

Galeb Duhr Rockcaller

CR 9

N Medium Elemental (Earth)

Initiative: +4; **Senses:** Darkvision 60 ft., Tremorsense 120 ft.

Defense

AC: 30, **Flat-Footed:** 30, **Touch:** 10

(+20 natural)

HP: 157 (15d8+90)

DR: None

Fort: +15, **Ref:** +5, **Will:** +9

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 +19 (2d8+7)

Special Abilities: Animate Boulder, Earthen Grasp, Hurl Stones, Rocky Terrain, Rolling Attack

Statistics

STR 25 (+7)

DEX 10 (+0)

CON 22 (+6)

INT 13 (+1)

WIS 18 (+4)

CHA 12 (+1)

Base Attack +11; **Grapple** +18; **Space/Reach** 5 ft. / 5 ft.

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

Feats: Ability Focus (Rolling Attack), Improved Initiative, Improved Natural Armor (x2), Power Attack, Weapon Focus (Slam)

Skills: Appraise +19 (+18 ranks, +1 int), Climb +25 (+18 ranks, +7 str), Knowledge (Geography) +19 (+18 ranks, +1 int)

Languages: Dwarven, Terran

SQ: Elemental Traits

Combat Gear: None

Other Gear: None

Flavor

Environment: Any mountainous

Organization: Solitary, pair, or family (1d4 plus 2d4 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 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 rockcallers typically use their animate boulders ability to animate as many nearby rocks as they can to attack their foes. While their foes are distracted, the galeb duhr rockcaller will use its earthen grasp and rocky terrain abilities to hinder them in any way possible.

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 rockcaller may animate 1d4 boulders 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 the galeb duhr rockcaller's hit dice. This ability is usable once per day for every three hit dice the galeb duhr rockcaller possesses.

Earthen Grasp (Su): As a standard action, the galeb duhr rockcaller can conjure an earthen hand to hold one of his foes in place. The galeb

duhr rockcaller makes a ranged touch attack (the galeb duhr has an attack bonus of +11 with this attack) that, if successful, causes his target to be held in place for 1d4 rounds. The subject of this ability may act normally, but it cannot move in any way short of teleportation magic.

Hurl Stones (Su): As a standard action, galeb duhr rockcaller 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 +11 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 10 feet of him becomes rough terrain.

Rocky Terrain (Su): As a move action, the galeb duhr rockcaller can cause the earth itself to hinder his enemies. Choose 4 adjacent 5 foot squares, these 5 foot squares become rough terrain for one hour. The affected terrain must consist of earth or stone for this ability to take effect.

Rolling Attack (Ex): Whenever the galeb duhr rockcaller makes a successful charge attack, an opponent that it strikes must succeed on a DC 20 fortitude save or be knocked prone. The save DC of this ability is increased by 2 due to the galeb duhr rockcaller possessing the ability focus (rolling attack) feat.

Lore

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

DC 25 This is a galeb duhr rockcaller, a powerful form of galeb duhr that is typically encountered upon the plane of earth. This reveals all elemental traits.

DC 30 Galeb duhr rockcallers are capable of animating rocks to fight in their place. They are also capable of hurling large rocks at their foes.

DC 35 Galeb duhr rockcallers are capable of causing chunks of terrain to impede their foes. A charging galeb duhr rockcaller is capable of knocking opponents prone.