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Pathfinder medium aether elemental

This strange entity is formed from interwoven translucent threads of unusual multi-colored materials. Ethereal elemental languages Akuan, Oran, Ignan, Telan Ecology Environment The solitary, paired, or gang (3-8) treasure-free special ability telekinetic invisible (Ex) ethereal element body bends light and dampens sound waves. This works as a kinematic utility wild talent telekinetic invisible, except that it is constant and does not end up with elemental attacks. Because this capability is inherent, it is not affected by invisible purges. Elements of telekinetic slow (Ex) food can fly creatures and objects (in the range of up to 480 feet). Creatures receive fortide saves to avoid being thrown (Save DC is constitutionally based). Telekinetic throws deal with damage listed on both thrown creatures or objects and targets. Ether elements can throw creatures and objects that weigh at most 50 pounds per hit die that the element has. Telekinetic deflection (Su) essar elements get a deflection bonus to AC equal to its constitutional modifier. Elements of the Telekinetic Maneuver (Su) Esa can attempt combat maneuver checks for a range of ranges according to telekinesis using a CDB equal to hit dies + dexterity modifiers. Small Ether Elemental CR 1 XP 400 N Small Outsider (Ether, Elemental, Extra Planer) Init +6; Sense Blindness 60 feet, Dark Vision 60 feet; Perception +5 Defense AC 14, Touch 14, Flatfoot 12 (+1 deflection, +2 Dex, +1 size) hp 13 (2d10+2) Fort +4, Ref +5, Will + 0 Defense Capability Telekinetic Deflection; Immune Elemental Properties, Force Offense Speed Fly 60 Feet (Good) Mary Slam +4 (1d4+1) Range Telekinetic Throw +5 (1d8+ 2) Special Attack Telekinetic Maneuver, Telekinetic Throw (DC 12) Stats Str 12, Dex 15, Con 12, Int 4, Wiss 11, Cha 11 Base +2; deflection, +4 Dex) hp 34 (4d10+12) Fort +7, Ref +8, Will +3 Defensive capability Telekinetic deflection; Immune elemental properties, force offense speed fly 60 feet (good) Merry Slam +6 (1d6+3) Range Telekinetic throw +8 (2d6+2) Special Attack Telekinetic Maneuver, Telekinetic Throw (DC 16) Stats Str 14, Dex 19, Con 16, Int 4, Wiss 11, Cha 11 Base +4; CMB +6; CMD 23 Feat Improvement Initiative, Point Blank Shot Skill Acrobatics +6, Fly +12, Perception +5, Stealth +11 SQ Telekinetic Invisible Visible Fundamental Ether Elemental CR 3 XP 800 N Medium Outsider (Ether, Elemental, Extra Planer) Init +8; Sense Blindness 60 feet, Dark Vision 60 feet; Perception +7 Defense AC 17, Touch 17, Flatfoot 13 (+3 deflection, +4 Dex) hp 34 (4d10+12) Fort +7, Ref +8, Will +3 Defensive capability Telekinetic deflection; Immune elemental properties, force offense speed fly 60 feet (good) Merry Slam +6 (1d6+3) Range Telekinetic throw +8 (2d6+2) Special Attack Telekinetic Maneuver, Telekinetic Throw (DC 16) Stats Str 14, Dex 19, Con 16, Int 4, Wiss 11, Cha 11 Base +4; CMB +6; CMD 23 Feat Improvement Initiative, Iron Will, Point Blank Shot Skill Acrobatics +9, Fly +13, Perception +7, Stealth +11 SQ Telekinetic Invisible Large Ether Elemental CR 5 XP 1,600 N Large Outsider (Ether, Elemental, Extra Planer) Init +11; Sense Blindness 60 feet, Dark Vision 60 feet; perception +11AC 20, Touch 20, Flat Foot 13 (+4 Deflection, +7 Dex, -1 Size) Horsepower +10, Ref +13, Will +4 Defensive Capability Telekinetic Deflection; DR 5/—Immune elemental properties, force offense speed fly 60 feet (good) Merry 2 slam +10 (1d8+3) range telekinetic throw +14 (4d6+6) space 10 feet. Reach 10 feet. Special Attack Telekinetic Manoeuvre, Telekinetic Throw (DC 16) Stats Str 16, Dex 25, Con 18, Int 6, Wiss 11, Cha 11 Base Atk +6; CMB +12; CMD 33 Feat Improvement Initiative, Improved Iron Will, Iron Will, Point Blank Shot, Accurate Shot Skill Acrobatics +18, Fly +20, Perception +11, Stealth +14 SQ Telekinetic Invisible Giant Ethereal Elemental CR 7 XP 3,200 N Giant Outsider (Ether, Elemental, Extra planer) Init +13; Sense Blindness 60 ft, Dark vision 60 feet; perception +13 Defense AC 22, Touch 22, Flat foot 13 (+5 deflection, +9 Dex, -2 Size) hp 105 (10d10+50) Fort +12, Ref +16, Will +5 Defense Capability Telekinetic Deflection; DR 5/—Immune Elemental Properties, Force Offense Speed Fly 60ft (Good) Merry 2 Slam+ 12 (2d6+4) Range Telekinetic Throw +17 (6d6+7/19-20) Space 15 feet. Reach 15 feet. Special Attack Telekinetic Manoeuvre, Telekinetic Throw (DC 17) Stats Str 18, Dex 29, Con 20, Int 6, Wiss 11, Cha 11 Base Atk +10; CMB +16; CMD 40 Feat Improvement Critical (Telekinetic Throw), Improved Initiative, Improved Iron Will, Iron Will, Point Blank Shot, Accurate Shot Skill Acrobatics +22, Fly +22, Perception +13, Stealth +14 SQ Telekinetic Invisible Greater Ether Elemental CR 9 XP 6,400 N Giant Outsider (Ether, Elemental, Extra Planar) Sense Blindness 60 feet, Dark Vision 60 feet; Perception +16 Defense AC 24, Touch 24, Flatfoot 14 (+6 deflection, +10 Dex, -2 size) hp 149 (13d10+78) Fort +14, Ref +18, Will +6 Defensive capability Telekinetic deflection; DR 10/; Immune elemental properties, Force Offense Speed Fly 60 feet (good) Merry 2 Slam +16 (2d8+5) Range Telekinetic Throw +21 (8d6 +7/19-20) Space 15 feet. Reach 15 feet. Special Attack Telekinetic Manoeuvre, Telekinetic Throw (DC 18) Stats Str 20, Dex 31, Con 22, Int 8, Wiss 11, Cha 11 Base Atk +13; CMB +20; CMD 46 Feat Fatal Purpose, Improved Critical (Telekinetic Throw), Improved Initiative, Improved Iron Will, Improved Accurate Shot, Iron Will, Point Blank Shot, Accurate Shot Skill Acrobatics +26, Fly +26, Knowledge (Aiplane) +0 15, Perceived +16, Stealth +18 SQ Telekinetic Invisible Elder Ether Elemental CR 11 XP 12,800 N Giant Outsider (aether, elemental, Extra Plan) Sense Blindness 60 feet, dark vision 60 feet; perception +19 defense AC 26, Touch 26, Flatfoot 15 (+7 deflection, +11 Dex, -2 sizes) hp 200 (16d10+112) Fort +17, Ref +21, Will +7 Defense Capability Telekinetic deflection; DR 10/-Immune elemental properties, force offense speed fly 60 feet (good) Merry 2 slam +20 (2d8+6) range telekinetic throw +25 (10d6 +7/19-20) space 15 feet. Reachft. Special Attack Telekinetic Manoeuvre, Telekinetic Throw (DC 19) Stats Str 22, Dex 33, Con 24, Int 10, Wiss 11, Cha 11 Base Atk +16; CMB +24; CMD 51 Feat Combat Reflexes, Deadly Objectives, Improved Critical (Telekinetic Throw), Improved Initiative, Improved Iron Will, Improved Accurate Shot, Iron Will, Point Blank Shot, Accurate Shot Skill Acrobatics +30, Escape Artist +30, Fly +30, Knowledge (Airplane) +19, Perception +19, stealth +22 SQ telekinetic invisible ether element is made of living ether. Ether elements are elements made of ether, a rare element that occurs on the ether plane near the boundary of the elemental plane. Their bodies resemble interwoven translucent threads of unusual multi-colored materials. [1] This cloud-like creature has a dark cavity reminiscent of an eye and mouth, and the howling wind whips into an ominous shape. AC 19, Touch 16, Flatfoot 13 (+5 Dex, +1 Dodge, +3 Natural) Creature Type Outsider (Air, Elemental, Extra Planer) Defensive Feat Dodge, Fly by Attack, Improvement Initiative B, Weapon finesse B Into N Medium Outsider (Air, Elemental, Extra Planer) +9 Organizational Solitude, Pair, Pair, Or Gang (3-8) Perception +7 Skill Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (Airplane) +1, Perception +7, Stealth +10 Special Attack Speed TL; DR This GM summons spells to bring elements only to the elements section of Beast and Bestiily 2. (We are not using the problem ether element from Bestiary 5 until it is clear.) This GM believes this is an accurate and fair judgment based on the patterns established by the summoning spell creature list, but the game never flats out, denying any option. The term element is both a subtype and a creature, a creature whose name has the word element like an air element. The creature list does not explicitly distinguish between individual summoned monsters and spells of natural allies, but each list has another second column devoted to the subtype of entry: the entry element (small) in the first column has, for example, as a subtype of element in the second column. While this reader will strike this reader as a strange editorial decision, this reader admits that the presence of an elemental subtype in the second column alone does not necessarily exclude the first column, which in this case means an elemental subtype. However, looking at the term used in the broad context of these summoning spells, this reader believes that the list of first columns means elements as their kind, not as subtypes. As summon spells increase in power at lower levels, the size of the elements that can be brought out with them. For example, spells in Summoned Monster II can create elements (small), elements of IV (medium), elements of V (large), and VI elements (huge). However, as the power of summon spells increases at a higher level, elemental entries in the creature list of those later spells stop using size and switch to type. For example, spells in summoned monster VII can create elements (larger) and VIII elements (elders). In short, the elements that summon spells are, in turn, small, medium, large, huge, large, and elder. These parentheses notes of elemental entries in the summon spell creature list correspond to the types of elements described in the description of the traditional Bestiary elements (air, earth, fire, water), vestary 2 elements (ice, lightning, magma, mud), and the solitary Bestiary 5 element (aether). Rather than seeing this as an amazing coincidence or a happy accident, this reader sees this as a pattern. In addition, this reader believes that this pattern establishes that summon spells are limited to bringing up only elements with the corresponding type of all of these categories. Such useful patterns eliminate confusion, smooth otherwise awkward progressions, simplify references, and facilitate playback. This conclusion is subtly reinforced by the idea that the elements in the first column were to indicate subtypes rather than types, and low-level element entries with size categories would be unique among the creature entries of summon spells in that regard. All other creature list entries are a type (not a miserable animal or animal (medium) but a miserable wolf, or just an animal) or a subtype (not just a devil (medium) or devil, but a kind of creature. Even in entry motto (optional), the term Mefti is a type of creature named Mefti - Meftui is also not a subtype. Still, it's so hard to prove a negative value in an exception-based role-playing gaming system that another reader might have the opinion that this pattern is accidental or accidental rather than intentional, and that the actual goal (at least, the written rules) is a mess. I mean, as far as I know, no developer has said clearly that the elements in the first column of the summons list don't mean subtype.2.3. Other hand... Another reader can argue that spells should be read alone, regardless of other spells. Therefore, since the spell stands aloneCreature list entries in spells, elements of a certain size, allow the option to summon creatures with subtype elements, which can also be considered that size. And its readers can argue that by extending and having subtype elements and big or older words in their names, it is only large and elder elemental entries that are restricted to both creatures that are larger or elders for some other reason. Make no mistake: this reader agrees with that principle: the game element should stand alone, not refer to other elements to realize its meaning or potential, and clarify itself through its own words. Unfortunately, this reader agrees with that principle, but he still disagrees with the argument. We believe that context still leads this reader, and that perceptible patterns mean that anthoovers should not reign here. (In addition, the Pathfinder Core Rulebook was as comprehensive as other readers would like, it wouldn't fit in your backpack, or, perhaps, even in your car! You're probably already aware that this will expand summon spells to other creatures. One or more templates have been applied. It does not remove elemental subtypes from creatures unless both templates make the creature larger or too small. Applying one or more additional templates to creatures born with summon spells beyond what the summon spell requires is implicitly prohibited, at least by the first column of the summon spell creature list. For example, a miserable rat is no longer just a miserable rat if it is applied to a creature of template fungi. Instead, it is a fungal miserable rat, and there is no fungal miserable rat entry on the list of summoning spell creatures. (See fungal lizard people for example.) For example, in contrast to fungal air raids, it is still a moderate creature and retains its elemental subtype (its type becomes a plant, and the subtype obtains an enhanced (outsider). Under the vast judgment of what that first column element means in the summons list, that fungal air raid is a valid creature available from Summon monster IV. With this in mind, summoning option II or Nature Ally II spells that will be available through Summon Monster II, without the need to add third-party templates, will multiply with variety and power to be very closeGM should expect skilled research-minded players to create crazy powerful creatures with 2nd-level spells on their PCs. Its GM is better prepared to house (or meet head-on) a PC that can produce such a creature, to prevent the PC from riding an equally unenthen enhanced opposition, due to the type of choice inherited from D&D 3.5. Elements of the summons list are also an exception, exacerbating this confusion. 2 Creative Director James Jacobs says few creatures are added to the summons list (December 2010) because such additions complicate the game (December 2010) and that's why (December 2010). Readers may also be interested in Jacobs' account of the presence of giants on the Summon Nature Ally List (September 2015) and the absence of geniuses from the Summoned Monsters List (August 2009). 3 In Paizo's bulletin board thread that reflects the question, this post (April 2014) mentions Jacobs alluding to a summoning spell that is limited to creatures from the first Bestiary. This reader humbly suggests that users may remember Jacobs' post (November 2012) referring to the Bestiary 2 element, which is fine for summon spells and elemental spells. 4 Under such a ruling, summoning Monster IV or summoning a Natural Ally IV spell can trigger a CR 11 air raid. Without that ruling, the same spell could, for example, create hollow elements. The hollow element is CR3. 5. In third-party sources, level 3 wizards can cast spells of Summoned Monster II to create a cat void of cat cat of the cat. 30.

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