

Elemental, Grave

CR 16

NE Large Elemental

Initiative: +2; **Senses:** Darkvision 60 ft.

Defense

AC: 31, **Flat-Footed:** 29, **Touch:** 11

(+2 dexterity, +20 natural, -1 size)

HP: 302 (24d8+194)

DR: 10/--

Fort: +22, **Ref:** +10, **Will:** +8

SR: None

Resistances: None

Immunities: Elemental Immunities

Defensive Abilities: None

Offense

Base Attack Bonus: +18; **Grapple:** +35; **Space/Reach:** 5 ft. / 5 ft.

Speed: 30 ft., burrow 20 ft.

Melee: 2 Slams +31 (4d10+19 19-20/x2 plus Negative Blast)

Special Abilities: Castle Crasher, Sink

Tactics

During Combat: During combat a grave elemental moves to enter melee with any living opponent. A grave elemental typically power attacks for 11 points (granting it a +22 bonus to damage rolls with its slam attacks); if a grave elemental has difficulty hitting its foes it will reduce its power attack to 5 points or further if needed.

A grave elemental prefers to burrow up under foes and strike from surprise.

Morale: When confronted with living targets, grave elementals never flee from combat.

Statistics

STR 36 (+13)

DEX 14 (+2)

CON 26 (+8)

INT 7 (-2)

WIS 10 (+0)

CHA 9 (-1)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Negative Blast), Awesome Blow, Blind Fight, Cleave, Improved Bullrush, Improved Critical (Slam), Improved Sunder, Power Attack, Weapon Focus (Slam)

Skills: Listen +13 (13 ranks), Spot +14 (14 ranks)

Languages: Terran

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Any large *unhallowed* graveyard

Organization: Solitary

Treasure: None

Special Abilities

Castle Crasher (Ex): When attacking a man-made structure, the grave elemental ignores all hardness.

Negative Blast (Su): When a grave elemental scores a critical hit a massive eruption of negative energy explodes forth from its target. All living creatures within 60 feet of the victim of the critical hit must succeed on a fortitude save (DC 24) or suffer 1d4 negative levels; for each negative level granted, the grave elemental gains 10 temporary hit points. The grave elemental is excluded from the effects of this ability.

The save DC is Charisma-base. The save DC of this ability is increased by +2 due to the grave elemental possessing the Ability Focus (Negative Blast) feat.

Sink (Su): Grave elementals are capable of causing the earth itself to spring forth and drag a foe down to its death. As a full round action, a single creature within 120 feet of the grave elemental must succeed on a reflex save (DC 30) or be dragged 1d4x10 feet underground; a creature dragged underground must immediately begin holding its breath or it begins to suffocate.

A grave elemental may employ this ability once per hour.

The save DC of this ability is Constitution-based.

towards living creatures and will go out of their way to hunt down and brutally murder anything that gets in their way.

Grave elementals harbor a special hate for man-made structures and will go out of their way to destroy buildings with earthen or stone foundation.

While grave elementals are capable of speaking Terran, they will not speak with living creatures.

Lore

A successful knowledge (the planes) check will reveal the following information about a grave elemental:

DC 34 Defying appearance, the creature before you is not an undead monstrosity, but instead an evil-tainted elemental known as a grave elemental. This reveals all elemental traits.

DC 39 Those grievously wounded by a grave elemental explode in a powerful blast of negative energy.

DC 44 A grave elemental can call for the earth itself to entomb its enemies.

Before you is a towering man-shaped mass of earth with bones and the shattered remnants of coffins protruding from it.

Grave elementals are variant earth elementals that are drawn from the tainted soil of a graveyard or similar resting place of the dead. While most earth elementals are relatively benign and are often more than content to simply be left alone; grave elementals are outwardly hostile