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# Animental

(Elemental Template)

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Though none can say for certain the reasons, one can often find creatures roaming the elemental planes that are like copies or echoes of creatures from the Prime Material Plane. These creatures appear and behave very similar to the creature they resemble, though very often their place in the elemental ecology is quite different from what one might expect. These animentals, as they are called, seem to be composed of elemental substance. [Converted from Planescape Monstrous Compendium III, page 14.]

## Creating an Animental:

"Animental" is a template that can be added to any corporeal creature that is neither an elemental nor an outsider nor an undead (referred to hereafter as the "base creature"). Creatures with this template become elementals. All animentals receive a creature subtype that is appropriate to the element of their construction, as detailed below.

An animental creature uses all the base creature's statistics and special abilities except as noted here.

## Elemental and Subtype:

Element	Creature Subtype
Air	Air
Earth	Earth
Fire	Fire
Water	Water
Ice	Cold
Magma	Fire, Earth (Magma)
Ooze	Water, Earth (Ooze)
Smoke	Air (Smoke)
Ash	(Ash)
Dust	Earth (Dust)
Lightning	Electricity (Lightning)
Mineral	Earth (Mineral)
Radiance	(Radiance)
Salt	(Salt)

Steam

Fire, Water (Steam)

*Note:* There have been no animals reported from the Plane of Vacuum.

**Cold subtype (Ex):** Cold immunity, double damage from fire except on successful save.

**Fire subtype (Ex):** Fire immunity, double damage from cold except on successful save.

**Electricity subtype (Ex):** Electricity immunity.

**Radiance Subtype (Ex):** Immune to light attacks and effects, takes 1 hit point/caster level in damage from darkness spells.

**Speed:** Certain animals gain new movement abilities. Animals of Earth and Mineral gain burrowing movement equal to their base movement. Animals of Water, Magma and Ooze gain swimming movement equal to their base movement, though Magma animals may only swim through magma. Animals of Air, Lightning, Radiance and Smoke and Steam gain flight equal to their base movement at average maneuverability. If the animal previously had flight, its flight movement increases one step in maneuverability.

**AC:** Natural armor is as the base creature +2.

**Damage:** The natural attacks of Fire, Magma and Steam animals do an additional 1d6 heat damage. The natural attacks of Ice animals do an additional 1d4 cold damage. The natural attacks of Lightning animals do an additional 1d6 electricity damage.

**Special Attacks:** An animal creature retains all the special attacks of the base creature. Fire and Magma animals also gain the following:

**Burn (Ex):** Those hit by the natural attacks of a Fire or Magma animal must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds (see *Catching Fire*, page 86 in the *DUNGEON MASTER'S Guide*). The save DC is equal to 10 + half the creature's hit dice + the creature's Constitution bonus. A burning creature can take a move equivalent action to put out the flame.

Creatures hitting a Fire or Magma animal with natural weapons or unarmed attacks take 1d6 fire damage, and also catch fire unless they succeed at a Reflex save.

**Special Qualities:** An animal creature retains all the special qualities of the base creature and also gains the following:

**Darkvision, 60' (Ex)**

**Elemental (Ex):** Immune to poison, sleep, paralysis and stunning. Not subject to critical hits.

**Damage Reduction (Ex):** Animentals gains damage reduction according to its hit dice. Animentals of 5-9 HD have DR 5/+1, 10-14 HD have DR 5/+2, 15+ HD have DR 10/+3.

**Saves:** Same as the base creature.

**Abilities:** Same as the base creature.

**Skills:** Same as the base creature.

**Feats:** Same as the base creature.

**Climate/Terrain:** Relevant elemental plane.

**Organization:** Same as the base creature.

**Challenge Rating:** Up to 4 HD, as base creature, 5 to 9 HD, as base creature +1, 10+ HD, as base creature +2.

**Treasure:** Same as the base creature.

**Alignment:** Same as the base creature.

**Advancement:** Same as the base creature.

## Sample Animental Creature

### Animental Displacer Beast (Ice)

#### Large Elemental (Cold)

**Hit Dice:** 6D10 + 18 (51 hp)

**Initiative:** +2 (Dex)

**Speed:** 40 ft.

**AC:** 12 (-1 size, +2 Dex, +5 natural)

**Attacks:** 2 tentacles +9 melee, bite +4 melee

**Damage:** Tentacle 1d6 +4 +1d4 cold, bite 1d8 +2 + d4 cold

**Face/Reach:** 5ft. by 10 ft./5 ft (15 ft. with tentacles)

**Special Qualities:** Displacement, resistance to ranged attacks, Darkvision 60', DR 5/+1, Elemental, Cold Subtype

**Saves:** Fort +8, Ref +7, Will +3

**Abilities:** Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8

**Skills:** Hide +12, Listen +3, Move Silently +7, Spot +6

**Feats:** Alertness, Dodge

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**Climate/Terrain:** Paraelemental Plane of Ice

**Organization:** Solitary, pair, or pride (6-10)

**Challenge Rating:** 5

**Treasure:** 1/10 coins; 50% goods; 50% items

**Alignment:** Usually lawful evil

**Advancement:** 7-9 HD (Large); 10-18 HD (Huge)

### Combat

**Displacement (Su):** Any melee or ranged attack directed at the creature has a 50% miss chance, unless the attacker can locate the creature by some means other than sight.



**Resistance to ranged attacks (Su):** +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

**Cold subtype (Ex):** Cold immunity, double damage from fire except on successful save.

**Skills:** The creature receives a +8 racial bonus to hide checks, thanks to its displacement power.

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