

Elemental (Earth)

Level	9	AGL	8	Defense Bonus	Block	15	
Size	Large	CHA	3		Dodge	14	
Initiative Bonus	+4	CON	22		Perry	N/A	
Grouping	1d4-2	END	20	High Pain Threshold		35%	
Aggressiveness	5	INT	8	Magic Resistance			
Movement	15' (3)	OBS	13	AGL	10%	INT	5%
Treasure	See Territory	STR	25	CHA	N/A	OBS	10%
		CON	45%	STR	60%		
		END	35%	WIS	10%		
WIS	9						

Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
Punch	+5	2d4+10	3/2	1	1
Kick		2d6+10			
Throwing	+2	Var.	1	Var	1

Territory & Description:

Earth Elementals embody the essence of the element of earth. They live primarily in the Elemental Plane of Earth but do cross over to the Prime Material Plane upon occasion. Most often this is when they are summoned by powerful magic users who can cast a "Summon Earth Elemental" spell. Other times, however they will cross over and become stuck in the material plane either by accident or their own volition.

When on Valhalla they will always be near precious or semiprecious rocks such as marble, obsidian, emeralds or sapphires. The harder the stone, the more likely an Earth Elemental will be to call it home.

Earth Elementals are not particularly aggressive but will defend themselves and their territories. These creatures have no interest in most types of treasure, but their layers are often comprised of fields of uncut gems. Indeed it is during mining operations that most people come into contact with these creatures.

Special Abilities:

- Immunity to Earth Based Spells: Earth Elementals are completely immune to all spells cast from the Earth Sphere of Elemental Magic. This includes not only the spells cast by an elemental user, but also any spell cast by other users that can also be cast as an elemental spell. For example, an earth elemental is immune to a "Clumsiness" spell if it is cast by an Elemental Magic user, or by a priest casting the spell from the sphere of Chaos.
- 1/2 Damage from Sharp, Piercing and Blunt weapons: Because their bodies are made of stone, Earth Elementals only receive 1/2 the normal damage from any sharp, piercing or blunt weapons (rounded down). Only energy weapons deal normal damage.
- Solid Punch: Because these creatures are comprised of solid rock, all punch damage is considered "real" damage.

Earth Elemental 1		Current CON	22					
		Current END	20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Body	22	67	45	33	33	56	56	

Earth Elemental 2		Current CON	22					
		Current END	20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Body	22	67	45	33	33	56	56	

Earth Elemental 3		Current CON	22					
		Current END	20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Body	22	67	45	33	33	56	56	

Earth Elemental 4		Current CON	22					
		Current END	20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Body	22	67	45	33	33	56	56	

Earth Elemental 5							
Current CON		22					
Current END		20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Body	22	67	45	33	33	56	56

Earth Elemental 6							
Current CON		22					
Current END		20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Body	22	67	45	33	33	56	56

Earth Elemental 7							
Current CON		22					
Current END		20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Body	22	67	45	33	33	56	56

Earth Elemental 8							
Current CON		22					
Current END		20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Body	22	67	45	33	33	56	56

Earth Elemental 9							
Current CON		22					
Current END		20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Body	22	67	45	33	33	56	56

Earth Elemental 10							
Current CON		22					
Current END		20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Body	22	67	45	33	33	56	56

Earth Elemental 11							
Current CON		22					
Current END		20					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Body	22	67	45	33	33	56	56