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Home >Bestiary >(Bestiary) Of Type >Outsiders >Elementals >Elemental, Lightning > This creature looks like a dark storm cloud, with sparks suggesting eyes and long sweeping arms charged with lightning bolts. Larger Lightning Elemental CR 9 XP 6400 N Large outsider (air, elementary, 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, elementary moves OFFENSE Speed fly 100 ft. (perfect) Melee 2 slams +20 (2d8 +6 plus 2d6 electricity) Space 15 ft.; Now 15 ft. Special Attacks metal mastery, spark leap STATS Size 22, Dex 29, Con 16, Int 8, Wis 11, Cha 11 Base Atk +13; CMB +21; CMD 41 feats Blind-Fight, Dodge, Flyby Attack, Enhanced Initiative, Iron Will, Mobility, Power Attack, Weapon FinesseB Skills Acrobatics +25, Escape Artist +25, Fly +13, Scare +16, Knowledge (aircraft) +15, Perception +16Language Auran SPECIAL ABILITIES Metal Mastery (Ex) A lightning elementary gets a +3 bonus on attack rolls if your opponent is wearing metal armor, wielding a metal weapon, or is made of metal (for example, an iron golem). Spark Leap (Ex) A lightning elemental gets a +10 bonus on the bull rush, disarm, overrun and turattack when it charges a creature against whom the metal coping capacity applies.

ECOLOG Y Environment any (Plane of Air) Organization lonely, pair or bunch (3-8) Treasure none Although most people think of Plane of Air as a vast expansive clear sky, that plane also has the power of the storm, including monstrous hurricanes larger than whole worlds and thunderstorms if peals and claps can crush rocks. Whether lightning elements are a product of common air elementals that spend too much time near these electrically charged storms or are simply calmed off as forgotten flurries, they are aggressive and almost suicidal in their willingness to jump into battle. They especially like to attack creatures that are made of metal and creatures that carry metal armor or use metal weapons. Many lightning elementals have a roughly humanoid shape, but some prefer animalistic forms (especially birds and dragons), and some seem to be nothing more than large disembodied heads made of dark clouds with flickering lightning tongues. Regardless of the shape a lightning element takes, the air around the creature and throbs hums with the promise of electroshock and the tangy stink of ozone. Section 15: Copyright Notice Pathfinder RolePlay Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenyon, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Stephens, James L. Sutter, Russ Taylor and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook and Skip Williams. AC 22 Touch 18 Flat-footed 12 (+9 Dex, +1 Dodge, +4 Natural, -2 Size) Creature Type Outsider (Air, Elemental, Extraplanar) Environmental Achievements Blind-fight, Dodge, Flyby Attack, Enhanced Initiative, Iron Will, Mobility, Power Attack, Weapons Finesse Immune Electricity, Elementary Moves Init N Huge Outsider (Air, Elemental, Extraplanar) +13 Melee 2 Slams +20 (2d8+6 Plus 2d6 Electricity) Organization Solitary, Couple, Or Gang (3-8) Senses Darkvision 60 Ft.; Perception +16 Skills Acrobatics +25, Escape Artist +25, Fly +13, Scare +16, Knowledge (Fly) +15, Perception +16 Special Attacks Special Attacks Metal Mastery, Spark Leap Speed This hulking, roughly humanoid creature of dirt and rock explodes up from Earth, faceless save for two glowing gemstone eyes. Greater Earth Elemental CR 9 XP 6400 N Large outsider (earth, elementary, extraplanar) Init -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +16 DEFENSE AC 21, touch 7, flat-footed 21, (-1 Dex, +14 natural, -2 size) hp 136 (13d10 +65) Fort +13, Ref +3, Will +8 DR 10/-; Immune elementary moves OFFENSE Speed 20 ft., burrow 20 ft., earth glide Melee 2 slams +21 (2d10 +10) Space 15 ft.; Now 15 ft. Special Attacks earth coping STATISTICS Size 30, Dex 8, Con 21, Int 8, Wis 11, Cha 11 Base Atk +13; CMB +25; CMD 34 Feats Awesome Blow, Cleave, Greater Bull Rush, Larger overflow, Improved Bull RushB, Improved Overflow, Improved Sunder, Power Attack Skills Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (aircraft) +13, Perception +16, Stealth +7 Language Terran SPECIAL ABILITIES Glide Earth Glide (Ex) A digging earth elementary can pass through rock, dirt, or almost any other type of soil except metal as light as a fish swims through water. If protected from burns, it can even glide through lava. Its digging leaves no tunnel or holes, nor does it create any ripples or other signs of its presence. A movement earth spell thrown on an area containing a digging earth elementary flings elementary back 30 feet, the stunning creature for 1 round unless it succeeds at a DC 15 Fortitude store. Earth Mastery (Ex) An Earth elementary gets a +1 bonus on attack and damage rolls if both it and its enemy touch the ground. If an opponent is airborne or waterborne, elementary takes a -4 penalty on attacks and injury rolls. These modifiers apply to bull rush and overrun maneuvers, either elementary initiates or resists such attacks. (These modifiers are not included in the statistics block.) ECOLOGY Environment any (Plane of Earth) Organization lonely, pair or bunch (3-8) Treasure no Earth elementary is plodding, stubborn creatures made of living rock or soil. When they are completely silent, they resemble pile of stone or a Hill. When an earth elementary lumber to action, the actual appearance may vary, although the statistics remain identical to other elementary of the size. Most earth elementaries look like terrestrial animals made of stone, earth, or crystal, with glowing gems for eyes. Larger soil elements often have a rocky humanoid appearance. Pieces of vegetation often grow in the soil that make up parts of an earth elementary body. A larger earth elementary is 36 feet long and weighs 54,000 pounds of Lightning elementals are elementary made of dark storm clouds of various forms. The air around a lightning elemental chuckles and throbs with the sound of electrocution and the smell of ozone. In battle, they are aggressive to the point of suicide, and especially like to attack creatures made of metal or use metal equipment. [1] References This cloud-like creature has dark caves reminiscent of eyes and mouth, and a howling wind whips it into ominous forms. Greater Air Elemental CR 9 XP 6400N Large outsider (air, elementary, extraplanar)Init +14; Senses darkvision 60 ft.; Perception +16 DEFENSE AC 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, -2 size)hp 123 (13d10 +52)Fort +12, Ref +18, Will +6Defensive Abilities air mastery; DR 10/-; Immune elementary moves OFFENSE Speed fly 100 ft. (perfect) Melee 2 slams +21 (2d8 +7)Space 15 ft., Now 15 ft. Special attack whirlwind (DC 23, 10-60 ft.) STATS Size 24, Dex 31, Con 18, Int 8, Wis 11, Cha 11Base Atk +13; CMB +22; CMD 43Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Iron Will, Mobility, Power Attack, Weapon FinesseBSkills Acrobatics +25, Escape Artist +23, Fly +27, Knowledge (aircraft) +12, Perception +16, Stealth +15 Language Auran SPECIAL ABILITIES Air Mastery (Ex) Airborne Creatures take a -1 penalty on attacks and damage rolls against an air elemental; Ecology Environment Plane of Air Organization lonely, pair or bunch (3-8) Treasure no Air elementals are fast, flying creatures made of living air. Primitive and territorial, they dislike being summoned or doing the bidding of mortals, and much prefer to spend their time on plane of air, swooping and racing through the endless sky. Although all air elementals of the same size have identical statistics, the exact appearance of an air elemental can vary wildly between individuals. One can be an animated vortex of wind and smoke, while another can be a smoky bird-like creature with glowing eyes and wind for wings. An air elementary prefers to attack flying or otherwise airborne targets, not only because its mastery over aircraft gives it a slight advantage, but also because it abhors the thought of having to touch the ground. An air elementary can move underwater, and although it is an elementary and thus runs no risk of drowning, it has no reach in swim and loses much of its speed mobility when underwater. A larger air elementary is 36 feet long and weighs 10 pounds. Larger Lightning Elemental CR 9 XP 6400 N Large outsider (air, elementary, 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, elementary pull offenseSpeeds 100ft. (perfect) Melee 2 slams +20 (2d8 +6 plus 2d6 electricity) Space 15 ft.; Now 15 ft. Special Attacks metal mastery, spark leap STATS Size 22, Dex 29, Con 16, Int 8, Wis 11, Cha 11 Base Atk +13; CMB +21; CMD 41 feats blind-fight, Dodge, Flyby Attack, Enhanced Initiative, Iron Will, Mobility, Power Attack, Weapon FinesseB Skills Acrobatics +25, Escape Artist +25, Fly +13, Intimidate +16, Knowledge (planes) +15, Perception +16Language Auran SPECIAL ABILITIES A lightning element provides a +3 bonus on attack rollers if your opponent is wearing metal armor, using a metal weapon, or is made of metal (for example, an iron limb). Spark Leap (Ex) A lightning elemental gets a +10 bonus on the bull rush, disarm, overrun and turattack when it charges a creature against whom the metal coping capacity applies. Applies.

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