


☐

I'm not robot


reCAPTCHA

Continue

Chet atkins the entertainer

Ev >Bestiary > (Bestiary) By Type >Outsiders >Elementals >Elemental, Lightning > This creature looks like a dark storm cloud, suggesting that sparks blindfolds and long sweeping arms are loaded with lightning. Greater Lightning Elemental CR 9 XP 6,400 N Large alien (air, elemental, extraplanar) Init +13; Senses darkvision 60 ft.; Perception +16 DEFENSE AC 22, touch 18, flat-footed 12 (+9 Deks, +1 dodge, +4 natural, -2 lengths) hp 110 (13d10+39) Fort +11, Ref +17, Will +6 DR 10/—; Immune electric, elemental properties CRIME Speed fly 100 ft. (excellent) Melee 2 slams +20 (2d8+6 plus 2d6 electric) Gap 15 ft.; Reach 15 ft. Special Attacks metal mastery, spark splashING 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, Enhanced Initiative, Iron Will, Mobility, Power Attack, Weapon FinesseB Skills Acrobatics +25, Escape Artist +25, Fly +13, Intimidate +16, Bilgi (airplanes) +15, Perception +16Dil Auran SPECIAL ABILITIES Metal Mastery (Ex) If the opponent wears metal armor, he receives a +3 bonus on attack rolls, if he uses a gun metal, or if he is made of metal (an iron like iron). Spark Leap (Ex) When a lightning element charges a creature that practices its metal mastery ability, it earns a +10 bonus in bull attack, disarmament, overflow and journey attacks. ECOLOGY The environment is alone in any (Airplane Air) Organization, couple, or gang (3-8) Although none of the Treasury considers air aircraft as a wide ex width of open skies, this aircraft also holds the strength of the storm, including larger terrible hurricanes of all worlds and storms, whose peals and claps can be shattered in stone. Whether lightning elements are by-product of common air elements that spend so much time close to these electrically charged storms, or if they are just spooked like forgotten storms, they are aggressive and almost suicidal to jump into battle. They especially like to attack creatures made of metal and creatures that wear metal armor or use metal weapons. Many lightning elementals have a roughly humane shape, but with some animal shapes (especially birds and dragons) preferred and a few flickering lightning tongues, their plus-sizeless heads made of dark clouds seem like something else. Regardless the shape takes an elemental of lightning, the air around the creature hums and throbbes with the promise of electric shock and the punctuous smell of ozone. Part 15: Copyright Notice Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Writers Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen Owen Based on material by Stephens, James L. Sutter, Russ Taylor and Greg A. Vaughan, Jonathan Tweet, Monte Cook and Skip Williams. AC 22, Touch 18, Flat-footed 12 (+9 Dex, +1 Dodge, +4 Natural, -2 Size) Creature Type Alien (Air, Elemental, Extraplanar) Environment Feats Blind-fight , Dodge , Flyby Attack , Improved Enterprise , Iron Will , Mobility , Power Attack , Weapon Finesse Immune Electric , Elemental Properties Init N Large Outsider (Air , Elemental , Extraplanar) +13 Melee 2 Slams +20 (2d8 +6 Plus 2d6 Electricity) Organization Solitary, Pair, Or Gang (3-8) Senses Darkvision 60.Ft; Perception +16 Skill Acrobatics +25, Escape Artist +25, Fly +13, Intimidate +16, Information (Airplanes) +15, Perception +16 Special Attacks Metal Mastery, Spark Splash Speed This bulky, dirt and stone roughly explodes from the humane creature soil, save the two glowing gemstone eyes faceless for their eyes. Greater Earth Elemental CR 9 XP 6,400 N Large alien (earth, elemental, extraplanar) Init –1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +16 DEFENSE AC 21, touch 7, flat-footed 21, (–1 Dekst, +14 natural, –2 lengths) hp 136 (13d10+65) Fort +13, Ref +3, Will +8 DR 10/—; Immune elemental properties CRIME Speed 20 ft., slot 20 ft,landslide Melee 2 slams +21 (2d10+10) Gap 15 ft.; Reach 15 ft. Special Attacks earth mastery STATISTICS Str 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, Greater Overrun, Improved Bull RushB, Improved Grinding, Enhanced Sunder, Power Attack Skills Appraise +10, Climb +25, Info (dungeon) +10, Information (airplanes) +13, Perception +16, Stealth +7 Languages Terran SPECIAL ABILITIES Earth Glide (Ex) A hollow earth can pass almost any other type of soil, such as water like elemental stone, dirt, or easily fish like a fish. If protected against fire damage, it can even glide through the lava. Its hollow leaves no tunnels or holes behind, nor does it create any fluctuations or other signs of its existence. Casting a motion earth magic in an area containing an hollow earth elemental flings back 30 meters, the creature is stunning for 1 lap unless it is successful to save a DC 15 Fortitude. Earth Mastery (Ex) touches both it and the enemy ground if a soil elemental attack and damage roll earns a +1 bonus. If a competitor is sning with an airline or water, they will be penald -4 on elementary assault and damage rolls. These modifiers apply to bull attack and invasion maneuvers, whether elementary or resisting such attacks. (These modifiers are not included in the statistical block.) ECOLOGY The environment is made of stone or soil living in stubborn creatures, plodding earth elementals in any (Earth Plane) Organization alone, couple, or gang (3-8) treasure. When you're completely immobile, they look like a pile of stones or Hill. To act on a soil elemental timber, its actual appearance may vary, although the size of statistics remains the same as other elementals. Most earth elementals look with precious stones shining for the eyes, like rocks, soil, even terrestrial animals made of crystal. Larger earth elementals often have a sstoneed humane appearance. Pieces of vegetation often grow in the soil, which forms parts of an earth elemental body. A larger earth elemental is 36 metres long and weighs elementals made of dark storm clouds in various ways of £54,000 Lightning elementals. A lightning elemental hum is throbbing around with air and electric shock and the smell of ozone. In battle, they are aggressive to the point of suicide, and especially enjoy attacking creatures made of metal or use metal equipment. [1] References This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and whips into ominous shapes of a howling wind. Greater Air Elemental CR 9 XP 6,400N Large alien (air, elemental, extra-tedit)Init +14; Senses darkvision 60 ft.; Perception +16 DEFENSE AC 25, touch 19, flat-footed 14 (+10 Deks, +1 dodge, +6 natural, –2 size)hp 123 (13d10+52)Fort +12, Ref +18, Will +6Saving Capabilities air mastery; DR 10/—; Immunity elemental properties CRIME Speed fly 100 ft. (excellent) Melee 2 slams +21 (2d8+7)Space 15 ft.; Reach 15 ft. Special Attacks hurricane (DC 23, 10-60 ft.) ABUSES Str 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, Information (aircraft) +12, Perception +16, +15 Languages Auran SPECIAL ABILITIES Air Mastery (Ex) Air creatures receive 1 penalty for attack and damage in the air. Ecology Environment Aircraft Air Organization alone, couple, or gang (3-8) none of the Treasure Air elementals fast, flying creatures made from live weather. Primitive and earthy, they are called or making offers of mortals, and are very angry that they prefer to spend time racing with air planes, swooping and endless skies. While all weather elements of a similar size have the same statistics, the exact appearance of an air element can vary wildly among individuals. One can be the moving vortex of wind and smoke, and the other can be a smoky bird-like creature with glowing eyes and wind for its wings. An air elemental prefers to attack elemental flying or other air bone targets, because its dominance over flight provides a slight advantage, but also because it hates the thought of having to touch the ground. Although an air element can move underwater, and although it is an element and therefore there is no risk of drowning, Swim has no rank and loses a lot of speed mobility when underwater. A larger air elemental is 36 meters long and weighs 10 kilos. Greater Lightning Elemental CR 9 XP 6,400 N Large alien (air, elemental, extraplanar) Init +13; Senses darkvision 60 ft.; Perception +16 DEFENSE AC 22, touch 18, flat-footed 12 (+9 Deks, +1 dodge, +4 natural, -2 lengths) hp 110 (13d10+39) Fort +11, Ref +17, Will +6 DR 10/—; Immune electric, elemental properties OFFENSESpeed fly 100 ft. (excellent) Melee 2 slams +20 (2d8+6 plus 2d6 electric) Gap 15 ft.; Reach 15 ft. Special Attacks metal mastery, spark splashING 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, Enhanced Initiative, Iron Will, Mobility, Power Attack, Weapon FinesseB Skills Acrobatics +25, Escape Artist +25, Fly +13, Intimidate +16, Info (airplanes) +15, Perception +16Language Auran SPECIAL ABILITIES If the opponent wears metal armor, he receives a +3 bonus on attack rolls, if he uses a gun metal, or if he is made of metal (an iron like iron). Spark Leap (Ex) When a lightning element charges a creature that practices its metal mastery ability, it earns a +10 bonus in bull attack, disarmament, overflow and journey attacks. Applies.

