

DRAGON HORSE

The glossy alabaster coat of this noble horse ripples with muscles, while its hooves shimmer with pale blue energy.

DRAGON HORSE

CR 9



XP 6,400

NG Large magical beast (air)

Init +7; **Senses** darkvision 120 ft., know alignment, low-light vision; Perception +17

DEFENSE

AC 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, -1 size)

hp 105 (10d10+50)

Fort +12, **Ref** +10, **Will** +9

OFFENSE

Speed 60 ft., fly 120 ft. (good)

Melee 2 hooves +16 (2d6+7 plus 1d6 electricity)

Special Attacks breath weapons, flying charge

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 24, **Dex** 17, **Con** 21, **Int** 16, **Wis** 18, **Cha** 21

Base Atk +10; **CMB** +18;

CMD 32 (36 vs. trip)

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility

Skills Fly +18, Knowledge (planes) +13, Perception +17, Sense Motive +14, Survival +14

Languages Auran, Common, Draconic; telepathy 100 ft.

SQ shift planes

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Breath Weapons (Su) As

a standard action, a dragon horse can breathe out a 30-foot cone of mist. This mist either deals 10d6 points of cold damage (DC 20 Reflex half), creates a region of fog in the area that lasts for 1 minute (similar to that created by a *fog cloud* spell), or creates a blast of severe wind (see *Pathfinder RPG Core Rulebook* 439) in the area. The dragon horse may use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

Flying Charge (Ex) A dragon horse gains a +4 bonus on damage rolls if it charges while flying.

Know Alignment (Su) Dragon horses automatically know the alignment of any creature they can see.

Shift Planes (Su) A dragon horse can enter the Ethereal Plane, Astral Plane, Plane of Air, or Material Plane once per day as a standard action. This functions as *plane shift*, but the dragon horse can only bring up to two other willing creatures with it, and only if they are on its back.

Despite their name, dragon horses are not related to dragons. These noble creatures gain their name from their ability to fly through the air without wings and to create different effects with their misty breath.

Dragon horses are solitary creatures, spending most of their time up among the clouds and rarely setting hoof to solid ground. A mated pair of dragon horses remains together to raise its young, but otherwise individuals prefer to be on their own. They are fierce and reclusive, but peaceful and even playful under the right circumstances. Dragon horses sometimes offer aid and assistance to decent folk in need, taking care to use their ability to know alignment to avoid accidentally providing aid to evil creatures, whom they despise.

Dragon horse foals are highly prized as potential steeds, but as dragon horses are highly intelligent creatures, they cannot be trained as if they were animals. Instead, one who seeks a dragon horse mount must use diplomacy to secure the creature's aid.

Peaceful creatures by nature, dragon horses prefer to avoid combat by flying away. When they are forced to fight (often in response to an evil creature's mayhem), they attempt to deal nonlethal damage to all but evil-aligned foes, leaving any unconscious opponents unharmed. Those who

have chosen evil ways may sometimes receive the same mercy, in the hope that it helps them see the light, but innately evil foes are dispatched as quickly and cleanly as possible.



DRAGON HORSE-DRAGONFLY, GIANT

DRAGONFLY, GIANT

This glittering blue dragonfly is about the size of a horse and is large enough to carry off small farm animals or people.

GIANT DRAGONFLY

CR 4



XP 1,200

N Medium vermin

Init +2; Senses darkvision 60 ft.; Perception +1

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 45 (7d8+14)

Fort +7, Ref +4, Will +3

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 80 ft. (perfect)

Melee bite +9 (2d8+6 plus grab)

Special Attack darting charge

STATISTICS

Str 19, Dex 15, Con 14, Int —, Wis 12, Cha 9

Base Atk +5; CMB +9 (+13 grappling, or +17 grappling on a charge); CMD 21 (29 vs. trip)

Feats Flyby Attack^B

Skills Fly +10

ECOLOGY

Environment temperate or warm land

Organization solitary or flight (2–5)

Treasure incidental

SPECIAL ABILITIES

Darting Charge (Ex) A giant dragonfly is adept at swooping in to attack prey with a powerful bite and then, just as quickly, swooping back up out of reach. As a result, a giant dragonfly gains Flyby Attack as a bonus feat. In addition, if a giant dragonfly charges while flying, it receives a +4 bonus on CMB checks made to grapple foes.

Giant dragonflies are rare compared to other varieties of giant insects, and fortunately so, since they are voracious hunters of warm-blooded prey, including humanoids.

The creatures typically lair in overgrown or lightly wooded areas, using foliage as cover. When they spot potential prey out in the open, the dragonflies swoop to the attack, using their superior flight speed and maneuverability to run most prey to ground or carrying off smaller foes to eat them somewhere safe. Giant dragonflies feed on carrion when fresh prey is not available, and the scent of a fresh kill often attracts them.

Many swamp-dwelling cultures attach religious significance to brightly colored and ravenous giant dragonflies, particularly boggards. The frog-men attach particular significance to a giant dragonfly's color, and their priest-kings often refuse to eat anything but specific colors of giant dragonflies.



GIANT DRAGONFLY NYMPH

CR 3



XP 800

N Small vermin (aquatic)

Init +1; Senses darkvision 60 ft.; Perception +1

DEFENSE

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)

hp 32 (5d8+10)

Fort +6, Ref +2, Will +2

Immune mind-affecting effects

OFFENSE

Speed 10 ft., swim 30 ft.

Melee bite +6 (2d6+3)

Space 5 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks extending jaw

STATISTICS

Str 15, Dex 13, Con 14, Int —, Wis 12, Cha 5

Base Atk +3; CMB +4; CMD 15 (23 vs. trip)

Skills Stealth +5 (+13 in shallow water), Swim +10; Racial

Modifiers +8 Stealth in shallow water

ECOLOGY

Environment temperate or warm water

Organization solitary, pair, or brood (3–8)

Treasure incidental

SPECIAL ABILITIES

Extending Jaw (Ex) A giant dragonfly nymph can extend its jaws with surprising speed. Not only does this extend the nymph's reach with its bite attack, but during the surprise round, a nymph gains a +4 bonus on attack rolls with its bite.

Giant dragonflies lay clutches of eggs in swampy terrain or areas of standing water. Their young, called nymphs, voraciously eat carrion and small prey, growing and maturing rapidly until they sprout fully functional wings and become adult dragonflies.

Illustration by Andrew Hou

DRAKE, FLAME

This ferocious creature looks like a red-and-yellow scaled dragon, but with only two legs.

FLAME DRAKE

CR 5



XP 1,600

CE Large dragon (fire)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +10

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 57 (6d12+18)

Fort +8, **Ref** +6, **Will** +6

Immune fire, paralysis, sleep

Weakness vulnerability to cold

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +10 (2d6+5 plus 1d6 fire), tail slap +5 (1d6+2)

Space 10 ft.; **Reach** 10 ft.

Special Attacks fireball breath

STATISTICS

Str 21, **Dex** 13, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 23

Feats Flyby Attack, Improved Initiative, Power Attack

Skills Fly +8, Intimidate +9, Perception +10,

Stealth +6, Survival +10

Languages Draconic

SQ speed surge

ECOLOGY

Environment temperate

mountains or hills

Organization

solitary, pair, or

rampage (3–12)

Treasure standard

SPECIAL ABILITIES

Fireball Breath

(Su) A flame drake can, as a standard action, breathe a ball of flame that explodes like a *fireball*. This attack has a range of 180 feet and deals 5d6 points of fire damage (DC 16 Reflex half) to all creatures within a 20-foot-radius spread. Once a flame drake has used its fireball breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a flame drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Flame drakes are the degenerate cousins of red dragons, with all of the rage and temper of true red dragons but little of the reason and intelligence. Flame drakes are brutal bullies who terrorize the lands they inhabit. From those they can frighten, flame drakes exact harsh tribute, and they viciously attack any not so easily cowed.

Flame drakes gather in small hunting packs called “rampages,” working together easily during raids but often falling prey to squabbling and infighting over the spoils. Males and females form their own packs divided by gender, coming together only during the annual mating season.

Flame drakes mate once a year. Males play no part in raising their offspring, and abandon their partners soon after mating. Females lay clutches of two or three eggs in secluded mountain nests, and raise their hatchlings for only 2 years before rejoining their packs and abandoning their offspring to their fates. Flame drakes mature in 5 years, and can live up to 150 years. They generally grow to 12 feet long and weigh 1,500 pounds.



DRAKE, FOREST

This green-scaled dragon has two powerful legs and a pair of long, leathery wings. A long spike adorns its thrashing tail.

FOREST DRAKE

CR 4



XP 1,200

LE Large dragon (earth)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 42 (5d12+10)

Fort +6, **Ref** +6, **Will** +4

Immune acid, paralysis, sleep

OFFENSE

Speed 30 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +8 (1d8+4), tail slap +3 (1d8+2)

Space 10 ft.; **Reach** 10 ft.

Special Attacks acidic cloud

STATISTICS

Str 19, **Dex** 14, **Con** 14, **Int** 9, **Wis** 11, **Cha** 12

Base Atk +5; **CMB** +10; **CMD** 22

Feats Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Fly +8, Intimidate +9, Perception +11, Stealth +6,

Swim +20

Languages Draconic

SQ aquatic adaptation, speed surge

ECOLOGY

Environment any forests

Organization solitary, pair, or rampage (3–12)

Treasure standard

SPECIAL ABILITIES

Acidic Cloud (Su) A forest drake can, as a standard action, spit a ball of acid that bursts into a cloud on impact. This attack has a range of 60 feet and deals 4d6 points of acid damage (Reflex DC 14 half) to all creatures within the resulting 10-foot-radius spread. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius *obscuring mist* (it no longer causes damage), but a strong wind disperses it in a single round. Once a forest drake has used its acidic cloud breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Aquatic Adaptation (Ex) A forest drake can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater. The acidic cloud created by that attack dissipates after 1 round if used underwater.

Speed Surge (Ex) Three times per day as a swift action, a forest drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Forest drakes are the degenerate cousins of green dragons, possessed of cruel cunning but little actual wit. Like most drakes, forest drakes are bullies, prowling deep forests in search of their favorite prey—elves and fey. Forest drakes eagerly attack communities of such forest creatures unless driven off with arrows or other shows of force.

Like many other drake types, forest drakes organize themselves in packs called “rampages,” and keep communal lairs in secluded forest locations. Such packs are usually made up of siblings who break from the pack only during mating season. A forest drake pack has a distinct pecking order, with younger and newer members receiving the least desirable portions of pack kills and the fewest mating options.

Forest drakes mate once a year, but do little to raise their offspring. A female lays a clutch of four to eight eggs, but abandons her young as soon as they hatch. Forest drake hatchlings immediately band together in a pack.

While few survive so long, forest drakes can live up to 200 years. Forest drakes are typically about 10 feet long with equally long tails, and weigh around 1,000 pounds.



Illustration by Kevin Yan

DRAKE, FROST

This two-legged dragon has dull blue scales tinged with bright blue ice. A freezing mist issues from between its powerful jaws.

FROST DRAKE

CR 7



XP 3,200

CE Large dragon (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +10

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 84 (8d12+32)

Fort +10, **Ref** +7, **Will** +5

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft., burrow 20 ft. (snow only), fly 60 ft. (average)

Melee bite +13 (2d6+6 plus 1d6 cold), tail slap +8 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks freezing mist breath

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 9, **Cha** 13

Base Atk +8; **CMB** +15; **CMD** 26

Feats Flyby Attack, Improved Initiative, Power Attack, Vital Strike

Skills Climb +17, Fly +10, Intimidate +12, Perception +10, Stealth +8

Languages Draconic

SQ speed surge, icewalking

ECOLOGY

Environment cold mountains

Organization solitary, pair, or rampage (3–12)

Treasure standard

SPECIAL ABILITIES

Freezing Mist Breath (Su) A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing

mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (DC 18 Reflex half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Icewalking (Ex) This ability works like *spider climb*, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Speed Surge (Ex) Three times per day as a swift action, a frost drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Snow Vision (Ex) A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

Degenerate cousins of white dragons, frost dragons are ferocious predators. They are larger than other drakes, reaching heights of up to 16 feet and weighing upward of 2,500 pounds. Their wide, clawed feet enable them to easily burrow through snow, though not through dirt or clay.

Young frost drakes form adolescent hunting packs divided along gender lines, but older frost drakes are usually encountered in mated pairs. Frost drakes mate for life, leaving their packs when they find a suitable mate. Mated pairs make a nest together, and the female lays a clutch of two to five eggs. Both parents care for their offspring when they hatch, and families usually form small packs until the young reach maturity at 5 years of age. At this point, the parents abandon their offspring, usually laying a new clutch of eggs in a new nest elsewhere, and leaving the fledgling drakes to find their own adolescent packs to join.

DRAKE, SEA

Not quite sea serpent or dragon, this vicious beast is covered with shiny blue-green scales. Its arms serve as both wings and flippers.

SEA DRAKE

CR 6



XP 2,400

NE Large dragon (aquatic)

Init +6; Senses darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 73 (7d12+28)

Fort +9, Ref +9, Will +5

Immune electricity, paralysis, sleep

OFFENSE

Speed 20 ft., fly 60 ft. (average), swim 60 ft.

Melee bite +12 (1d8+6 plus 1d6 electricity), tail slap +7 (1d8+3)

Space 10 ft.; Reach 10 ft.

Special Attacks ball lightning breath, capsize

STATISTICS

Str 23, Dex 15, Con 18, Int 8, Wis 10, Cha 9

Base Atk +7; CMB +14; CMD 26

Feats Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Stealth)

Skills Fly +10, Intimidate +9, Perception +10, Stealth +11, Swim +24

Languages Draconic

SQ amphibious, speed surge

ECOLOGY

Environment any coastlines

Organization solitary, pair, or rampage (3–12)

Treasure standard

SPECIAL ABILITIES

Ball Lightning Breath (Su) A sea drake can, as a standard action, breathe a ball of electricity that strikes one target first, then arcs to other targets like *chain lightning*. This attack has a range of 100 feet, and deals 6d6 points of electricity damage (DC 17 Reflex half) to the primary target. After it strikes, the ball lightning can arc to a number of secondary targets equal to the sea drake's Hit Dice (usually 7) within 20 feet of the primary target. The secondary bolts each strike one target and deal as much damage as the primary bolt. Once a sea drake has used its ball lightning breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Capsize (Ex) A sea drake can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

Speed Surge (Ex) Three times per day as a swift action, a sea drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

While obviously the product of draconic inbreeding, the heritage of sea drakes is less clear than that of other drakes. Among the strongest of the drakes, sea drakes still lack the mental acuity of their true dragon forebears, though they remain as brutally cunning as other drakes. Although amphibious, sea drakes spend the majority of their time in shallow coastal waters.

Sea drakes are up to 14 feet long from their noses to the tips of their powerful tails. They weigh 2,000 pounds.

The most solitary of all drakes, sea drakes prefer to hunt alone. Occasionally, however, they band together in packs to hunt larger prey. Such rampages can be a significant danger to coastal shipping.



DRAUGR

This barnacle-encrusted walking corpse looks like a zombie, but is dripping with water and gives off a nauseating stench.

DRAUGR

CR 2



XP 600

CE Medium undead (water)

Init +0; **Senses** darkvision 60 ft., Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+2 armor, +2 natural)

hp 19 (3d8+6)

Fort +2, **Ref** +1, **Will** +3

DR 5/bludgeoning or slashing; **Immune** undead traits;

Resist fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee greataxe +5 (1d12+4/x3 plus nausea) or
slam +5 (1d10+4 plus nausea)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +5; **CMD** 15

Feats Power Attack, Toughness

Skills Climb +9, Perception +6, Stealth +6,

Swim +11

Languages Common (cannot speak)

ECOLOGY

Environment any coastal

Organization solitary or crew (2–8)

Treasure standard (greataxe, leather armor,
other treasure)

SPECIAL ABILITIES

Nausea (Su) A creature that is damaged by a draugr must make a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Draugr smell of decay and the sea, and drip water wherever they go. These foul beings are usually created when humanoid creatures are lost at sea in regions haunted by evil spirits or necromantic effects. The corpses of these drowned sailors cling fiercely to unlife, attacking any living creatures that intrude upon them. Their attacks smear rancid flesh, rotting seaweed, and swaths of vermin on whatever they hit.

In the case of draugr who manifest when an entire ship sinks, these undead usually stay with the wreck of their ship. Some draugr may be found under the control of aquatic necromancers, while others may wander the seas as undead pirates aboard ghost ships.

DRAUGR CAPTAIN (CR 3)

Draugr captains have malevolent, burning red eyes. They may be more richly dressed than other draugr, though their clothes are always in a similar tattered condition.

A draugr captain is a draugr with the advanced simple template. In addition to this, most draugr captains have additional class levels, usually as barbarians, fighters, or rogues. Draugr captains can also use *obscuring mist* as a spell-like ability (CL 5th, concentration +8) three times per day, and instead of causing nausea with a successful hit, they bestow 1 negative level on a hit. A draugr captain can even bestow a negative level via a weapon it wields, but if it gains multiple attacks with a weapon, it can only bestow 1 negative level per round in this manner.



DULLAHAN

Clad in ragged black robes and tarnished armor, this grim, headless rider is surrounded by an aura of menace.

DULLAHAN

CR 7



XP 3,200

LE Medium undead

Init +2; **Senses** blindsight 60 ft.; Perception +16

Aura frightful presence (30 ft., DC 19)

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 85 (10d8+40); fast healing 5

Fort +7, **Ref** +5, **Will** +12

Defensive Abilities channel resistance +4; **Immune** undead traits; **SR** 18

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *keen* longsword +14/+9 (1d8+6/17–20 plus 1d6 cold)

Special Attacks chilling blade, death's calling, summon mount

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +7; **CMB** +12; **CMD** 24

Feats Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (longsword)

Skills Handle Animal +14, Intimidate +17, Perception +16, Ride +7, Spellcraft +15, Stealth +10

Languages Common, Sylvan

ECOLOGY

Environment any

Organization solitary

Treasure double (+1 *full plate*, +1 *longsword*, other treasure)

SPECIAL ABILITIES

Chilling Blade (Su) A dullahan is proficient with all simple and martial slashing weapons. When it wields a slashing weapon, the blade inflicts +1d6 cold damage and gains the *keen* weapon property.

Death's Calling (Su) Once per day as a standard action, a dullahan may place death's calling on a target within 60 feet (DC 22 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a –2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect.

The save DC is Charisma-based.

Summon Mount (Su) As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

Terrifying reapers of souls, dullahans are created by powerful fiends from the souls of particularly cruel generals, watch-captains, or other military commanders. Sent back from the pits of Hell to sow terror and harvest new souls, dullahans return to the towns or villages they lived in as mortals. While their favored victims are evil men and women (or their living descendants) whose souls are destined for Hell, the dullahans have no qualms about adding innocents to their lists of victims.

Legends tell of powerful dullahans who can summon not just a single fiendish mount, but an entire carriage pulled by six powerful ebony horses. Known as a “Coach of the Silent,” these powerful undead are CR 14 with 20 Hit Dice, the advanced creature simple template, and the ability to cast *trap the soul* on those who fail to resist their death's calling. These souls take seats in the coach, where they languish forever—or at least until the dullahan himself is slain.



Illustration by Eva Widemann

DUST DIGGER

A tremendous starfish-like creature emerges from the sand, its five long arms surrounding a circular toothy maw.

DUST DIGGER

CR 4



XP 1,200

N Large aberration

Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +5

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 42 (5d8+20)

Fort +5, **Ref** +1, **Will** +4

OFFENSE

Speed 10 ft., burrow 20 ft.

Melee bite +5 (1d8+3 plus grab), 5 tentacles +3 (1d4+1 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks sinkhole, swallow whole (2d8+4 bludgeoning, AC 13, 4 hp)

STATISTICS

Str 17, **Dex** 11, **Con** 18, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 17

Feats Improved Initiative, Multiattack, Skill Focus (Stealth)

Skills Perception +5, Stealth +5 (+13 in ambush);

Racial Modifiers +8 Stealth in ambush

ECOLOGY

Environment warm deserts

Organization solitary, pair, or colony (3–10)

Treasure none

SPECIAL ABILITIES

Sinkhole (Ex) A dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk into a square it threatens, it can deflate its body as an immediate action, causing the sand and other loose soil above to shift and slide. All creatures who were standing in the dust digger's reach must make a DC 15 Reflex save or become entangled as long as they remain in the dust digger's reach. All creatures who were standing at least partially in the dust digger's actual space must make a DC 15 Reflex save or become entangled and fall prone—if such a creature makes this save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone. The save DC is Strength-based.

Dust diggers most resemble mammoth starfish, with thick sandy-colored exoskeletons covered with rough, burr-like spines. Its five arms are long and thin, and

covered with hundreds of barbed, tubular cilia that the creature uses to move as well as grab and grapple prey. At the fleshy center of the creature's body gapes a circular maw lined with large sharp teeth.

As ambush predators, dust diggers spend the majority of their lives buried beneath the sand, waiting patiently for prey to stumble over their ambush site.

Dust diggers are asexual. They reproduce by budding, splitting off young three to four times over the course of their 10-year lives—smaller versions of themselves that must immediately move away from the parent to avoid being snatched up and eaten. Dust digger young are just over 4 feet across, and can move relatively quickly through sand (their burrow speed is 40 feet). Usually, a young dust digger travels at least a mile from its parent before it settles down to create its first ambush—the amount of life in the region it has chosen as its new lair often determines whether the new dust digger thrives or starves to death, for once it digs its first ambush, it rarely moves more than a few hundred feet away over the course of its life.



D'ZIRIAK

This four-armed creature looks like a cross between a human and a black and ochre termite. Its body and arms display glowing runes.

D'ZIRIAK

CR 3



XP 800

N Medium outsider (extraplanar)

Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 26 (4d10+4)

Fort +2, **Ref** +6, **Will** +6

OFFENSE

Speed 30 ft.

Melee 2 claws +6 (1d6+1 plus grab)

Special Attacks dazzling burst

Spell-Like Abilities (CL 3rd;

concentration +6)

1/day—*plane shift* (self only, to Plane of Shadow only)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 13, **Wis** 14,

Cha 16

Base Atk +4; **CMB** +5 (+9 grapple);

CMD 17

Feats Combat Reflexes, Weapon

Focus (claw)

Skills Climb +8, Knowledge (arcana) +8,

Knowledge (planes) +8, Perception +9, Sense

Motive +9, Stealth +9, Survival +7, Use

Magic Device +8

Languages D'ziriak; telepathy 100 ft.

SQ glow

ECOLOGY

Environment any land (Plane of Shadow)

Organization solitary, pair, swarm (3–20), or
hive (21–100)

Treasure standard

SPECIAL ABILITIES

Dazzling Burst (Su) Once per day, a d'ziriak can cause its body to flare with intense, colorful light as a swift action. Non-d'ziriaks within a 20-foot radius must make a DC 13 Fortitude save or be dazzled for 1 minute. After using this ability, the d'ziriak's brilliant glow is extinguished for 24 hours. This ability is a light effect, and creatures that cannot see are immune to it. The save DC is Constitution-based.

Glow (Ex) The colorful runes that decorate a d'ziriak's body create dim light in a 20-foot radius from its body.

Natives of the Plane of Shadow, d'ziriaks are a mysterious race of human-sized insectoids. From their partially buried hive cities rise spires and steeples adorned with alchemical fire and illusory flame, dim beacons of sanctuary in the foreboding twilight. The d'ziriaks remain staunchly neutral in most affairs, and are typically happy to converse with travelers via their eerie telepathy (their own language of buzzes and chitters is an obscure one known by few outside their race), but their unknown, obscure goals lead most others to regard this race with caution.

The average d'ziriak is 7 feet tall and has four arms, two legs, a termite-like abdomen, and a mandibled visage somewhere between that of insect and human. Two of its arms are large and possess sharp claws, while the other two are relatively small and used for fine manipulations, not combat. Strangely for a race native to the realm of shadows, the d'ziriaks have a colorful collection of runic shapes, almost like glowing tattoos, upon their chitinous flesh. These runes help to denote what role in d'ziriak society each of these beings serves.



D'ziriaks rarely travel off the Plane of Shadow except on orders of their rulers, and prefer to live their lives out in their hive cities. They remain open to trade and diplomacy with any brave enough to travel the Plane of Shadow, and are valued by many both on and off their plane for their artisans' ability to weave light into tangible art and create weapons of great quality and beauty.

Illustration by Jim Pavelec

ELEMENTAL, ICE

From the waist up, this icy creature's features are humanoid, but below its body is a snake-like, slithering tail.

ICE ELEMENTAL

Languages Aquan

ECOLOGY

Environment any land or water (Plane of Water)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Ice Glide (Su) A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *control water* spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Numbing Cold (Su) When an ice elemental deals cold damage to a creature, that creature must succeed on a Fortitude save or be staggered for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

Snow Vision (Ex) An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

SMALL ICE ELEMENTAL

CR 1

XP 400

N Small outsider (air, cold, elemental, extraplanar, water)

Init –1; **Senses** darkvision 60 ft., snow vision; Perception +5

DEFENSE

AC 16, touch 10, flat-footed 16 (–1 Dex, +6 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +2, **Will** +0

Immune cold, elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

Melee slam +4 (1d4+1 plus 1d3 cold)

Special Attacks numbing cold (DC 12)

STATISTICS

Str 12, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 11 (can't be tripped)

Feats Power Attack

Skills Knowledge (planes) +2, Perception +5, Stealth +8, Swim +9

SQ ice glide, icewalking

MEDIUM ICE ELEMENTAL

CR 3

XP 800

N Medium outsider (air, cold, elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft., snow vision; Perception +7

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +4, **Will** +1

Immune cold, elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

Melee slam +7 (1d6+4 plus 1d4 cold)

Special Attacks numbing cold (DC 14)

STATISTICS

Str 16, **Dex** 10, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 17 (can't be tripped)

Feats Cleave, Power Attack

Skills Knowledge (planes) +4, Perception +7, Stealth +7, Swim +11

SQ ice glide, icewalking

LARGE ICE ELEMENTAL

CR 5

XP 1,600

N Large outsider (air, cold, elemental, extraplanar, water)

Init +5; **Senses** darkvision 60 ft., snow vision; Perception +11

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +7, **Will** +2

DR 5/—; **Immune** cold, elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

Melee 2 slams +12 (1d8+5 plus 1d6 cold)

Space 10 ft.; **Reach** 10 ft.

Special Attacks numbing cold (DC 17)

STATISTICS

Str 20, **Dex** 12, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +14; **CMD** 25 (can't be tripped)

Feats Cleave, Great Cleave, Improved Initiative, Power Attack

Skills Intimidate +11, Knowledge (planes) +9, Perception +11,

Stealth +8, Swim +13

SQ ice glide, icewalking

HUGE ICE ELEMENTAL

CR 7

XP 3,200

N Huge outsider (air, cold, elemental, extraplanar, water)

Init +7; **Senses** darkvision 60 ft., snow vision; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 16 (+3 Dex, +1 dodge, +8 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +10, **Will** +3

DR 5/—; **Immune** cold, elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

Melee 2 slams +15 (2d6+7 plus 1d8 cold)

Space 15 ft.; **Reach** 15 ft.

Special Attacks numbing cold (DC 19)

STATISTICS

Str 24, **Dex** 16, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +19; **CMD** 33 (can't be tripped)

Feats Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack

Skills Intimidate +13, Knowledge (planes) +11, Perception +13, Stealth +8, Swim +15

SQ ice glide, icewalking

GREATER ICE ELEMENTAL

CR 9

XP 6,400

N Huge outsider (air, cold, elemental, extraplanar, water)

Init +8; **Senses** darkvision 60 ft., snow vision; Perception +16

DEFENSE

AC 23, touch 13, flat-footed 18 (+4 Dex, +1 dodge, +10 natural, -2 size)

hp 123 (13d10+52)

Fort +12, **Ref** +14, **Will** +4

DR 10/—; **Immune** cold, elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

Melee 2 slams +20 (2d8+9 plus 2d6 cold)

Space 15 ft.; **Reach** 15 ft.

Special Attacks numbing cold (DC 20)

STATISTICS

Str 28, **Dex** 18, **Con** 19, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +24; **CMD** 39 (can't be tripped)

Feats Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

Skills Escape Artist +20, Intimidate +16, Knowledge (planes) +15, Perception +16, Stealth +12, Swim +17

SQ ice glide, icewalking

ELDER ICE ELEMENTAL

CR 11

XP 12,800

N Huge outsider (air, cold, elemental, extraplanar, water)

Init +9; **Senses** darkvision 60 ft., snow vision; Perception +19

DEFENSE

AC 24, touch 14, flat-footed 18 (+5 Dex, +1 dodge, +10 natural, -2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +17, **Will** +5

DR 10/—; **Immune** cold, elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

Melee 2 slams +24 (2d10+10/19-20 plus 2d8 cold)

Space 15 ft.; **Reach** 15 ft.

Special Attacks numbing cold (DC 22)

STATISTICS

Str 30, **Dex** 20, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

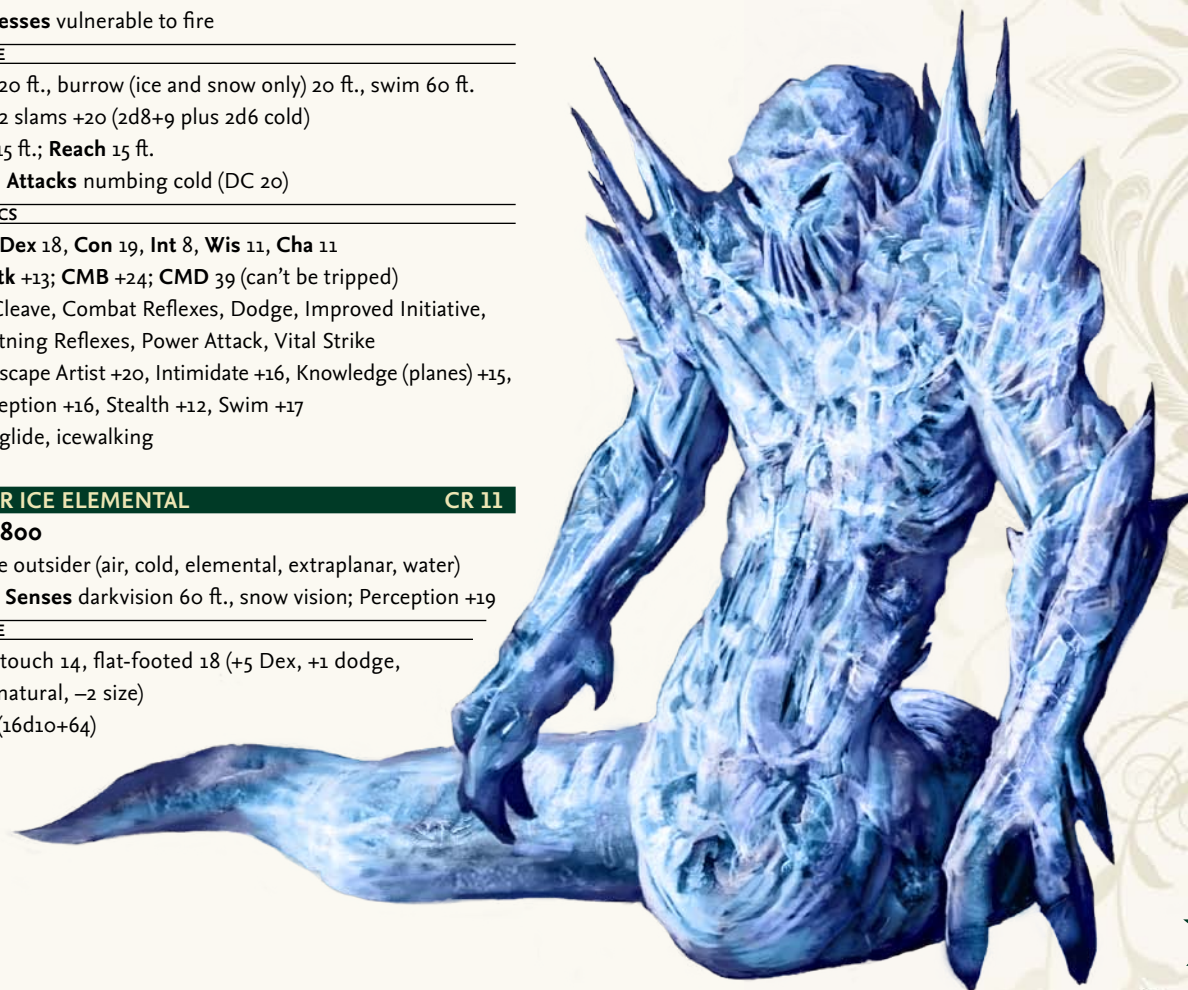
Base Atk +16; **CMB** +28; **CMD** 44 (can't be tripped)

Feats Cleave, Combat Reflexes, Dodge, Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

Skills Escape Artist +24, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +16, Swim +37

SQ ice glide, icewalking

Ice elementals are creatures made of animated snow and ice. They form in especially cold parts of the Plane of Water and along its border with the Plane of Air, where giant icebergs careen off of world-high waterfalls into the open sky. Ice elementals vary in their exact appearance.



ELEMENTAL, LIGHTNING

This creature looks like a dark storm cloud, with sparks suggesting eyes and long sweeping arms charged with bolts of lightning.

LIGHTNING ELEMENTAL



Languages Auran

ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Metal Mastery (Ex) A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Spark Leap (Ex) A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

SMALL LIGHTNING ELEMENTAL

CR 1

XP 400

N Small outsider (air, elemental, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 11 (2d10)

Fort +3, **Ref** +5, **Will** +0

Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +5 (1d4 plus 1d3 electricity)

Special Attacks metal mastery, spark leap

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Improved Initiative, Weapon Finesse^B

Skills Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5

MEDIUM LIGHTNING ELEMENTAL

CR 3

XP 800

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +8, **Will** +1

Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +8 (1d6+3 plus 1d4 electricity)

Special Attacks metal mastery, spark leap

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 21

Feats Dodge, Improved Initiative, Weapon Finesse^B

Skills Acrobatics +11, Escape Artist +9, Fly +12, Knowledge (planes) +2, Perception +7

LARGE LIGHTNING ELEMENTAL

CR 5

XP 1,600

N Large outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 16, flat-footed 11 (+6 Dex, +1 dodge, +2 natural, –1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +12, **Will** +2

DR 5/—; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +13 (1d8+3 plus 1d6 electricity)

Space 10 ft.; **Reach** 10 ft.

Special Attacks metal mastery, spark leap

STATISTICS

Str 16, **Dex** 23, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +12; **CMD** 29

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse^B

Skills Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (planes) +9, Perception +11

HUGE LIGHTNING ELEMENTAL

CR 7

XP 3,200

N Huge outsider (air, elemental, extraplanar)

Init +12; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 17, flat-footed 10 (+8 Dex, +1 dodge, +2 natural, –2 size)

hp 85 (10d10+30)

Fort +10, **Ref** +15, **Will** +5

DR 5/—; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +16 (2d6+5 plus 1d8 electricity)

Space 15 ft.; **Reach** 15 ft.

Special Attacks metal mastery, spark leap

STATISTICS

Str 20, **Dex** 27, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +17; **CMD** 36

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Weapon Finesse^B

Skills Acrobatics +21, Escape Artist +21, Fly +12, Knowledge (planes) +11, Perception +13

GREATER LIGHTNING ELEMENTAL

CR 9

XP 6,400

N Huge outsider (air, elemental, extraplanar)

Init +13; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, –2 size)

hp 110 (13d10+39)

Fort +11, **Ref** +17, **Will** +6

DR 10/—; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +20 (2d8+6 plus 2d6 electricity)

Space 15 ft.; **Reach** 15 ft.

Special Attacks metal mastery, spark leap

STATISTICS

Str 22, **Dex** 29, **Con** 16, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +21; **CMD** 41

Feats Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse^B

Skills Acrobatics +25, Escape Artist +25, Fly +13, Intimidate +16, Knowledge (planes) +15, Perception +16

ELDER LIGHTNING ELEMENTAL

CR 11

XP 12,800

N Huge outsider (air, elemental, extraplanar)

Init +14; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, –2 size)

hp 136 (16d10+48)

Fort +13, **Ref** +20, **Will** +7

DR 10/—; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +24 (2d8+8 plus 2d8 electricity)

Space 15 ft.; **Reach** 15 ft.

Special Attacks metal mastery, spark leap

STATISTICS

Str 26, **Dex** 31, **Con** 16, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 47

Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse^B

Skills Acrobatics +29, Escape Artist +29, Fly +14, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +21

Though most think of the Plane of Air as a vast expanse of clear sky, that plane also holds the power of the storm, including monstrous hurricanes larger than entire worlds and thunderstorms whose peals and claps can shatter stone. Whether lightning elementals are the by-product of common air elementals spending too much

time near these electrically charged storms or are merely calved off like forgotten flurries, they are aggressive and almost suicidal in their willingness to leap into battle. They particularly enjoy attacking creatures that are made of metal and creatures that wear metal armor or wield metal weapons.

Many lightning elementals have a roughly humanoid shape, but some prefer animalistic shapes (particularly birds and dragons), and a few appear to be nothing more than large disembodied heads made of dark clouds with flickering lightning tongues. Regardless of the shape a lightning elemental takes, the air around the creature hums and throbs with the promise of electrocution and the tangy stink of ozone.



ELEMENTAL, MAGMA

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

MAGMA ELEMENTAL



Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Burn (Ex) A magma elemental's burn DC includes a –2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

Earth Glide (Ex) A burrowing magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A *move earth* spell cast on an area containing a burrowing magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava (*Pathfinder RPG Core Rulebook* 444) that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

SMALL MAGMA ELEMENTAL

CR 1

XP 400

N Small outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15 (–1 Dex, +5 natural, +1 size)

hp 11 (2d10)

Fort +3, **Ref** +2, **Will** +0

Immune fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee slam +3 (1d3 plus burn)

Special Attacks burn (1d4, DC 9), lava puddle

STATISTICS

Str 10, **Dex** 8, **Con** 11, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 10

Feats Improved Initiative

Skills Knowledge (dungeoneering) +2, Perception +5, Stealth +8
SQ earth glide

MEDIUM MAGMA ELEMENTAL

CR 3

XP 800

N Medium outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 9, flat-footed 16 (–1 Dex, +7 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +3, **Will** +1

Immune fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee slam +6 (1d6+3 plus burn)

Special Attacks burn (1d4, DC 12), lava puddle

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 15

Feats Improved Initiative, Power Attack

Skills Knowledge (dungeoneering) +4, Perception +7, Stealth +6

LARGE MAGMA ELEMENTAL

CR 5

XP 1,600

N Large outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +5, **Will** +2

DR 5/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +11 (1d8+4 plus burn)

Space 10 ft.; **Reach** 10 ft.

Special Attacks burn (1d6, DC 14), lava puddle

STATISTICS

Str 18, **Dex** 8, **Con** 15, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +13; **CMD** 22

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +15, Knowledge (dungeoneering) +9, Perception +11, Stealth +6

HUGE MAGMA ELEMENTAL

CR 7

XP 3,200

N Huge outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 17, touch 7, flat-footed 17 (–1 Dex, +10 natural, –2 size)

hp 85 (10d10+30)

Fort +10, **Ref** +6, **Will** +3

DR 5/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +14 (2d6+6 plus burn)

Space 15 ft.; **Reach** 15 ft.

Special Attacks burn (1d8, DC 16), lava puddle

STATISTICS

Str 22, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 27

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +19, Knowledge (dungeoneering) +11, Perception +13, Stealth +4

GREATER MAGMA ELEMENTAL

CR 9

XP 6,400

N Huge outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 19, touch 7, flat-footed 19 (−1 Dex, +12 natural, −2 size)

hp 123 (13d10+52)

Fort +12, **Ref** +7, **Will** +4

DR 10/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +18 (2d8+7 plus burn)

Space 15 ft.; **Reach** 15 ft.

Special Attacks burn (2d6, DC 18), lava puddle

STATISTICS

Str 24, **Dex** 8, **Con** 19, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +22; **CMD** 31

Feats Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack

Skills Climb +23, Intimidate +16, Knowledge (dungeoneering) +15, Perception +16, Stealth +7

ELDER MAGMA ELEMENTAL

CR 11

XP 12,800

N Huge outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 25, touch 7, flat-footed 25 (−1 Dex, +18 natural, −2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +9, **Will** +5

DR 10/—; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +22 (3d6+8 plus burn)

Space 15 ft.; **Reach** 15 ft.

Special Attacks burn (3d6, DC 20), lava puddle

STATISTICS

Str 26, **Dex** 8, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 35

Feats Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack, Vital Strike

Skills Climb +27, Intimidate +19, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10

In the border areas between the Plane of Earth and Plane of Fire, volcanoes and continent-sized lava flows are commonplace. Elementals in this area tend to have aspects of both planes, and the typical sort is the magma elemental, an earth elemental with a core of liquid fire. Magma elementals generally have a somewhat feral or bestial appearance.

