

Galeb Duhr Earthbreaker

CR 6

N Medium Elemental (Earth)

Initiative: +4; **Senses:** Darkvision 60 ft.

Defense

AC: 23, **Flat-Footed:** 23, **Touch:** 10

(+13 natural)

HP: 85 (10d8+40)

DR: None

Fort: +11, **Ref:** +3, **Will:** +6

SR: None

Resistances: None

Immunities: Critical hits, flanking, paralysis, petrification, poison, *sleep* effects

Defensive Abilities: None

Offense

Speed: 20 ft., burrow 60 ft.

Melee: 2 Slams +14 (1d8+6)

Special Abilities: Animate Boulder, Hurl Stones, Shock Wave

Statistics

STR 23 (+6)

DEX 10 (+0)

CON 18 (+4)

INT 12 (+1)

WIS 16 (+3)

CHA 12 (+1)

Base Attack +7; **Grapple** +13; **Space/Reach** 5 ft. / 5 ft.

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

Feats: Ability Focus (Shockwave), Improved Initiative, Power Attack, Weapon Focus (Slam)

Skills: Appraise +14 (+13 ranks, +1 int), Climb +19 (+13 ranks, +6 str), Knowledge (Geography) +14 (+13 ranks, +1 int)

Languages: Dwarven, Terran

SQ: Elemental Traits

Combat Gear: None

Other Gear: None

Flavor

Environment: Any mountainous

Organization: Solitary, pair, or family (2d4+1 galeb duhr earthbreakers)

Treasure: No coins, 200% goods (gems only), no items

Before you stands a boulder that measures nearly twelve feet tall. Across its form you can see vague etchings of what look to be humanoid features. As you stare, it sprouts arms and legs and begins to advance towards you.

Galeb duhr earthbreakers are inhabitants from the plane of earth that take great joy in traveling to the material plane to oversee the earth itself. They take it upon themselves to make sure no stone is needlessly crushed and no swathes of soil are profaned by living creatures without great care.

All types of galeb duhr are incredibly fond of gems and go to great lengths to collect them (sometimes even going so far as to rob travelers that openly display valuable gems). While not outwardly hostile to most races, the galeb duhr hate dwarves as they typically build their cities underground, which the galeb duhr detest.

While galeb duhr typically avoid combat, they are more than able to defend themselves if pressed. During combat, galeb duhr earthbreakers typically employ their hurl stones ability to keep their enemies from closing too quickly. While their foes are held up, the galeb duhr earthbreaker takes the time to animate the largest nearby boulder it is able. After this it swiftly burrows into the earth while its boulder fights and only surfaces to lend aid if necessary.

Galeb duhr earthbreakers speak terran naturally and most also learn the dwarven tongue so that they might better secretly navigate dwarven cities and spy on the dwarven courts. Many a galeb duhr has sold dwarven secrets for a handful of precious stones.

Ability Information

Animate Boulder (Su): As a full-round action, a galeb duhr earthbreaker may animate a single boulder near him. Boulders animated in this way are treated as animated objects of the appropriate size (stone has a hardness of 8). The boulders animated by this ability remain animate for a number of hours equal to half the galeb duhr earthbreaker's hit dice. This ability is usable once per day for every five hit dice the galeb duhr earthbreaker possesses.

Hurl Stones (Su): As a standard action, galeb duhr earthbreaker can conjure large stones from the elemental plane of earth and throw them at its enemies. This ability is resolved as a ranged attack (the galeb duhr has an attack bonus of +7 with this attack) that, if successful, deals 2d8 points of damage to the target. In addition, the area that the struck creature resides in and all area within 5 feet of him becomes rough terrain.

Shockwave (Ex): As a full-round action, the galeb duhr earthbreaker may slam the ground with his form and cause a shockwave to ripple forth. All creatures within 15 feet of the galeb duhr earthbreaker take 1d6 points of damage and must succeed on DC 16 fortitude saves or be knocked prone. The DC of this ability is increased by 2 due to the galeb duhr earthbreaker possessing the ability focus (shockwave) feat.

Lore

A successful knowledge (the planes) check will reveal the following information about a galeb duhr earthbreaker:

- DC 20 This is a galeb duhr earthbreaker, a distant relative to earth elementals and a creature hailing from the plane of earth. This reveals all elemental traits.
- DC 25 Galeb duhr earthbreakers are capable of causing shockwaves that can knock their foes prone.
- DC 30 Galeb duhr earthbreakers can animate the very rocks themselves to do battle.