, a skeletal companion with magic attack +3 is treated as a +3 magic weapon for the purpose of overcoming an opponent's damage reduction, whether with claws or weapons, but it does not actually receive +3 to attacks or damage.

Lifedrain (Su): The attacks of type 11 and higher skeletal companions, whether they use claws or weapons, can process a vitality-draining power (Proc DC 18) that deals 1d6 points of temporary Constitution damage. The victim receives a Fortitude save (DC 10 + 1/2 the skeletal companion's HD) for half damage.

Backstab (Ex): Type 13 skeletal companions are formed from the spirits of dead rogues and thus can make backstab attacks if armed with a piercing weapon.

Flying Kick (Ex): The spirits of dead monks are called forth to animate type 14 skeletal companions, allowing them to make a flying kick attack. This attack requires the skeletal companion to move at least 10 feet and make a Jump check (DC 15). If successful, it may make a single attack that deals 10d6+14 points of damage if it hits. If the flying kick hits, the skeletal companion may also, as a free action, make a bull rush attack against the target with a +8 circumstance bonus on the bull rush check. This action does not provoke an attack of opportunity. The skeletal companion may not make any other attacks in the round it performs a flying kick.

Undead: Immune to poison, sleep, paralysis, stunning, death magic and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-affecting nature.

See Invisible (Su): A skeletal companion can continuously see invisible as the spell.

Immunities (Ex): Skeletal companions are immune to cold damage and take only half damage from slashing or piercing weapons.

Feats: Medium-size skeletal companions may have the Slam feat despite not meeting the Large size prerequisite.

Table A-2: Necromantic Servant Spells

Spell	Skeletal Companion Type
<i>Cavorting Bones</i>	1
<i>Leering Corpse</i>	2
<i>Bone Walk</i>	3
<i>Convoke Shadow</i>	4
<i>Restless Bones</i>	5
<i>Animate Dead</i>	6
<i>Haunting Corpse</i>	7
<i>Summon Dead</i>	8
<i>Invoke Shadow</i>	9
<i>Malignant Dead</i>	10
<i>Cackling Bones</i>	11
<i>Invoke Death</i>	12
<i>Minion of Shadows</i>	13
<i>Servant of Bones</i>	14
<i>Emissary of Thule</i>	Spectre



Skeletal Companion

	Skeletal Companion (Type 1) Small Undead Hit Dice: 1d12 (6 hp) Initiative: +1 (Dex) Speed: 30 ft. AC: 14 (+1 size, +1 Dex, +2 natural) Attacks: 2 claws +0 melee (or short sword +0 melee) Damage: Claw 1d3–1 (or short sword 1d6–1) Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: None Special Qualities: Undead, infravision, see invisible, immunities Saves: Fort +0, Ref +1, Will +1 Abilities: Str 9, Dex 13, Con –, Int 2, Wis 9, Cha 1 Skills: Listen +2, Spot +2 Climate/Terrain: Any Organization: Solitary Challenge Rating: 1/3 Treasure: None Alignment: Always neutral Advancement Range: None Faction: None	Skeletal Companion (Type 2) Small Undead Hit Dice: 2d12 (13 hp) Initiative: +1 (Dex) Speed: 30 ft. AC: 15 (+1 size, +1 Dex, +3 natural) Attacks: 2 claws +3 melee (or short sword +3 melee) Damage: Claw 1d3+1 (or short sword 1d6+1) Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: None Special Qualities: Undead, infravision, see invisible, immunities Saves: Fort +0, Ref +1, Will +2 Abilities: Str 13, Dex 13, Con –, Int 2, Wis 9, Cha 1 Skills: Listen +3, Spot +3 Climate/Terrain: Any Organization: Solitary Challenge Rating: 1 Treasure: None Alignment: Always neutral Advancement Range: 3 HD (Small) Faction: None	Skeletal Companion (Type 3) Medium-Size Undead Hit Dice: 4d12 (26 hp) Initiative: +0 Speed: 30 ft. AC: 14 (+4 natural) Attacks: 2 claws +3 melee (or longsword +3 melee) Damage: Claw 1d4+1 (or longsword 1d8+1) Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Magic attack +1 Special Qualities: Undead, infravision, see invisible, immunities Saves: Fort +1, Ref +1, Will +3 Abilities: Str 13, Dex 11, Con –, Int 2, Wis 9, Cha 1 Skills: Listen +4, Spot +4 Climate/Terrain: Any Organization: Solitary Challenge Rating: 2 Treasure: None Alignment: Always neutral Advancement Range: 5 HD (Medium-size) Faction: None
	Skeletal Companion (Type 4) Medium-Size Undead Hit Dice: 6d12 (39 hp) Initiative: +0 Speed: 30 ft. AC: 14 (+4 natural) Attacks: 2 claws +5 melee (or longsword +5 melee) Damage: Claw 1d4+2 (or longsword 1d8+2) Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Magic attack +1 Special Qualities: Undead, infravision, see invisible, damage reduction 5/+1, immunities Saves: Fort +2, Ref +2, Will +4 Abilities: Str 15, Dex 11, Con –, Int 3, Wis 9, Cha 1 Skills: Listen +5, Spot +5, Taunt +2 Feats: — Climate/Terrain: Any Organization: Solitary Challenge Rating: 3 Treasure: None Alignment: Always neutral Advancement Range: 7 HD (Medium-size) Faction: None	Skeletal Companion (Type 5) Medium-Size Undead Hit Dice: 8d12 (52 hp) Initiative: +0 Speed: 30 ft. AC: 15 (+5 natural) Attacks: 2 claws +6 melee (or longsword +6 melee) Damage: Claw 1d6+2 (or longsword 1d8+2) Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Magic attack +1 Special Qualities: Undead, infravision, see invisible, damage reduction 5/+1, immunities Saves: Fort +2, Ref +2, Will +5 Abilities: Str 15, Dex 11, Con –, Int 3, Wis 9, Cha 1 Skills: Listen +6, Spot +6, Taunt +4 Feats: — Climate/Terrain: Any Organization: Solitary Challenge Rating: 4 Treasure: None Alignment: Always neutral Advancement Range: 9 HD (Medium-size) Faction: None	Skeletal Companion (Type 6) Medium-Size Undead Hit Dice: 10d12 (65 hp) Initiative: +0 Speed: 30 ft. AC: 16 (+6 natural) Attacks: 2 claws +8 melee (or longsword +8 melee; or longsword +6 melee, slam +6 melee) Damage: Claw 1d6+3 (or longsword 1d8+3; slam 1d4+3) Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Magic attack +2 Special Qualities: Undead, infravision, see invisible, damage reduction 10/+1, SR 16, immunities Saves: Fort +3, Ref +3, Will +6 Abilities: Str 17, Dex 11, Con –, Int 4, Wis 9, Cha 1 Skills: Listen +7, Spot +7, Taunt +6 Feats: Slam Climate/Terrain: Any Organization: Solitary Challenge Rating: 5 Treasure: None Alignment: Always neutral Advancement Range: 11 HD (Medium-size) Faction: None

Skeletal Companion

	Skeletal Companion (Type 7) Large Undead	Skeletal Companion (Type 8) Large Undead	Skeletal Companion (Type 9) Large Undead
Hit Dice:	12d12 (78 hp)	14d12 (91 hp)	16d12 (104 hp)
Initiative:	-1 (Dex)	-1 (Dex)	+0
Speed:	30 ft.	30 ft.	30 ft.
AC:	14 (-1 size, -1 Dex, +6 natural)	15 (-1 size, -1 Dex, +7 natural)	17 (-1 size, +8 natural)
Attacks:	2 claws +9 melee (or Large longsword +9/+4 melee; or Large longsword +7/+2 melee, slam +7 melee)	2 claws +11 melee (or Large longsword +9/+4 melee, slam +9 melee)	2 claws +13 melee (or Large longsword +11/+6 melee, slam +11 melee)
Damage:	Claw 1d8+4 (or Large longsword 2d6+4; slam 1d6+4)	Claw 1d8+5 (or Large longsword 2d6+5; slam 1d6+5)	Claw 1d10+6 (or Large longsword 2d6+6; slam 1d8+6)
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Magic attack +2	Magic attack +3	Magic attack +3
Special Qualities:	Undead, infravision, see invisible, damage reduction 10/+1, SR 18, immunities	Undead, infravision, see invisible, damage reduction 10/+1, SR 20, immunities	Undead, infravision, see invisible, damage reduction 10/+1, SR 22, immunities
Saves:	Fort +4, Ref +3, Will +7	Fort +4, Ref +3, Will +10	Fort +5, Ref +4, Will +11
Abilities:	Str 19, Dex 9, Con -, Int 4, Wis 9, Cha 1	Str 20, Dex 9, Con -, Int 5, Wis 9, Cha 1	Str 22, Dex 10, Con -, Int 6, Wis 9, Cha 1
Skills:	Listen +9, Spot +9, Taunt +9	Listen +11, Spot +11, Taunt +12	Listen +12, Spot +12, Taunt +14
Feats:	Slam	Slam	Improved Slam, Slam
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	6	7	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	13 HD (Large)	15 HD (Large)	17 HD (Large)
Faction:	None	None	None

	Skeletal Companion (Type 10) Large Undead	Skeletal Companion (Type 11) Large Undead	Skeletal Companion (Type 12) Large Undead
Hit Dice:	18d12 (117 hp)	20d12 (130 hp)	22d12 (143 hp)
Initiative:	+0	+0	+0
Speed:	30 ft.	30 ft.	30 ft.
AC:	18 (-1 size, -1 Dex, +10 natural)	21 (-1 size, +12 natural)	23 (-1 size, +14 natural)
Attacks:	2 claws +15 melee (or Large longsword +13/+8 melee, slam +13 melee)	2 claws +17 melee (or Large longsword +15/+10 melee, slam +15 melee)	2 claws +19 melee (or Large longsword +17/+12/+7 melee, slam +17 melee)
Damage:	Claw 1d10+7 (or Large longsword 2d6+7; slam 1d10+7)	Claw 1d10+8 (or Large longsword 2d6+8; slam 1d10+8)	Claw 1d10+9 (or Large longsword 2d6+9; slam 2d6+9)
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Magic attack +4	Magic attack +4, lifedrain	Magic attack +4, lifedrain
Special Qualities:	Undead, infravision, see invisible, damage reduction 10/+2, SR 24, immunities	Undead, infravision, see invisible, damage reduction 10/+2, SR 26, immunities	Undead, infravision, see invisible, damage reduction 15/+2, SR 28, immunities
Saves:	Fort +6, Ref +6, Will +10	Fort +6, Ref +6, Will +11	Fort +7, Ref +7, Will +12
Abilities:	Str 24, Dex 10, Con -, Int 6, Wis 9, Cha 1	Str 26, Dex 10, Con -, Int 6, Wis 9, Cha 1	Str 28, Dex 11, Con -, Int 6, Wis 9, Cha 1
Skills:	Listen +12, Spot +12, Taunt +15	Listen +14, Spot +14, Taunt +15	Jump +10, Listen +14, Spot +14, Taunt +15
Feats:	Improved Slam, Slam	Improved Slam, Slam	Improved Slam, Power Attack, Slam
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	8	8	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	19 HD (Large)	21 HD (Large)	23 HD (Large)
Faction:	None	None	None

Skeletal Companion

Skeletal Companion (Type 13)

Huge Undead

Hit Dice: 24d12 (156 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 25 (–2 size, +1 Dex, +16 natural)
Attacks: 2 claws +20 melee (or Huge spear +18/+13/+8 melee, slam +18 melee)
Damage: Claw 2d6+10 (or Huge spear 2d6+10; slam 2d8+10)
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Magic attack +5, lifedrain, backstab +4d6
Special Qualities: Undead, infravision, see invisible, damage reduction 15/+3, SR 30, immunities
Saves: Fort +8, Ref +9, Will +13
Abilities: Str 30, Dex 12, Con –, Int 7, Wis 9, Cha 1
Skills: Jump +24, Listen +16, Spot +16, Taunt +18
Feats: Improved Slam, Improved Initiative, Power Attack, Slam
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement Range: 25–26 HD (Huge)
Faction: None

Skeletal Companion (Type 14)

Huge Undead

Hit Dice: 27d12 (156 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 27 (–2 size, +1 Dex, +18 natural)
Attacks: 2 claws +22 melee (or Large nunchaku +20/+16/+12/+8 melee, off-hand Large nunchaku +15 melee, slam +20 melee)
Damage: Claw 2d8+11 (or Large nunchaku 1d8+11; off-hand Large nunchaku 1d8+5; slam 2d8+11)
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Magic attack +5, lifedrain, flying kick
Special Qualities: Undead, infravision, see invisible, damage reduction 20/+3, SR 32, immunities
Saves: Fort +9, Ref +10, Will +14
Abilities: Str 32, Dex 13, Con –, Int 7, Wis 9, Cha 1
Skills: Jump +25, Listen +18, Spot +18, Taunt +20
Feats: Dual Wield, Improved Initiative, Improved Slam, Power Attack, Slam
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement Range: 28–30 HD (Huge)
Faction: None

Emissary of Thule (Spectre)

Large Undead

Hit Dice: 32d12 (208 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft., fly 30 ft. (good)
AC: 30 (–1 size, +3 Dex, +18 natural)
Attacks: Huge scythe +25/+20/+15/+10 melee
Damage: Huge scythe 2d6+15
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Undead, profane resistance +4, infravision, see invisible, damage reduction 20/+5, SR 35
Saves: Fort +10, Ref +13, Will +20
Abilities: Str 31, Dex 17, Con –, Int 14, Wis 15, Cha 14
Skills: Channeling +37, Listen +17, Sneak +18, Spot +17, Taunt +24
Feats: Cleave, Dodge, Double Attack, Great Cleave, Improved Initiative, Mobility, Parry, Power Attack, Spring Attack, Whirlwind Attack
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Always neutral evil
Advancement Range: None
Faction: None



Description

Necromancers of the highest order can conjure more dreadful undead servants. The emissary of Thule is no mere skeletal companion, but a full-fledged spectre — a herald of the god of Fear, summoned from the dead by a powerful necromantic ritual. A spectre resembles a large skeleton cloaked in tattered rags, its fleshless face shadowed by a hood. From within the hood's depths, red malevolent eyes gleam utter hatred for all that lives. A spectre wields a Huge bronze scythe with terrible swiftness, mowing down swathes of enemies in its wake.

Combat

An emissary of Thule is wickedly intelligent and uses its many abilities to gain an advantage in combat. It can afford to use its Parry or Power Attack feats to defend better against enemies with good combat ability or to drop a wounded opponent with extra damage, respectively. It loves to mow down numerous weak enemies, and with its good Dexterity and Improved Initiative, it often acts first in combat. It uses *stun* to keep spellcasters off guard and *siphon life* to strike the killing blow against an injured or

fleeing foe, thereby boosting itself against the remaining combatants.

The emissary of Thule, being summoned into service, is vulnerable to magic that affects summoned creatures.

Spell-Like Abilities: The emissary of Thule's spell-like abilities (and the mana cost for each) are as follows: *siphon life* (12) and *stun* (6). These are as the spells cast by a 16th-level necromancer (save DC 18 for *siphon life* and DC 14 for *stun*) with a pool of 128 mana.

Undead: Immune to poison, sleep, paralysis, stunning, death magic, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage trauma. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-influencing nature.

Profane Resistance (Ex): An emissary of Thule gains a +4 bonus on Will saves against undead-affecting spells such as *spook the dead* and is turned as if it were a 36 HD creature.

See Invisible (Su): The emissary of Thule can always see invisible, as the spell.

Spirit Bear

	Large Magical Beast
Hit Dice:	12d10+60 (126 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	19 (-1 size, +1 Dex, +9 natural)
Attacks:	2 claws +21 melee, bite +16 melee
Damage:	Claw 2d4+10; bite 2d8+5
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab, magic attack +3
Special Qualities:	Scent, strong-willed, damage reduction 5/-
Saves:	Fort +13, Ref +9, Will +7
Abilities:	Str 31, Dex 13, Con 21, Int 7, Wis 12, Cha 16
Skills:	Listen +11, Spot +11, Taunt +11
Feats:	Alertness, Power Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Description

Druids can also call upon the spirits of nature to serve them. Tunare's blessing of *nature walker's behest* will summon a spirit bear to aid a druid. Spirit bears embody the qualities of the earthly beasts they resemble, but are more intelligent and can follow simple commands.

A spirit bear resembles a grizzly bear. Its thick, shaggy pelt ranges from a dull brown to nearly black in color, and its beady eyes hold a feral intelligence.

Combat

A spirit bear is unsubtle in combat. It tears its prey asunder with its powerful claws and jaws and bear-hugs opponents into a grapple from which they may never escape.

As it has been conjured by the druid, the spirit bear is susceptible to spells that target summoned creatures.

Improved Grab (Ex): To use this ability, the spirit bear must hit with a claw attack.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, a spirit bear is considered a magic weapon of +3 enchantment value. This ability, however, grants no actual bonus to the spirit bear's attack or damage rolls.

Strong-willed (Ex): Spirit bears have good Will saves.

Spirit Wolf

Description

When a shaman calls upon the spirits of nature to serve her, she is aided by spirit wolves. These magical creatures embody the qualities of the earthly beasts they resemble but are more intelligent and can follow commands.

A spirit wolf resembles an ordinary wolf but is larger, ranging from just slightly oversized to truly monstrous in proportions. Its spiritual body is slightly transparent, its fur is silvery, and its eyes glow yellow. It has an alert, sentient look that readily distinguishes it from feral wolves.

Combat

Like its ordinary cousins, a spirit wolf excels in group fighting. It assists its master with flanking attacks, snapping with its teeth and hurling its muscled body at an opponent. Whenever it can, a spirit wolf tries to drag down an enemy and make it easier for its "packmate" (the summoner) to finish off.

As it has been called by the shaman, the spirit wolf is susceptible to spells that target summoned creatures.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, a spirit wolf is considered a magic weapon of the enchantment value listed. This ability, however, grants no actual bonus to the spirit wolf's attack or damage rolls. For example, a spirit wolf with magic attack +1 is treated as a +1 magic weapon for the purpose of overcoming an opponent's damage reduction, but it does not actually receive +1 to attacks or to damage.

Drag Down (Ex): A spirit wolf that hits with a bite attack can attempt to drag down its opponent as a free action. This works like a trip attack (see Chapter 12 in the *EverQuest: Player's Handbook*) but does not require a touch attack nor provokes attacks of opportunity. If the attempt fails, the opponent cannot react to trip the spirit wolf.

Skills: *Spirit wolves gain a +4 racial bonus on Wilderness Lore checks when tracking by scent.

Feats: Spirit wolves receive Dodge, Improved Initiative, and Mobility as bonus feats. Type 4 and type 5 spirit wolves also receive Spring Attack as a bonus feat.



Spirit Wolf

	Companion Spirit (Type 1) Medium-Size Magical Beast	Vigilant Spirit (Type 2) Large Magical Beast	Guardian Spirit (Type 3) Large Magical Beast
Hit Dice:	11d10+33 (93 hp)	13d10+52 (123 hp)	15d10+75 (157 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)
Speed:	60 ft.	70 ft.	70 ft.
AC:	16 (+2 Dex, +4 natural)	17 (–1 size, +1 Dex, +7 natural)	19 (–1 size, +2 Dex, +8 natural)
Attacks:	Bite +15/+10/+5 melee	Bite +17/+12/+7 melee	Bite +20/+15/+10 melee
Damage:	Bite 1d10+6	Bite 2d6+7	Bite 2d8+9
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Magic attack +3, drag down	Magic attack +4, drag down	Magic attack +4, drag down
Special Qualities:	Infravision, scent, damage reduction 4/–, SR 14	Infravision, scent, damage reduction 5/–, SR 16	Infravision, scent, damage reduction 6/–, SR 18
Saves:	Fort +10, Ref +8, Will +5	Fort +12, Ref +9, Will +6	Fort +14, Ref +11, Will +7
Abilities:	Str 18, Dex 15, Con 17, Int 5, Wis 15, Cha 10	Str 20, Dex 13, Con 19, Int 5, Wis 15, Cha 10	Str 22, Dex 14, Con 21, Int 5, Wis 16, Cha 10
Skills:	Hide +5, Jump +9, Listen +5, Sneak +6, Spot +5, Wilderness Lore +4*	Hide +0, Jump +10, Listen +5, Sneak +6, Spot +5, Wilderness Lore +4*	Hide +1, Jump +11, Listen +7, Sneak +7, Spot +7, Wilderness Lore +5*
Feats:	Dodge, Improved Initiative, Mobility	Dodge, Improved Initiative, Mobility	Dodge, Improved Initiative, Mobility, Power Attack
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	6	7	8
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	12 HD (Medium-size)	14 HD (Large)	16 HD (Large)
Faction:	None	None	None

	Frenzied Spirit (Type 4) Large Magical Beast
Hit Dice:	17d10+102 (195 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	70 ft.
AC:	20 (–1 size, +2 Dex, +9 natural)
Attacks:	Bite +23/+18/+13/+8 melee
Damage:	Bite 2d10+10
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Magic attack +5, drag down
Special Qualities:	Infravision, scent, damage reduction 7/–, SR 20
Saves:	Fort +16, Ref +12, Will +8
Abilities:	Str 24, Dex 15, Con 23, Int 5, Wis 17, Cha 10
Skills:	Hide +1, Jump +12, Listen +8, Sneak +7, Spot +8, Wilderness Lore +5*
Feats:	Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement Range:	18–19 HD (Large)
Faction:	None

	Spirit of the Howler (Type 5) Huge Magical Beast
Hit Dice:	20d10+140 (250 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	80 ft.
AC:	23 (–2 size, +1 Dex, +14 natural)
Attacks:	Bite +26/+21/+16/+11 melee
Damage:	Bite 4d6+12
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Magic attack +5, drag down
Special Qualities:	Infravision, scent, damage reduction 8/–, SR 22
Saves:	Fort +19, Ref +13, Will +10
Abilities:	Str 26, Dex 13, Con 24, Int 5, Wis 18, Cha 10
Skills:	Hide –4, Jump +13, Listen +9, Sneak +7, Spot +9, Wilderness Lore +6*
Feats:	Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement Range:	21–24 HD (Huge)
Faction:	None



Warders

Description

Once beastlords advance sufficiently in spiritual training, their empathy with animals and their tie to the spirit world allow them to form a unique companionship with an animal. After questing and meditating for some time (typically a week), the beastlord establishes a bond with a single animal, which is imbued with an animal spirit and becomes the beastlord's warden. Each race that produces beastlords has a certain type of animal it tends to adopt: Barbarians typically take white wolves, iksar take scaled wolves, ogres take bears, trolls take swamp alligators, and Vah Shir take tigers.

Warders share a number of features. They are not exactly normal members of their kind, but become more powerful and more intelligent through their association with the beastlord. Beastlords have numerous rituals that increase the combat effectiveness of their animal warders, so that the animal becomes as dangerous in a fight as the master herself. The statistics provided for the warden are for the base warden itself, without the benefit of any of the beastlords' augmentation spells.

Combat

With their superior intelligence and additional skill, warders are capable of sophisticated tactics in melee. A warden generally taunts an enemy, drawing its attacks to give the beastlord better opportunities to strike. It also uses a variety of attack modes, sometimes unexpected for the warden's physical shape. Claws and legs grow stronger, allowing the warden to make claw attacks even if the animal normally could not. More powerful warders can supplement these attacks with slams and other special attacks. As a natural animal or beast that has bonded with the beastlord rather than been summoned magically, a warden is not susceptible to spells or effects that target summoned creatures.

The bond with its master changes the warden's monster type to "magical beast," although its HD type, base attack scores, and save progression remain unchanged. It does benefit from combat feats as a magical beast, and it gains additional modes of attack and combat skills. Each specific type of warden also has a unique special attack form, as listed below.

Magic Attack (Su):

For purposes of overcoming a target's damage reduction, the warden is considered a magic weapon of the enchantment value listed. This ability, however, grants no actual bonus to the warden's attack or damage rolls. For example, a warden with magic attack +4 is treated as a +4 magic weapon for the purpose of overcoming an opponent's damage reduction, but it does not actually receive +5 to attacks or damage.

Feats: All warders gain Dodge and Improved Initiative as bonus feats. Warders of type 7 (Spirit of Omakin) and higher gain Slam as a bonus feat.

Note that the feats selected for more powerful warders reflect a typical feat progression; players should feel free (with GM approval) to alter the feat selection in order to individualize their warders.

Bear

Description

Ogres are big and strong, and they like big, strong companions. At the side of an ogre, a bear is proportional to a wolf beside a human-sized being. When ogre beastlords and their companions bring down a foe, they both feast on the hot, fresh meat.

Combat

Bear warders are more ferocious than their mundane cousins and are eager to grab and tear at prey, even when they are relatively small. More powerful versions of these companions can literally rip apart an enemy in their mighty grip.

Improved Grab (Ex): All bear warders may use their improved grab ability with either claw or bite attacks.

Rend (Ex): A bear warden of type 5 (Spirit of Yekan) or higher that gets a hold with its improved grab ability immediately deals double claw damage to the held opponent, adding 1 1/2 times its Strength bonus. It can rend each round that it maintains the hold.

Scaled Wolf

Description

Iksar beastlords usually seek out scaled wolves to serve them as warders. They find the reptilian creatures more congenial to their nature, as the beasts prefer hot climates and easy prey. The savagery of a scaled wolf in combat also inspires fear in its opponents, a fact that complements the iksars' reverence for the principles of fear.

Combat

Scaled wolf warders grow confident through the partnership with their iksar master and will fearlessly initiate combat with any opponent. A scaled wolf warden uses the same methods in combat as its mundane cousins. It still prefers to flank opponents, biting and clawing viciously. Once in a fight, stopping a scaled wolf is hard until everything around it has been torn to shreds.

Rage (Ex): A scaled wolf warden that takes damage in combat goes into a berserk rage the next round. While in the rage, the scaled wolf gains +4 Str, +4 Con, and -2 AC. The rage lasts until the scaled wolf is dead or has killed all targets that have injured it.

Greater Rage (Ex): A scaled wolf warden of type 5 (Spirit of Yekan) or above can enter a truly terrifying frenzy when injured. While in this greater rage, the scaled wolf gains +6 Str, +6 Con, and -2 AC. The rage lasts until the scaled wolf is dead or has killed all visible enemies, whether they in fact injured it or not.



Swamp Alligator

Description

Trolls are happiest stomping about the swamps, and their preferred companions are the alligators that share their marshy home. Both enjoy the distinct taste of sweet, freshly killed elf.

Combat

Swamp alligator warders are changed by their magical association so that their short legs become longer and tipped with sharp claws, giving them a more lizardlike appearance. Their tails are elongated and capable of powerful sweeping attacks. A favored tactic while working with the beastlord is to hold the opponent in its powerful jaws while the troll "smash it good."

Improved Grab (Ex): Swamp alligator warders may use their improved grab ability with their bite attacks.

Tail Sweep (Ex): As

a standard action, a swamp alligator warder of type 5 (Spirit of Yekan) or above can sweep with its tail. This affects a half circle with a diameter of 10 feet, centered on the alligator's rear. Medium-size or smaller creatures within the area are affected, automatically taking 2d4 points of damage plus the warder's Strength bonus. Affected creatures can attempt Reflex saves to take half damage (DC 10 + 1/2 the warder's HD + the warder's Constitution modifier).

Skills: The swamp alligator is at home in the water. It has a natural swim speed of 30 feet; makes no Swim checks to move through water at this speed; and when taking special actions or avoiding a hazard, it receives a +8 racial bonus on the Swim check. It can always take 10 when making a Swim check, even if threatened or rushed. It can use the run action while swimming, provided it moves in a straight line.

*A swamp alligator warder receives a +12 racial bonus on Hide checks while submerged.

Tiger

Description

The Vah Shir are the most accomplished of beastlords, and their familial relationship with felines makes the warder bond especially strong. Vah Shir bond exclusively with tigers, and this relationship is never one of coercion.

Combat

A tiger warder loves to sneak up on prey to land devastating attacks against those caught off guard. It springs onto the opponent, making a trip attack against its prey (which is flat-footed if the tiger's Hide or Sneak check is successful), then grappling to pin its target to the ground to bite and rake with its hind claws.

Pounce (Ex): If a tiger warder leaps upon a foe during the first round of combat, it can take a full attack (with rake) even if it has already taken a move action.

Improved Grab (Ex): If the tiger warder hits with a claw or a bite attack, it can rake its opponent. If the tiger pins its target, it will try to bite and rake until the target dies or escapes.

Rake (Ex): A tiger warder that gets a hold can make two rake attacks at its full attack bonus with its hind legs, each for claw damage plus 1/2 its Strength bonus. If the tiger warder pounces on an opponent, it can also rake.

A tiger warder of type 5 (Spirit of Yekan) or above instead adds its full Strength bonus to damage when it hits with a rake attack.

Skills: Tiger warders receive a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

White Wolf

Description

When a barbarian beastlord seeks out an animal companion, he typically bonds with a white wolf. Mundane white wolves resemble snow wolves, but the warder version is more powerful (with the assistance of the beastlord's combat magic).

Combat

A white wolf is still a pack animal, but now it considers the beastlord its alpha leader and assists him in hunting and battle. It makes flanking attacks, snapping with its teeth and raking with its magically elongated claws. Whenever it can, a white wolf tries to drag down an enemy and make it easier for its "packmate" (the beastlord) to finish off.

Drag Down (Ex): A white wolf warder that hits with a bite attack can attempt to drag down its opponent as a free action. This works like a trip attack (see Chapter 12 in the *EverQuest: Player's Handbook*), but does not require a touch attack nor provokes attacks of opportunity. It cannot make other attacks in the same round.

If the attempt fails, the opponent cannot react to trip the white wolf.

Improved Drag Down (Ex): A white wolf warder of type 5 (Spirit of Yekan) or above can make an improved drag down attempt. This works like drag down (see above), but the white wolf can immediately make claw attacks against the tripped opponent.

Skills: *The white wolf's wintry hide grants it a +12 circumstance bonus to Hide checks made in snowy or icy areas.



Beastlord Warder

Warder (Type 1)
Medium-Size Magical Beast
Hit Dice: 3d8+12 (25 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 16 (+2 Dex, +4 natural)
Attacks: Bite +6 melee, 2 claws +1 melee
Damage: Bite 1d6+4; claw 1d4+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: By warder type
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +5, Will +2
Abilities: Str 19, Dex 15, Con 19, Int 4, Wis 12, Cha 9
Skills: Listen +4, Spot +4, Taunt +3
Feats: Dodge, Improved Initiative
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement Range: None
Faction: None

Spirit of Keshuval (Type 4)
Large Magical Beast
Hit Dice: 10d8+70 (115 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 20 (–1 size, +2 Dex, +9 natural)
Attacks: Bite +14 melee, 2 claws +12 melee
Damage: Bite 1d8+8; claw 1d6+4
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: By warder type, magic attack +3
Special Qualities: Low-light vision, scent
Saves: Fort +14, Ref +9, Will +4
Abilities: Str 27, Dex 15, Con 25, Int 6, Wis 13, Cha 11
Skills: Listen +8, Spot +8, Taunt +6
Feats: Dodge, Improved Initiative, Multiattack
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement Range: None
Faction: None

Spirit of Sharik (Type 2)
Medium-Size Magical Beast
Hit Dice: 6d8+30 (57 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 18 (+3 Dex, +5 natural)
Attacks: Bite +9 melee, 2 claws +4 melee
Damage: Bite 1d6+5; claw 1d4+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: By warder type, magic attack +1
Special Qualities: Low-light vision, scent
Saves: Fort +10, Ref +8, Will +3
Abilities: Str 21, Dex 16, Con 21, Int 5, Wis 12, Cha 9
Skills: Listen +6, Spot +6, Taunt +4
Feats: Dodge, Improved Initiative
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement Range: None
Faction: None

Spirit of Herikol (Type 5)
Large Magical Beast
Hit Dice: 12d8+108 (162 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 50 ft.
AC: 21 (–1 size, +3 Dex, +9 natural)
Attacks: Bite +17 melee, 2 claws +15 melee
Damage: Bite 1d10+7; claw 1d6+4
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: By warder type, magic attack +3
Special Qualities: Low-light vision, scent
Saves: Fort +16, Ref +11, Will +5
Abilities: Str 29, Dex 16, Con 27, Int 7, Wis 13, Cha 12
Skills: Listen +9, Spot +9, Taunt +8
Feats: Dodge, Improved Initiative, Multiattack
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement Range: None
Faction: None

Spirit of Kahliz (Type 3)
Large Magical Beast
Hit Dice: 8d8+64 (100 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 19 (–1 size, +2 Dex, +8 natural)
Attacks: Bite +12 melee, 2 claws +7 melee
Damage: Bite 1d8+7; claw 1d6+3
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: By warder type, magic attack +2
Special Qualities: Low-light vision, scent
Saves: Fort +12, Ref +8, Will +3
Abilities: Str 25, Dex 14, Con 23, Int 6, Wis 13, Cha 10
Skills: Listen +7, Spot +7, Taunt +6
Feats: Dodge, Improved Initiative
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement Range: None
Faction: None

Spirit of Yekan (Type 6)
Large Magical Beast
Hit Dice: 14d8+126 (189 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 50 ft.
AC: 22 (–1 size, +3 Dex, +10 natural)
Attacks: Bite +19 melee, 2 claws +17 melee
Damage: Bite 2d6+10; claw 1d8+5
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: By warder type, magic attack +3
Special Qualities: Low-light vision, scent
Saves: Fort +18, Ref +12, Will +5
Abilities: Str 31, Dex 17, Con 29, Int 7, Wis 13, Cha 13
Skills: Listen +10, Spot +10, Taunt +8
Feats: Dodge, Improved Initiative, Multiattack, Power Attack
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement Range: None
Faction: None

Beastlord Warder

	Spirit of Kashek (Type 7) Large Magical Beast Hit Dice: 16d8+144 (216 hp) Initiative: +8 (+4 Dex, +4 Improved Initiative) Speed: 50 ft. AC: 25 (–1 size, +4 Dex, +12 natural) Attacks: Bite +21 melee, 2 claws +19 melee Damage: Bite 2d6+10; claw 1d8+5 Face/Reach: 5 ft. by 10 ft./5 ft. Special Attacks: By warder type, magic attack +4 Special Qualities: Low-light vision, scent Saves: Fort +19, Ref +14, Will +7 Abilities: Str 31, Dex 18, Con 29, Int 8, Wis 14, Cha 14 Skills: Listen +12, Spot +12, Taunt +11 Feats: Dodge, Improved Initiative, Mobility, Multiattack, Power Attack Climate/Terrain: Any Organization: Solitary Challenge Rating: 9 Treasure: None Alignment: Always neutral Advancement Range: None Faction: None	Spirit of Omakin (Type 8) Huge Magical Beast Hit Dice: 20d8+220 (310 hp) Initiative: +6 (+2 Dex, +4 Improved Initiative) Speed: 60 ft. AC: 26 (–2 size, +2 Dex, +16 natural) Attacks: Bite +25 melee, 2 claws +22 melee; or bite +23 melee, 2 claws +21 melee, slam +23 melee Bite 2d8+12; claw 1d10+6; slam 1d8+12 10 ft. by 20 ft./10 ft. Special Attacks: By warder type, magic attack +4 Special Qualities: Low-light vision, scent Saves: Fort +23, Ref +14, Will +8 Abilities: Str 35, Dex 15, Con 33, Int 8, Wis 14, Cha 14 Skills: Listen +13, Spot +13, Taunt +12 Feats: Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Slam Climate/Terrain: Any Organization: Solitary Challenge Rating: 10 Treasure: None Alignment: Always neutral Advancement Range: None Faction: None	Spirit of Zehkes (Type 9) Huge Magical Beast Hit Dice: 24d8+264 (372 hp) Initiative: +7 (+3 Dex, +4 Improved Initiative) Speed: 60 ft. AC: 28 (–2 size, +3 Dex, +17 natural) Attacks: Bite +29 melee, 2 claws +27 melee; or bite +27 melee, 2 claws +25 melee, slam +27 melee Bite 2d8+13; claw 1d10+6; slam 1d8+13 10 ft. by 20 ft./10 ft. Special Attacks: By warder type, magic attack +5 Special Qualities: Low-light vision, scent Saves: Fort +25, Ref +17, Will +10 Abilities: Str 37, Dex 17, Con 33, Int 9, Wis 15, Cha 15 Skills: Listen +15, Spot +15, Taunt +14 Feats: Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Slam, Spring Attack Climate/Terrain: Any Organization: Solitary Challenge Rating: 11 Treasure: None Alignment: Always neutral Advancement Range: None Faction: None
	Spirit of Khurenz (Type 10) Huge Magical Beast Hit Dice: 26d8+312 (429 hp) Initiative: +8 (+4 Dex, +4 Improved Initiative) Speed: 60 ft. AC: 31 (–2 size, +4 Dex, +19 natural) Attacks: Bite +30 melee, 2 claws +28 melee; or bite +28 melee, 2 claws +26 melee, slam +28 melee Bite 2d10+13; claw 2d6+6; slam 1d8+13 10 ft. by 20 ft./10 ft. Special Attacks: By warder type, magic attack +5 Special Qualities: Low-light vision, scent Saves: Fort +27, Ref +19, Will +10 Abilities: Str 37, Dex 19, Con 35, Int 9, Wis 15, Cha 15 Skills: Listen +15, Spot +15, Taunt +16 Feats: Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Slam, Spring Attack Climate/Terrain: Any Organization: Solitary Challenge Rating: 13 Treasure: None Alignment: Always neutral Advancement Range: None Faction: None	Spirit of Kati Sha (Type 11) Huge Magical Beast Hit Dice: 30d8+390 (525 hp) Initiative: +9 (+5 Dex, +4 Improved Initiative) Speed: 60 ft. AC: 35 (–2 size, +5 Dex, +22 natural) Attacks: Bite +34 melee, 2 claws +32 melee; or bite +32 melee, 2 claws +30 melee, slam +32 melee Bite 4d6+14; claw 2d8+7; slam 1d8+14 10 ft. by 20 ft./10 ft. Special Attacks: By warder type, magic attack +5 Special Qualities: Low-light vision, scent Saves: Fort +30, Ref +22, Will +13 Abilities: Str 39, Dex 21, Con 37, Int 10, Wis 16, Cha 17 Skills: Listen +18, Spot +18, Taunt +19 Feats: Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Multiattack, Power Attack, Slam, Spring Attack Climate/Terrain: Any Organization: Solitary Challenge Rating: 15 Treasure: None Alignment: Always neutral Advancement Range: None Faction: None	