



THE **ALEMENTAL**

Hailing from far off plains of drunken stupor these tempermental beings seek kinship or violence.

ALEMENTAL

The ones that always get the most attention are the flashy ones. Fiery elementals casting flame and soot, beings of mist and chilling fog, those that churn the very earth under your feet and send foes to an early burial. Elementals comes in all types, but there exist some outside of the normal realms of thought. Those that are brought about from unfortunate experiments or born from the mixing of substance and magic never asking to be part of this world. Some even have stranger origins, stemming from the corruption of outer plains. The Alemental is one such creature, often born from the spillage of alcohol by intrepid adventurers journeying through the outer elemental plains.

While their origins are known, it's more difficult to say how the creatures make their way to the more material plains other than perhaps following their desire to be amongst others of their own. Alementals are often belligerent creatures with little in the way of cohesive direction or thought. They often swing and sway from place to place seemingly seeking

out others of their ilk or searching for a bar or tavern to be close to other substances of their type. They have a particular infatuation with seedy dives where the ale is cheap and plentiful. They've been known to work their way through sewer systems finding the source of alcohol that is poured into the drains over time.

While they are not outright violent in most forms, they can easily be provoked into a fight by simply offering a perceived slight of some type. The largest problem being that few understand the cultures of the Alementals, so most anything could lead them to anger. Befriending one of these creatures is a difficult endeavor that few have managed to embark upon.

In Search of Kinship. There seems to be a desire amongst Alementals to seek out alcohol where it is poured in some way searching for others of their own ilk. In the rare event where two of these creatures meet, they will often stay together for long bouts of time, only moving on if they've found themselves to be incompatible with one another. So

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CREATURE 5

CN LARGE ELEMENTAL

Perception +12; darkvision

Languages Common, Drunken Common

Skills Athletics +16

Str +4, **Dex** +4, **Con** +5, **Int** -4, **Wis** -4, **Cha** +4

Inebriating Air (aura, poison) 5 feet. The Alemental is surrounded by a thick hanging stench of alcohol. Creatures within this aura are off-guard. Creatures that don't need to breathe are immune to this aura.

AC 22; **Fort** +17, **Ref** +12, **Will** +9

HP 91; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** poison 7

Drunken Master > (manipulate); **Trigger** The Alemental is targeted by a melee strike; **Frequency** Once per minute, **Effect** The Alemental takes on an unpredictable flowing form. It gains a +2 circumstance bonus to AC until the end of its next turn.

Speed 30 feet

Melee ♦ punch +15 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus Punch Drunk

Punch Drunk ♦ (poison); **Effect** The targeted creature becomes clumsy 1 until the end of their next turn. If the creature is effected by the Alemental's Inebriating Aura, they become clumsy 2 instead.

Sloshed ♦♦ (envision, poison); **Frequency** Twice per day; **Effect** The Alemental strides then unleashes a torrent of potent ale around it. Creatures within a 20-foot-emanation emanation of it must attempt a DC 19 Fortitude saving throw, becoming clumsy 1, off-guard, and stupefied 2 for 1 minute on a failure.

strong is their desire for camaraderie that they will often fight for hours over the most basic of things only to find themselves apologizing in the mornings after. Their misguided search for others like them in taverns has lead to many conflicts with scared patrons running for the exit.

Challenging Personas. While they don't seek to fight one sight with anyone they encounter, Alementals are often hot-tempered and can be provoked to anger with little understanding of what pushed them over the edge. They seem to take best to creatures that can hold their drink and often enjoy standard bar games should they be introduced to them. Music is especially successful in calming these creatures as they rhythmically sway about and chant along poorly when it is played for them. They also have a penchant for dancing even though they are particularly poor at it. Those in the know will think twice before insulting their moves though.

TACTICS

As Alementals can be provoked to anger rather easily with perceived slights, it's important to know their combat stats when going into an encounter with one. Their kit is heavily condition based, so make sure to keep track of their durations.

- Inebriating Air is a powerful tool to set up melee fighters for a hit when they come in to strike.
- Punch Drunk and Sloshed come together to be a one two punch of conditions that can make the day a nightmare for most adventurers. Use them early and often.
- Drunken master is the counter that can get the Alemental out of danger if it is in need. It buys them some room to breathe and can be a great way to set up a casting of Sloshed in the next round.

SUGGESTED PAIRINGS

While it would be surprising to encounter two or more Alementals, that doesn't mean they aren't alone.

- Alementals will often keep the company of other humanoid drunkards if it happens to come across them. You may even find a bard in their mix.
- This could be a surprising addition to an otherwise standard bar brawl. A few rounds in, have the Alemental explode from a suspicious looking keg against the back wall of the bar. It could quickly turn into a slug fest with a powerful being at the center.



PUNCH DRUNK

ITEM 5

CONSUMABLE | MAGICAL

Price 29 gp

Usage held in 1 hand; **Bulk** L

Activate ♦♦ (manipulate)

This entirely normal looking brown bottle is actually constructed from a special crystalline glass made to hold liquids with a decidedly more potent disposition. The cork that stops the top is held in with a twistable cage that takes a surprising amount of effort to undo the first time. A label is emblazoned across the exterior of the bottle with a printed logo identifying the drink as "Punch Drunk".

To the untrained eye, this appears to be a normal bottle of ale. A creature that has reason to be suspicious of this bottle can correctly identify its nature with a successful recall knowledge action (DC 19) using Underworld Lore.

When activated, you uncork this bottle unleashing a wave of potent ale in the form of a sudsy fist that punches the creature holding it. Attempt a DC 19 Fortitude save.

Critical Success The creature is drenched in ale, but unaffected.

Success The creature becomes off-guard for 10 minutes.

Failure As success, but the creature is also clumsy 1 for 10 minutes.

Critical Failure As failure, but the creature is also stupefied 2 for 10 minutes.

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