

**Shale Skirmisher (M)(CR<sup>1</sup>/<sub>3</sub>): XP 135**

Elemental warrior 1, CN S elemental (rock)  
**Init** -1; **Senses** darkvision 120 ft; [Perception](#) +1

**DEFENSE**

**AC** 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield), **hp** 7 (1d10+2), **Fort** +4, **Ref** -1, **Will** +1; +2 vs. spells

**Immune** paralysis, phantasms, poison

**OFFENSE**

**Speed** 20 ft.

**Melee** Stonefist +3 (1d8+1×3)

**Ranged** Clay Darts +0 (1d8/19–20)

**Spell-Like Abilities** 1/day—*Hunker Down* (self only)

**STATISTICS**

**Str** 12, **Dex** 9, **Con** 15, **Int** 10, **Wis** 13, **Cha** 4

**Base Atk** +1; **CMB** +2; **CMD** 11

**Feats** [Weapon Focus](#) (stonefist)

**Skills** [Intimidate](#) +1, [Stealth](#) -3; **Racial Modifiers** +2 [Perception](#) relating to stonework, +4 [Stealth](#)

**HUNKER DOWN:**

As a standard action the creature withdraws its limbs, and grips the ground; +4 AC for one round.

**Humanoid Earth Elemental (M)(CR1): XP 400**

N Small [outsider](#) ([earth](#), [elemental](#), [extraplanar](#)), **Init** -1; **Senses** dark 60 ft, tremor 60 ft.; [Perception](#) +4

**DEFENSE**

**AC** 17, touch 10, flat-footed 17 (-1 Dex, +7 natural, +1 size), **hp** 13 (2d10+2), **Fort** +4, **Ref** -1, **Will** +3  
**Immune** to [bleed](#), [paralysis](#), [poison](#), [sleep](#), stun, critical hits, [flanking](#). No additional damage from [sneak attack](#).

**OFFENSE**

**Speed** 20 ft., [burrow](#) 20 ft., earth glide

**Melee** slam +6(7) (1d6+4(5)) (bonus 1 if both on ground)

**STATISTICS**

**Str** 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +4; **CMD** 13

**Feats** [Improved Bull Rush](#)<sup>B</sup>, [Power Attack](#)

**Skills** [Appraise](#) +1, [Climb](#) +7, [Knowledge](#) (dungeoneering) +1, [Knowledge](#) (planes) +1, [Perception](#) +4, [Stealth](#) +7

**Languages** Terran

**SPECIAL ABILITIES**

**Earth Glide (Ex):** Can move through earth. A [move earth](#) spell on a burrowing earth elemental flings the elemental back 30 feet, [stunning](#) for 1 round (DC 15 [Fortitude](#) save).

**Earth Mastery (Ex):** +1 bonus on attack and damage rolls if both it and its foe are touching the ground.