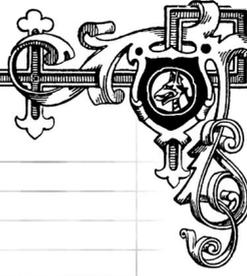


BULL OF HEAVEN



	Huge Elemental (Air)
Hit Dice:	15d8+75 (142 hp)
Initiative:	+0
Speed:	40 ft., fly 60 ft. (good)
AC:	16 (-2 size, +8 natural)
Attacks:	Gore +16/+11/+6 melee
Damage:	Gore 1d6+10
Face/Reach:	10 ft. x 20 ft./10 ft.
Special Attacks:	Lightning, Thunderclap, Trample 2d6+7
Special Qualities:	Darkvision 60 ft., Energy Immunity, Immunities
Saves:	Fort +9, Ref +9, Will +4
Abilities:	Str 25, Dex 10, Con 20, Int 3, Wis 10, Cha 10
Skills:	Intimidate +10, Listen +5, Spot +5
Feats:	Improved Bull Rush, Power Attack
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	16 HD (Huge), 17–32 HD (Gargantuan), 33–45 HD (Colossal); bulls of heaven don't remain on the Material Plane long enough to grow, but bigger storms spawn bigger bulls.



Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

Energy Immunity (Ex): Bulls of heaven are immune to cold, electrical, and sonic attacks.

Feats: Bulls of Heaven receive Improved Bull Rush free as a racial bonus.

Lightning (Su): As a full round action, the bull of heaven may cast a lightning bolt from its horns. This is a line 5 feet wide and 100 feet long, which strikes everything along its length for 5d6 electricity damage. A successful Reflex save (DC 15)

reduces the damage to half. A bull of heaven may use this attack once every 1d10 rounds.



Thunderclap (Su): By striking its hoof against the ground, a bull of heaven may produce a Thunderclap. This sonic attack has a spread range of 60 feet, and forces all creatures within the area of effect to make a Fortitude save (DC 22) or become stunned for 1 round and deafened for 1d4 rounds. A bull of heaven may produce a Thunderclap as a move-equivalent action once every 1d6 rounds.

Trample (Ex): Bulls of heaven can Trample Medium-size or smaller creatures for 2d6+7 points of bludgeoning damage. Opponents who do not make attacks of opportunity against the bull of heaven during the Trample, which are at a -4 penalty, can attempt a Reflex save (DC 24) to halve the damage. The bull of heaven may not trample while flying.

The great storms that rage across the face of the world sometimes leave a remnant behind — a bull of heaven, the elemental embodiment of the power of the weather. These bulls wander the countryside for weeks, spreading chaos and destruction until they are drawn back into the elemental planes. The destructive powers of the bulls of heaven are legendary, and they are rivaled only by the storms that give them birth. When loosed into this world, bulls of heaven actively seek out large structures to destroy. Fortunately they have extremely short attention spans. If they get bored with an area, either because it is offering too much resistance or too little, they are apt to wander away in search of something more interesting.

When one bull of heaven encounters another, it will fly into a frenzied rage, and will devote all its energies to finding and slaying the other. Such battles generally lay waste to the surrounding area, and often result in the destruction of both creatures.

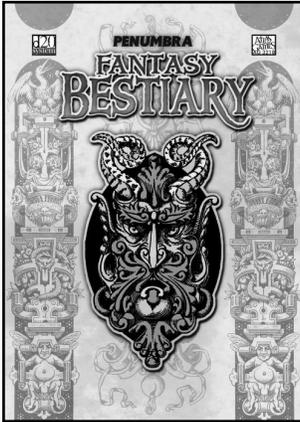
The bulls of heaven stand ten feet tall at the shoulder, and are nearly twenty feet long. Their hide is the dead gray color of a thundercloud, and their hooves, horns, and eyes flash with lightning.

ADVENTURE SEEDS

The characters hear of a rainmaker working the local farmland during the current drought. This young lady has had remarkable success in drawing rain from the parched air, and she seems to be making a tidy profit from the farmers. Unfortunately, it seems that her incantations have a 20% chance of calling a bull of heaven along with the needed rain. It's only a matter of time before a bull shows up.

PENUMBRA FANTASY BESTIARY

June 2003



Tap into the imaginations of more than thirty d20 System designers and enrich your adventures with more than 200 new fantasy creatures. Each monster is expressed with richly evocative flavor text, complete game rules and original illustrations.

To get your copy of Penumbra Fantasy Bestiary, visit your local retailer. Print out this sheet and take it with you for ordering purposes.

Stock Number: AG3218 : ISBN: 1-58978-030-2

368 pages : Hardcover

Price: \$44.95



www.atlas-games.com

Atlas Games
PO Box 131233
Roseville, MN 55113
info@atlas-games.com

This free preview is published under the terms of the Open Game License (below). All text and game mechanics printed in the white spaces on the previous pages are Open Game Content, as is the Open Game License itself. Other text, illustrations and design elements in this book may not be reproduced without the publisher's express permission.

"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System Trademark License. A copy of this license can be found at www.wizards.com. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, used with permission.

Penumbra is a trademark of Trident, Inc. d/b/a Atlas Games. Atlas Games and "Charting New Realms of Imagination" are trademarks of John Nephew, used under license. The Atlas Games logo is a trademark of John Nephew and Trident, Inc. d/b/a Atlas Games.

Copyright © 2003 Trident, Inc. d/b/a Atlas Games.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must

affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any autho-

rized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2001, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax.

"Bull of Heaven," an excerpt from The Penumbra Fantasy Bestiary, Copyright 2003, Trident, Inc. d/b/a Atlas Games; Author Rick Neal.

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.®