



HARPER'S BAZAAR

Volume #1, Issue #5

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Introduction

Welcome to the fifth issue of the **HARPer's Bazaar!** In this issue, by popular demand, I am bringing you a selection of new and unusual monsters.

First up is a really nasty beastie who lurks in the swamps. Next we have some lively spirits. They may not be dangerous, but they can sure be annoying, especially if you get them upset with you.

Then we come to the next section, Elementals! Not only do I present you with four elemental monsters to play with, but I also include some guidelines for summoning and controlling them, not to mention, just speaking with them. You'll see...

Well, I think that this is enough rambling from the twisted little corners of my mind. So long until next time!

WARNING! All Items in this PDF should be considered optional and completely unofficial.

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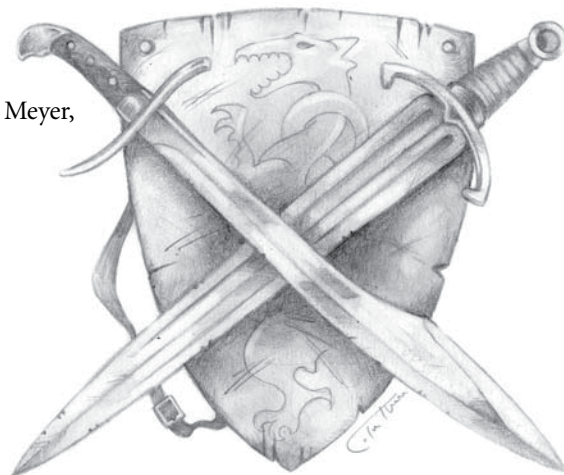
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BOGMARI

LEVEL:	8	SPECIAL ABILITIES:	Limited Stretching, Electrical Affinity, Tough Hide (Major), Survival Instinct
HITS:	140	STATS:	St: 75 (10); Co: 75 (10); Ag 75 (5); Qu 75 (5); SD 75 (5); Re 75 (5); In 75 (5); Pr 75 (5); PP: 50
SIZE:	Medium (L)	RR:	Stamina RR: 80; Will RR: 55; Magic RR: 55
MOVEMENT:	10'	CULTURE:	—
INIT BONUS:	10	IMPORTANT SKILLS:	Perception (16) 72, Stalk & Hide (16) 72, Tracking (16) 72
DEFENSIVE BONUS:	90 (10 Stats; 40 Tough Hide (Major); 40 Survival Instinct)		
ATTACKS:	110 L-Crush; 90 L-Grapple		
# ENCOUNTERED:	1		
OUTLOOK:	Hostile		
LIFESTYLE:	Solitary		

DESCRIPTION

The Bogmari is an unusual creature that can normally be found with the depths of a swamp. It lives in no other type of terrain, though it may leave its home swamp for short periods of time if the need is great. The most common reason that a Bogmari would leave a swamp was if there were too many other Bogmari within the swamp, it would then leave to search out a new home.

Bogmari are plant creatures, made of thousands of smaller plants all grown together and controlled by a single brain nodule located deep within its torso. This nodule sends very thin, long tendrils out through the rest of its body, and uses these to control the movement of the other plants growing around the brain nodule.

When damaged, a Bogmari can pull up other swamp plants and add them to its body, restoring it to health over a 10 minute period of time, as it send out new tendrils through the recently added portions of its body.

In appearance, the Bogmari stands about 5' - 6' tall, and has a vaguely humanoid shape. Its outer body is composed of hundreds, if not thousands of smaller plants and vines all intertwined with each other. Its feet end in hard wood with two sections facing forward, and one long section facing towards the rear. Its hands have but three digits, two digits on one side with an opposing digit upon the other. Between these three digits, there is what appears to be a hole in the wickerwork-like structure of its outer



shell. From these holes, the Bogmari is able to extrude various tendrils. At the top of its body, the Bogmari is crowned with several dozen stalks that hold heat receptors, allowing the Bogmari to see in the infrared.

Being that the Bogmari is a plant creature, it does not need to breathe or sleep, nor does it eat, at least not in the manner that physical creatures do. The Bogmari can survive on nutrients that it can draw from the ground within the swamp, but only just. It prefers the blood of living creatures for some reason that sages have yet to determine.

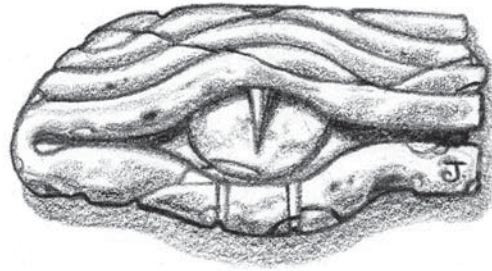
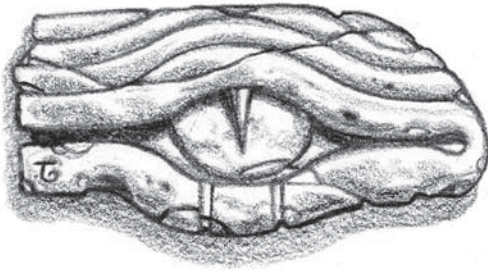
Bogmari are asexual, reproducing themselves through seed pods that they plant in the flesh of corpses that they have acquired. Once the seed pod is ripe, it sprouts, and uses the corpse as a template for building its own body from nearby plants left by its parent.

COMBAT

Bogmari are exceptionally dangerous in combat. Their normal method of attacking is to just bash targets with its limbs until they collapse. Once a target is dead, the Bogmari will extend a specific type of tendril from the opening in its palm to extract the blood from the corpse.

It has one other major type of attack. It can shoot out tendrils from its palm, up to 10' long. These tendrils will make a Grapple attack against the target. If it captures a target within its tendrils, the Bogmari will begin retracting the tendrils at a rate of 1' per round, until the target is close enough to bash. In order for a target to free himself, he will have to make a Very Hard Strength-based maneuver on the Percentage column of the Maneuver Table. Once a result of 100% or greater has been reached, the target will have freed himself. An Extremely Hard Strength-based All-or-Nothing maneuver may be used by the target to prevent the Bogmari from reeling him in.

Bogmari have a natural affinity towards electricity. Attacks that do electrical criticals will actually heal the Bogmari rather than damage it.



MYTHS AND MISCONCEPTIONS

Some sages claim that the Bogmari was originally created by a crazed Druid several hundred years ago, and that it has since reproduced and slowly spread throughout the entire continent. Others claim that they undead creatures, spirits of one who had been slain within the swamp bent on revenge, animating the plants of the swamp in order to lash out against those still living. Certain botanists have claimed that the Bogmari is a creature formed out of too much rampant magic loosed within the swamp.

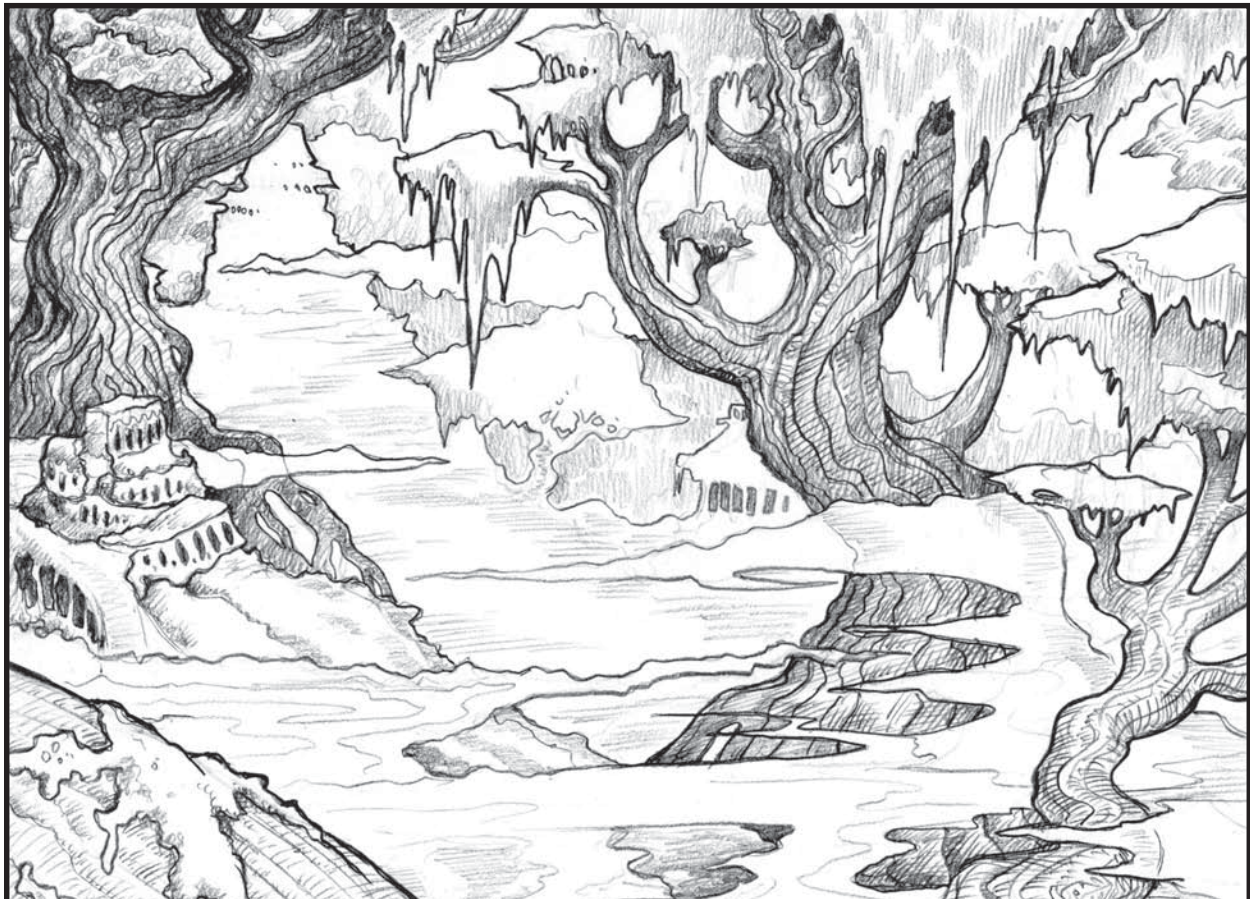
It is doubtful that anybody will ever discover the truth about the Bogmari since that would require actually capturing one, a task that has never been successfully accomplished.

TREASURE

The Bogmari does not carry any treasure itself, however, any treasure that one of its victims may have had will undoubtedly be located in the Bogmari's lair, along with any remnants of those same victims.

ENCOUNTERS

The Bogmari will almost always be encountered within their home swamps. The most common reason for a Bogmari to be encountered outside of a swamp is that it is looking for a new home. Other than that, the Bogmari will only leave the swamp for the most extreme of reasons.





WILDLINGS

LEVEL:	1	SPECIAL ABILITIES:	Spirit Abilities, Survival Instinct
HITS:	40	STATS:	St: 75 (0); Co: 75 (8); Ag 75 (9); Qu 75 (9); SD 75 (2); Re 75 (0); In 75 (7); Pr 75 (0); PP: 0
SIZE:	Small	RR:	Stamina RR: 15; Will RR: 15; Magic RR: 15
MOVEMENT:	9'	CULTURE:	—
INIT BONUS:	16	IMPORTANT SKILLS:	Perception (6) 40
DEFENSIVE BONUS:	25 (20 Stats; 5 Instinctive Defense)		
ATTACKS:	40 Attack (see below)		
# ENCOUNTERED:	2-20		
OUTLOOK:	Playful		
LIFESTYLE:	—		

DESCRIPTION

There exists beside our own material world, another world, one made of spirit. This world of spirit often goes by different names depending upon the culture, the Astral Plane, the Spirit World, and many more besides these. Just as there is life upon the material plane, there is also life in the spirit plane. The most common of these are known as the Wildlings.

The Wildlings come in one of several varieties, and each is an individual in its own right. The vast majority of the Wildlings have an elemental aspect about them, but they are not true elementals and do they have any abilities like those of true elementals. Each type of Wildling has its own name which tells what it is associated with and that also determines its general form. They include the following:

Slyphs These Wildlings are associated with Air. They look like very tiny females, barely 6 inches tall, with silky wings that sometimes resembles those of a butterfly while at other times resembling those of a large insect. Slyphs love to play among the breezes and air current.

Salmanders These Wildlings often resemble lizards, between 4 and 8 inches long, with wisps of flame and smoke wriggling along their sides, though these flames cannot hurt anything. They love to roll among the flames and embers of fires.

Gnorms Gnorms look like small pot-bellied men, about 6 to 12 inches tall, their skin often being mottled with various earth tones, they also tend to have an odor of freshly turned earth, though this odor is only noticeable when you are but inches away from it. Gnorms like to play in fields and in caves.

Spryts

These Wildlings are tiny females standing about 8 inches tall. Their skin shade ranges from blue to green, and their hair often looks as if it is made of kelp or seaweed. Spryts like to play in streams and brooks, cavorting among the currents.

Trants

These Wildlings are the only ones to come in both male and female forms. They resemble tiny tree people, standing no more than 10 inches tall. Trants like playing in trees and forests.

Darkling

This is not a true type of Wildling. Darklings are those Wildlings who have been captured by people with evil intent and corrupted and twisted and forced to serve their evil ends. They often act as spies for their masters.

Wildlings are very small creatures, and normally invisible to the naked eye; they can be readily seen by those with the Second Sight. Even those not born with the Second Sight can eventually learn how to see the Wildlings if they are around them long enough (refer to the section on New Talents, page 18). For some reason, animals can always see the Wildlings without a problem.

Wildlings can move freely between the material world and the spirit world, popping in and out of existence at will. It takes 1 round for them to transfer between the worlds and they can make themselves appear to fade in or out, or just pop into and/or out of existence.

Wildlings are only about as intelligent as a small child. They have extremely short attention spans on average, and are very playful. When playing with one another, this will often consist of biting, slapping, and scratching each other and even wrestling as they roll about. They also enjoy poking into things like backpacks or pouches that are left lying about, tangling strings or threads, and other such mischief.



Wildlings are also completely silent, being unable to utter the slightest sound. This can make gathering information from them quite a trying experience, as pantomime is the only way that they have to impart information to people. Their pantomimes often end up degenerating into more wrestling matches before too long.

Wildlings cannot lift heavy weights, but may carry small objects, though only for a short distance. They also cannot take anything with them to the Astral Plane when they travel there. And they travel from place to place through the spirit world exclusively, except when with a friend.

Wildlings will often attach themselves to any person who has the ability to see them, though never more than a single Wildling will be attached to any given person, and Wildlings will only attach themselves to those who are friends. A Wildling will stay with and follow his friend around for the life of that friend, as the Wildlings do not seem to age or ever grow old, being creatures of spirit. Nor do they need to eat or drink, though they do enjoy it every once in a while, and only occasionally will they sleep in the material world. Even the most attached Wildling will spend the majority of its time in the spirit world, but it will always come at the call of its friend.

COMBAT

Wildlings are not fierce fighters, and are usually quite harmless. By themselves, they cannot actually harm anyone, though they can be annoying by pulling hair or pinching. Done at an inopportune moment, this can distract a person bad enough that they can miscast a spell, or fumble their weapon.

Attacks by a single Wildling will, if successful, increase a person's fumble range 5 points (i.e. fumble on a 1-10 rather than a 1-5). It takes a small swarm of Wildlings to cause any real damage. For every 5 Wildlings attacking, they deal a cumulative 1 point of damage for a successful attack (make only 1 attack roll for all the Wildlings attacking a single person). If the Wildlings cannot be seen, then they get an additional +50 to their attack rolls.

While the attacks of a group of Wildlings will only do a tiny amount of damage, their attacks are distracting enough that the target will be unable to do anything else while under attack. The target cannot

make attacks on their own, may not cast spells, and may not perform other actions. In most cases, the target of such attacks may not even run away because the attacks are coming from too many directions and are, in many cases, totally unseen.

Should somebody else attempt to attack the Wildlings, they will automatically perform a Dodge combat action and transition over to the spirit world, only to pop back a few seconds later to make another attack. Considering that they can only be hurt by normal weapons, the Wildlings have little to fear from most folk.

MYTHS AND MISCONCEPTIONS

Many people do not even believe that Wildlings exist. They believe that they are nothing more than a child's fanciful tale, and that children will make up stories about the Wildlings only to get attention. Many people believe that the mischief cause by overly curious Wildlings is perpetrated by evil spirits or ghosts come back to haunt them from beyond.

Of those who do believe in their existence, only a handful knows their true nature. The rest think that they might be some form of spirit, ghost, or demon and are often quite afraid of the just the notion of the Wildlings.

TREASURE

The Wildlings have no treasure. However, it is possible that they know where something of interest or of value may be located. Getting them to show you the location, with their short attention spans and overly playful manner, will quite often be quite a task in and of itself.

ENCOUNTERS

While the different types of Wildlings each have their preferred locations, these are not the only places that they can be found. They can be found almost anywhere. Common locations where they can often be found outside of their normally preferred locations are natural gateways, such as two trees growing together to form an arch, or where two streams come together, cave openings, etc. Such locations have strong ties to the spirit world, and as such are common spots where creatures from the spirit world can cross into the material world. Man-made gateways also hold such a connection as well, though it is less powerful than natural gateways.





ELEMENTALS

Elementals are creatures that are not native to the material plane. They come from other planes that are specifically devoted to a single element. They can only appear on the material plane with the help of magic, either through summoning spells and rituals or through magical mishaps.

MAGICAL MISHAPS

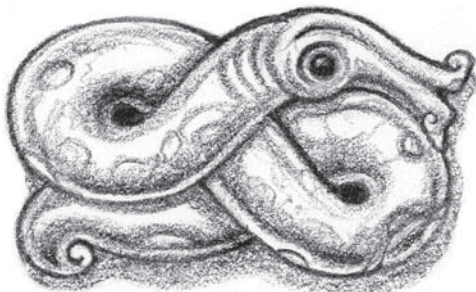
The casting of spells is a dangerous task to say the least. Should something go wrong during the casting, bad things can happen to the caster and possibly even those around him.

Occasionally, these mishaps can produce unintended effects. One such possible unintended effect is that the mishap temporarily opens a rift to another plane. When this happens, creatures from those other planes can come through to the material plane. If the rift is to one of the elemental planes, then the creature that comes through is going to be an elemental. These elementals will remain, wreaking havoc, upon the material plane until they are killed or banished back to their home plane.

SUMMONING

The summoning of elementals is the most common method of elementals being brought to the material plane. This, however, is a very dangerous process and not something to be done lightly.

Elementals may be summoned through the use of rituals or spells. In either case, the mage who performing the summoning will be required to create a containment circle (*College of Magics*, pages 64-65). Once the circle has been created, the caster may then begin the actual summoning. Should a caster attempt to summon an elemental without a containment circle, the elemental will not be constrained in any manner and will immediately begin attacking the caster who summoned him, and the elemental will instinctively know who summoned him. For more information on using rituals, refer to *College of Magics*, pages 58-63. Any rituals designed to summon elemental can use the spells located on page 19 in order to design the ritual.



Rituals used to summon elementals quite often will use pure or iconic examples of the element associated with the type of elemental that is being summoned. For Air Elementals, this may include a special type of incense, a specific combination of rare incenses, or a rare gas of some sort. For Fire Elementals, this might be a rare mineral that burns easily such as sulfur or perhaps lava from an active volcano, magically kept hot and liquid. For a water elemental, this could be distilled water or perhaps heavy water from the bottom of a swamp, where oil or some other substance bubbles up out of the ground. For Earth Elementals, this could be a rare stone or gem, or perhaps a small ingot of some especially rare metal.

ONCE SUMMONED

Once an elemental has been summoned, the mage who summoned it has two choices. Attempt to bargain with it, or attempt to control it. When summoned, an elemental is not under any sort of control of the caster. The only impediment to it acting on its own is a containment circle. As mentioned previously, without the circle, the elemental will attack the caster that summoned it.

In order to bargain with the elemental, the caster must be able to speak to it and have it understand. This will require the *Speak with Elemental* (page 19) spell. Unfortunately, it is extremely hard to bargain with an elemental. For one thing, they are likely to be extremely upset at the caster for dragging them from their homes. For all the caster knows, he has dragged them from the equivalent of a bath, a meal, or perhaps something even more important to the elemental.

Secondly, there is likely very little that the caster has that the elemental wants. Other than some powerful magical item that might amplify the elemental's powers, an item that would survive the conditions of the elemental's home, about the only other thing that an elemental might want would be rare substances that contain the essence of the elemental's element such as lava for a fire elemental or a large diamond or other elementally charged mineral for an Earth Elemental.

If the mage who summoned the elemental is not going to bargain with the elemental, he must then attempt to control it through the use of another ritual or a spell such as the *Control Elemental* (page 19) spell. However, he must also still be able to speak to the elemental in a manner that he will understand, and that will require the *Speak with Elemental* spell mentioned earlier.



ELEMENTAL CLASSIFICATIONS

Elementals are divided into 5 basic classifications based upon their relative level of power. They are as follows:

Class I – These are weakest of the elementals. They are all Fighters, of first to fifth level. When summoning a Class I elemental, roll d100 and the result determines what level elemental is caught by the summoning.

Roll	Result
01-20	Level 1
21-40	Level 2
41-60	Level 3
61-80	Level 4
81-100	Level 5

Class II – These elementals are more powerful than Class I elementals. They are all Fighters of sixth to tenth level. When summoning a Class I elemental, roll d100 and the result determines what level elemental is caught by the summoning.

Roll	Result
01-20	Level 6
21-40	Level 7
41-60	Level 8
61-80	Level 9
81-100	Level 10

Class III – These elementals are more powerful than Class II elementals. They are all Fighters of tenth level, and Mages of first to fifth level, giving them an overall level of eleventh to fifteenth level. When summoning a Class I elemental, roll d100 and the result determines what level elemental is caught by the summoning.

Roll	Result
01-20	Level 11
21-40	Level 12
41-60	Level 13
61-80	Level 14
81-100	Level 15

Class IV – These elementals are more powerful than Class III elementals. They are all Fighters of tenth level, and Mages of sixth to tenth level, giving them an overall level of sixteenth to twentieth level. When summoning a Class I elemental, roll d100 and the result determines what level elemental is caught by the summoning.

Roll	Result
01-20	Level 16
21-40	Level 17
41-60	Level 18
61-80	Level 19
81-100	Level 20

Class V – These are the most powerful elementals of all. They are all at least tenth level Fighters and tenth level Mages, and quite often have additional levels in either those two professions or yet another profession altogether. Class V elementals also have the most well defined forms of all the elementals.

SUMMONING & LOCAL LAWS

The largest problem that a Mage is going to have, in regards to summoning elementals, is not likely to be the elemental itself, but with the residents of the location that the Mage chooses for the summoning. Most, if not all, towns, villages, and cities will have specific laws against the summoning of creatures from other planes. Even those who do not have specific laws will take the act of summoning as an action that is hostile to the inhabitants.

Elementals can do naught but wreak destruction and havoc, or so the local officials will believe; especially Fire Elementals. Summoning a Fire Elemental is likely to mean an instant jail term to the one who summoned it, if he is not executed immediately. Other types of elementals will surely mean jail time, how much depending upon how much damage it causes.





AIR ELEMENTAL

LEVEL:	10	SPECIAL ABILITIES:	Flight, Non-corporeal, Elemental Abilities (see Combat section), Survival Instinct, Amorphous
HITS:	125	STATS:	St: 75 (5); Co: 75 (5); Ag 75 (9); Qu 75 (9); SD 75 (5); Re 75 (5); In 75 (5); Pr 75 (7); PP: 90
SIZE:	Medium (L)	RR:	Stamina RR: 70; Will RR: 65; Magic RR: 75
MOVEMENT:	10' (BFR 20')	CULTURE:	—
INIT BONUS:	14	IMPORTANT SKILLS:	Perception (20) 80
DEFENSIVE BONUS:	90 (20 Stats; 50 Survival Instinct; 20 Amorphous)		
ATTACKS:	120 L-Crush; 100 Elemental Abilities		
# ENCOUNTERED:	1		
OUTLOOK:	Hostile		
LIFESTYLE:	—		

DESCRIPTION

Born deep within the confines of the Elemental Plane of Air, these are creatures of living air. They have no set shape or form, and are visible as moving living, swirling cloud, no matter what shape that cloud takes. Air Elementals will also often have debris swirling within its form, debris such as dust, dirt, leaves, and small object that it has been captured within its vortex as it passes.

The size of a given Air Elemental will be based upon its level. If in the shape of a sphere, the Air Elemental will be 4' plus 6" in diameter for every level that it has. While the Air Elemental has no set form, it most often appears in a whirlwind shape. As it grows in power, this shape will become more and more humanoid as well as being more and more substantial, as opposed to its wispy form at lower levels. These higher level forms will also have wings of some type, to better give the appearance of flight.

Elementals are, as a general rule, extremely hard to control and command. Air Elementals are one of the two types that are the hardest to control. This is because of their innate rebellion against form and structure. Refer to the section on Summoning Elementals, page 6, for more information on summoning and controlling elementals.

Air Elementals are notoriously hard to kill. Having a non-corporeal form, normal weapons do not affect them, unless they are made of earth or stone. Other than this, only magical attacks or magical weapons may harm the Air Elemental.



COMBAT

Air Elementals attack foes using the air itself as their weapon. They have several different attacks available to them, and will change from one type of attack to another in an almost random fashion.

At lower levels, Air Elementals may only use their innate abilities to attack. The Air Elemental has several natural abilities. They are as follows:

Elemental Affinity – When an Air Elemental is struck by an attack based on Air (Stun Cloud, Vacuum, Elemental Bolt: Air, etc.), the Air Elemental is healed by an amount equal to the damage that should have been dealt. This can actually give the Air Elemental more hits than it would normally have, though these extra hits will fade after 5 minutes.

Elemental Weakness – Elemental attacks, of the Earth element, will do double normal damage to the Air Elemental. Non-magical attacks made with normal earth or stone can affect the Air Elemental where other mundane weapons cannot.

Elemental Manifestation – The Air Elemental can surround itself in a field of crackling electricity. This field has a radius 1' for every 1 Power Point (PP) that the Air Elemental put into it for the purpose of sizing the field. All creatures within the field or touching it, including the Air Elemental, will take a Tiny Electrical Critical each round. The Air Elemental may increase the size of the critical dealt by paying an additional 4 PP for each size increase. The Air Elemental may only put a total number of PP into this ability equal to his level.



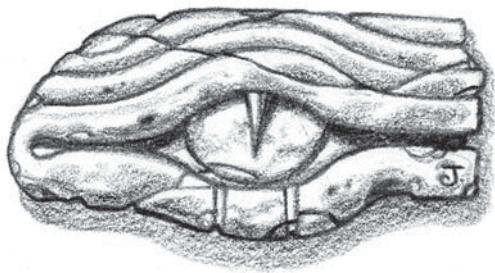
TREASURE

Air Elementals do not collect treasure as characters might think of it. However, it is possible that an Air Elemental has a few small items within its body.

It is also possible, if the Air Elemental has been set to guard a specific location or item, that it has accumulated treasure from those foolish enough to seek to get past it to what the Air Elemental is guarding.

ENCOUNTERS

It is unlikely that characters will encounter an Air Elemental in the wild. They normally have to be summoned to the Material Plane to be present here. As such, they will most often be encountered while performing some mission for the mage who had summoned them. Mages will also sometimes use elementals to guard specific locations or items. If the characters are attempting to find an item or place being guarded, then they will almost definitely encounter the elemental acting as guardian.



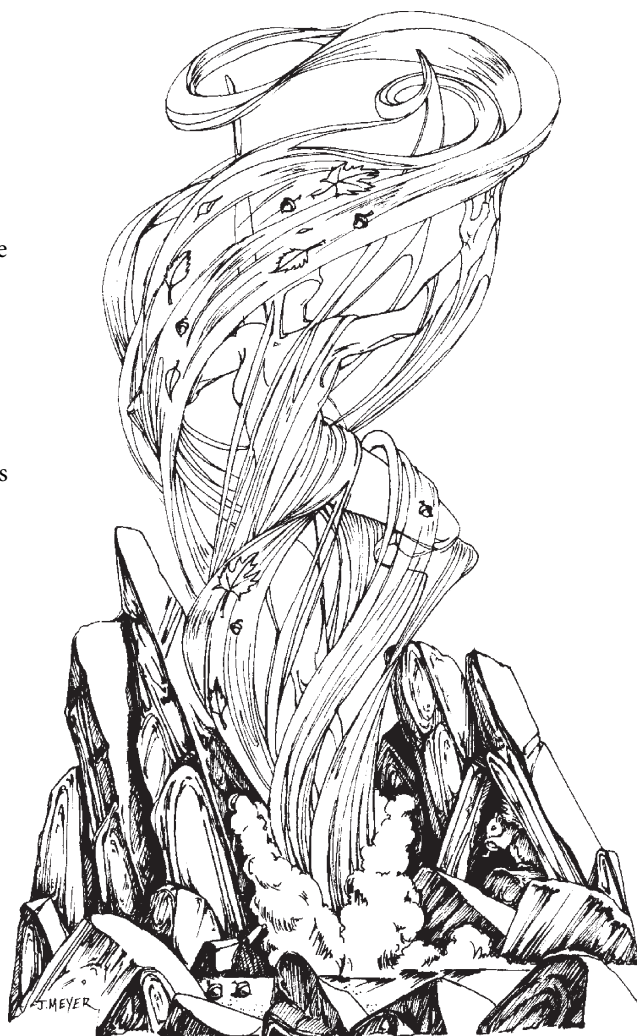
Hard Air – The Air Elemental does not have a corporeal form, and is unable to make normal physical attacks like other creatures, however, it has learned how to solidify portions of itself in order to make physical attacks against foes. By expending 1 PP, the Air Elemental may make bashing attacks that deal a Tiny Crush Critical. For an additional 4 PP, the Air Elemental may increase the size of this attack. This attack has no range and is a melee attack only. The Air Elemental may only spend a number of Power Points in this ability each round equal to his level.

Buffet – The Air Elemental surrounds its target with a whirlwind, and it is actually part of this whirlwind itself. The whirlwind requires that the target make a Magic RR against this ability or be stunned for 1 round, and staggered (-25 to all actions and to DB) for 1 round per rank that the Air Elemental has in this ability. This costs 5 Power Points for the Air Elemental.

As the Air Elemental grows in power, so does its capabilities. At higher levels, this means that it can use abilities that are virtually identical to spells dealing with its element. In game terms, Air Elementals above 10th level gain/learn 1 elemental spell per level and may use their power points to cast these spells. The order in which it learns these spells is based upon the Power Point cost of the spells. It will learn those with a lower cost before it learns those with a higher cost.

MYTHS AND MISCONCEPTIONS

A common misconception about elementals is that they will welcome being summoned from their homes and lives in their own plane, and that they will willingly do whatever it is that is required by the person who summons them. Or else they believe that they can bargain with an elemental to secure its services, often forgetting that there is likely not much that an elemental could want or need from a mortal.





EARTH ELEMENTAL

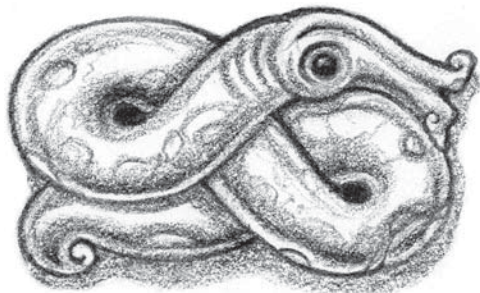
LEVEL:	10	SPECIAL ABILITIES:	Reverberating Strength, Survival Instinct, Tough Hide (Greater), Elemental Abilities (see Combat section)
HITS:	135	STATS:	St: 75 (9); Co: 75 (9); Ag 75 (5); Qu 75 (5); SD 75 (5); Re 75 (5); In 75 (5); Pr 75 (7); PP: 80
SIZE:	Medium (L)	RR:	Stamina RR: 90; Will RR: 60; Magic RR: 70
MOVEMENT:	10'	CULTURE:	—
INIT BONUS:	10	IMPORTANT SKILLS:	Perception (20) 80
DEFENSIVE BONUS:	120 (10 Stats; 60 Tough Hide (Greater); 50 Instinctive Defense)		
ATTACKS:	130 L-Crush; 90 Elemental Abilities		
# ENCOUNTERED:	1		
OUTLOOK:	Hostile		
LIFESTYLE:	—		

DESCRIPTION

The elemental plane of Earth is a vast, seemingly endless series of tunnels and caverns. Roving among these tunnels are the creatures and beings known as Earth Elementals. Earth Elementals begin life without a set form, but as they grow older and gain in power, they slowly begin refining themselves and taking on one particular form.

Young Earth Elementals appear as loose forms that are a mixture of lumpy clay, dirt and gravel. As they get older and more powerful, they slowly gain a more defined form. The most powerful Earth Elementals, no matter the basic form, look like beings and creatures made out of numerous, small interlocking stone plates. The actual size of an Earth Elemental is also proportionate to its power. If it were in the shape of a sphere, the Earth Elemental will be 5' plus 4" in diameter for every level that it has.

Elementals are, as a general rule, extremely hard to control and command. Even though Earth Elementals are not as hard to control as Fire and Air Elementals, this does not mean that they are easy to control. Refer to the section on Summoning Elementals, page 6, for more information on summoning and controlling elementals.



Earth Elementals are very resistant to damage. Weapons made primarily of metal will still hurt an Earth Elemental, but only deal half of the normal amount of damage, and they only do this because such weapons are forged in fire. Weapons made of wood can and do affect an Earth Elemental normally, as does magically enchanted weapons.

COMBAT

Earth Elementals attack foes using their own bodies as their weapon. At lower levels, Earth Elementals may only use their innate abilities to attack. The Earth Elemental has several natural abilities. They are as follows:

Elemental Affinity – When an Earth Elemental is struck by an attack based on Earth, it is healed by an amount equal to the damage that should have been dealt. This can actually give the Earth Elemental more hits than it would normally have, though these extra hits will fade after 5 minutes.

Elemental Weakness – Elemental attacks, of the Air element, will do double normal damage to the Earth Elemental.

Elemental Manifestation – The Earth Elemental can surround itself in a field of flying bits of dirt and rock. This field has a radius 1' for every 1 Power Point (PP) that the Earth Elemental put into it for the purpose of sizing the field. All creatures within the field or touching it, including the Earth Elemental, will take a Tiny Impact Critical each round. The Earth Elemental may increase the size of the critical dealt by paying an additional 4 PP for each size increase. The Earth Elemental may only put a total number of PP into this ability equal to his level.



Earth Phase – The Earth Elemental has the ability to phase itself and merge with the earth and rocks of the ground. When phased with the ground, the Earth Elemental may travel at double its normal BMR. It takes him 1 round to merge and 1 round to reemerge from the ground while traveling in this manner. It costs the Earth Elemental 1 PP for every minute he uses this ability.

Earth Roots – The Earth Elemental has the ability to cause the ground around a target to reach up and grab them, holding them fast. The target of this attack may make a Magic-based RR against it to avoid being caught. If caught, the character may not move from his location, nor even change which direction he is facing, without first making a Very Hard All-or-Nothing Strength-based maneuver. He also loses any quickness bonus to his DB while trapped. Other actions, such as attacks, are unaffected. It costs the Earth Elemental 3 PP to make this attack.

As the Earth Elemental grows in power, so does its capabilities. At higher levels, this means that it can use abilities that are virtually identical to spells dealing with its element. In game terms, Earth Elementals above 10th level gain/learn 1 elemental spell per level and may use their power points to cast these spells. The order in which it learns these spells is based upon the Power Point cost of the spells. It will learn those with a lower cost before it learns those with a higher cost.



MYTHS AND MISCONCEPTIONS

A common misconception about elementals is that they will welcome being summoned from their homes and lives in their own plane, and that they will willingly do whatever it is that is required by the person who summons them. Or else they believe that they can bargain with an elemental to secure its services, often forgetting that there is likely not much that an elemental could want or need from a mortal.

TREASURE

Earth Elementals, as summoned creatures, do not normally have any treasure. However, if one is set to guard a given location or item, it may have accumulated the treasure of others who came seeking what it was guarding. It is also possible that the Earth Elemental's body holds some item taken from others that it has fought in the past.

ENCOUNTERS

It is unlikely that characters will encounter an Earth Elemental in the wild. They normally have to be summoned to the Material Plane to be present here. As such, they will most often be encountered while performing some mission for the mage who had summoned them. Mages will also sometimes use elementals to guard specific locations or items. If the characters are attempting to find an item or place being guarded, then they will almost definitely encounter the elemental acting as guardian.





FIRE ELEMENTAL

LEVEL:	10	SPECIAL ABILITIES:	Amorphous, Survival Instinct, Elemental Abilities (see Combat section)
HITS:	125	STATS:	St: 75 (5); Co: 75 (5); Ag 75 (9); Qu 75 (9); SD 75 (5); Re 75 (5); In 75 (5); Pr 75 (7); PP: 90
SIZE:	Medium (L)	RR:	Stamina RR: 70; Will RR: 65; Magic RR: 75
MOVEMENT:	10'	CULTURE:	—
INIT BONUS:	14	IMPORTANT SKILLS:	Perception (20) 80
DEFENSIVE BONUS:	90 (20 Stats; 50 Survival Instinct; 20 Amorphous)		
ATTACKS:	110 Fire Swipe; 110 Elemental Abilities		
# ENCOUNTERED:	1		
OUTLOOK:	Hostile		
LIFESTYLE:	—		

DESCRIPTION

Among the outer planes there is one that is made of nothing but unending flame and fire. Volcanoes are more common than not and the sky is dark from ash and soot. It is from here that Fire Elementals are born and from here that they gain their strength and abilities. A Fire Elemental is a creature of pure flame. Fire Elementals appear as creatures of living flame. Its form is not tied to any specific shape, but it does often take a form similar to those who summoned it to the material plane.

The size of a given Fire Elemental will be based upon its level. If in the shape of a sphere, the Fire Elemental will be 3' plus 7" in diameter for every level that it has. While the Fire Elemental has no set form, it most often appears in the shape of a vaguely humanoid pillar of flames, with its eyes and mouth appearing as areas with an absence of flame, darker than the surrounding flames. As it grows in power, this shape will become more and more humanoid as well as being more and more solid. At higher levels, the Fire Elemental appears as a solid humanoid figure with flames for hair, and wisps of flame scuttling across its body.

Elementals are, as a general rule, extremely hard to control and command. Fire Elementals are one of the two types that are the hardest to control. This is because of their innate rebellion against form and structure and their natural inclination towards chaos. Refer to the section on Summoning Elementals, page 6, for more information on summoning and controlling elementals.



Fire Elementals are notoriously hard to kill. Having an amorphous form, normal weapons do not affect them. However, Fire Elementals do find water to be particularly lethal. Throwing a water skin's worth of water on a Fire Elemental has the same effect as if hitting a normal creature with a small dagger; the Fire Elemental receives a Tiny Cold Critical. Larger amounts of water do proportionately larger amounts of damage; with a bucket of water equaling a Large Critical (see Elemental Weakness below). Other than this, only magical attacks or magical weapons may harm the Fire Elemental.

COMBAT

Fire Elementals attack foes using the living flames of their own bodies as their weapon. At lower levels, Fire Elementals may only use their innate abilities to attack. The Fire Elemental has several natural abilities. They are as follows:

Elemental Affinity – When a Fire Elemental is struck by an attack based on Fire, it is healed by an amount equal to the damage that should have been dealt. This can actually give the Fire Elemental more hits than it would normally have, though these extra hits will fade after 5 minutes.

Elemental Weakness – Elemental attacks, of the Water element, will do double normal damage to the Air Elemental. Non-magical attacks made with normal water can affect the Fire Elemental where other mundane weapons cannot. Rain would normally be very deadly to a Fire Elemental; however, they can use their Elemental Manifestation to shield themselves from all but the worst downpours.



Elemental Manifestation – The Fire Elemental can surround itself in a field of intense heat and flame. This field has a radius 1' for every 1 Power Point (PP) that the Fire Elemental put into it for the purpose of sizing the field. All creatures within the field or touching it, including the Fire Elemental, will take a Tiny Heat Critical each round. The Fire Elemental may increase the size of the critical dealt by paying an additional 4 PP for each size increase. The Fire Elemental may only put a total number of PP into this ability equal to his level.

Fire Swipe – The Fire Elemental does not have a solid form, but it can still make physical attacks. It can strike foes with one of its appendages and do damage in this manner. This attack cannot be parried normally, but targets do still gain the benefits of shields and armor. The Fire Swipe normally does only a Tiny Heat Critical if successful. For an additional 4 PP, the Fire Elemental may increase the size of this attack. This attack has no range and is a melee attack only. The Fire Elemental may only spend a number of Power Points in this ability each round equal to his level.

Heat Flash – The Fire Elemental can, at a cost of 3 PP, cause its body to flare up and burn blindingly bright. All those with a 20' radius of the Fire Elemental when he does this must make a Magic RR against this attack or be blinded (-100 to all actions, may not make attacks) for 2 rounds per every skill rank that the Fire Elemental has in this ability.

As the Fire Elemental grows in power, so does its capabilities. At higher levels, this means that it can use abilities that are virtually identical to spells dealing with its element. In game terms, Fire Elementals above 10th level gain/learn 1 elemental spell per level and may use their power points to cast these spells. The order in which it learns these spells is based upon the Power Point cost of the spells. It will learn those with a lower cost before it learns those with a higher cost.

MYTHS AND MISCONCEPTIONS

A common misconception about elementals is that they will welcome being summoned from their homes and lives in their own plane, and that they will willingly do whatever it is that is required by the person who summons them. Or else they believe that they can bargain with an elemental to secure its services, often forgetting that there is likely not much that an elemental could want or need from a mortal.

TREASURE

Fire Elementals, as summoned creatures, do not normally have any treasure. However, if one is set to guard a given location or item, it may have accumulated the treasure of others who came seeking what it was guarding.

ENCOUNTERS

It is unlikely that characters will encounter a Fire Elemental in the wild. They normally have to be summoned to the Material Plane to be present here. As such, they will most often be encountered while performing some mission for the mage who had summoned them. Mages will also sometimes use elementals to guard specific locations or items. If the characters are attempting to find an item or place being guarded, then they will almost definitely encounter the elemental acting as guardian.





WATER ELEMENTAL

LEVEL:	10	SPECIAL ABILITIES:	Amorphous, Survival Instinct, Elemental Abilities (see Combat section)
HITS:	125	STATS:	St: 75 (7); Co: 75 (7); Ag 75 (7); Qu 75 (7); SD 75 (5); Re 75 (5); In 75 (5); Pr 75 (7); PP: 90
SIZE:	Medium (L)	RR:	Stamina RR: 80; Will RR: 60; Magic RR: 75
MOVEMENT:	10'	CULTURE:	—
INIT BONUS:	12	IMPORTANT SKILLS:	Perception (20) 80
DEFENSIVE BONUS:	80 (15 Stats; 50 Survival Instinct; 15 Amorphous)		
ATTACKS:	100 L-Crush; 120 Elemental Abilities		
# ENCOUNTERED:	1		
OUTLOOK:	Hostile		
LIFESTYLE:	—		

DESCRIPTION

The elemental plane of Water is a vast, endless ocean, sporadically dotted by tiny islands. Above the ocean, the weather contains nothing but constant rain, everything from gentle showers to raging storms. It is never dry within this realm. This is home of Water Elementals, creatures and beings composed of pure water.

Young Water Elementals appear as small geyser or spout of water. As they get older and more powerful, they slowly gain a more defined form, often humanoid in nature. The most powerful Water Elementals, no matter the basic form, look like beings and creatures made shaped sections of water. Their bodies are filled with swirling currents, visible through their translucent skin. The actual size of a Water Elemental is also proportionate to its power. If it were in the shape of a sphere, the Water Elemental will be 4' plus 5" in diameter for every level that it has.

Elementals are, as a general rule, extremely hard to control and command. Even though Water Elementals are not as hard to control as Fire and Air Elementals, this does not mean that they are easy to control by any means. Refer to the section on Summoning Elementals, page 6, for more information on summoning and controlling elementals.



Water Elementals are very resistant to damage. Their amorphous form allows most weapons to just go right through them without damage, unless they are magical in nature. Fire, however, is particularly deadly. Hitting a Water Elemental with a lit torch is the equivalent of striking a normal creature with a mace. Magical fire has an even more devastating effect upon Water Elementals.

COMBAT

Water Elementals attack foes using their own bodies as their weapon. At lower levels, Water Elementals may only use their innate abilities to attack. The Water Elemental has several natural abilities. They are as follows:

Elemental Affinity – When a Water Elemental is struck by an attack based on Water, it is healed by an amount equal to the damage that should have been dealt. This can actually give the Water Elemental more hits than it would normally have, though these extra hits will fade after 5 minutes.

Elemental Weakness – Elemental attacks, of the Fire element, will do double normal damage to the Water Elemental. Non-magical attacks made with normal fire can affect the Fire Elemental where other mundane weapons cannot.

Elemental Manifestation – The Water Elemental can surround itself in a field of rushing water. This field has a radius 1' for every 1 Power Point (PP) that the Water Elemental put into it for the purpose of sizing the field. All creatures within the field or touching it, including the Water Elemental, will take a Tiny Cold Critical each round. The Water Elemental may increase the size of the critical dealt by paying an additional 4 PP for each size increase. The Water Elemental may only put a total number of PP into this ability equal to his level.



Rime – The Water Elemental is able to cover an area with frost and a thin layer of ice, making it slick and difficult to maneuver. By expending 3 PP, the Water Elemental may cover an area with a 5' radius with rime. The result of which is that any physical maneuvers are increased in difficulty by one level (i.e. a Hard Maneuver becomes a Very Hard Maneuver). For things such as combat, characters within the area receive a -20 to both OB and DB while within the area of rime. The Water Elemental may increase this area by another 5' radius by expending an additional 3 PP. He may also increase the difficulty adjustment by another 1 level (and/or an additional -20 to OB & DB) for every additional 3 PP expended. The Water Elemental may only spend a number of Power Points in this ability each round equal to his level.

Hard Water – The Water Elemental does not have a solid form, and is unable to make normal physical attacks like other creatures, however, it has learned how to solidify portions of itself in order to make physical attacks against foes. By expending 1 PP, the Water Elemental may make bashing attacks that deal a Tiny Crush Critical. For an additional 4 PP, the Water Elemental may increase the size of this attack. This attack has no range and is a melee attack only. The Water Elemental may only spend a number of Power Points in this ability each round equal to his level.

As the Water Elemental grows in power, so does its capabilities. At higher levels, this means that it can use abilities that are virtually identical to spells dealing with its element. In game terms, Water Elementals above 10th level gain/learn 1 elemental spell per level and may use their power points to cast these spells. The order in which it learns these spells is based upon the Power Point cost of the spells. It will learn those with a lower cost before it learns those with a higher cost.

MYTHS AND MISCONCEPTIONS

A common misconception about elementals is that they will welcome being summoned from their homes and lives in their own plane, and that they will willingly do whatever it is that is required by the person who summons them. Or else they believe that they can bargain with an elemental to secure its services, often forgetting that there is likely not much that an elemental could want or need from a mortal.

TREASURE

Water Elementals, as summoned creatures, do not normally have any treasure. However, if one is set to guard a given location or item, it may have accumulated the treasure of others who came seeking what it was guarding. It is also possible that the Water Elemental's body holds some item taken from others that it has fought in the past.

ENCOUNTERS

It is unlikely that characters will encounter a Water Elemental in the wild. They normally have to be summoned to the Material Plane to be present here. As such, they will most often be encountered while performing some mission for the mage who had summoned them. Mages will also sometimes use elementals to guard specific locations or items. If the characters are attempting to find an item or place being guarded, then they will almost definitely encounter the elemental acting as guardian.





Racial Monster Stats													
Name	Racial Stat Modifiers										Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr	Endurance	Power Points	Stamina	Will	Magic
Bogmari	5	5	0	0	0	0	0	0	50	10	20	5	5
Wildlings	-5	3	4	4	-3	0	2	0	10	0	0	0	0
Elementals													
Air	0	0	4	4	0	0	0	2	30	30	10	5	15
Earth	4	4	0	0	0	0	0	2	40	20	20	0	10
Fire	0	0	4	4	0	0	0	2	30	30	10	5	15
Water	2	2	2	2	0	0	0	2	30	30	15	0	15

Monster Quick Stats													
Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treasure	Stamina	Will	Magic
Bogmari	8	L	10	10	90	140	110 L-Crush, 75 L-Grapple	1	Hostile	*	80	55	55
Wildlings	1	S	9	16	25	40	40 Attack	2-20	Playful	*	15	15	15
Elementals													
Air	10	M(L)	10	14	90	125	120 L-Crush, 100 Elemental Abilities	1	Hostile	*	70	65	75
Earth	10	M(L)	10	10	120	135	130 L-Crush, 90 Elemental Abilities	1	Hostile	*	90	60	70
Fire	10	M(L)	10	14	90	125	110 Fire Swipe, 110 Elemental Abilities	1	Hostile	*	70	65	75
Water	10	M(L)	10	12	80	125	100 L-Crush, 120 Elemental Abilities	1	Hostile	*	80	60	75

* = These Monsters do not normally have treasure of their own. See the individual Monster descriptions for details.

MONSTER NOTES

This section contains a number of notes and additional rules that are used when dealing with the monsters presented in this issue. All numbers have been rounded to the nearest multiple of 5 for ease of use, and all Monsters as built as Fighters of the appropriate level.

NOTATIONS

Several of the statistics are self-explanatory: Level, BMR = Base Move Rate, Init = Initiative Modifier, DB = Defensive Bonus (DB breakdown available in the monster's description), Hits. The rest are detailed below:

Size: S = small; M = medium; L = large (attacks resolved on the Large critical table); H = huge (attacks resolved on the Huge critical table); M(L) = medium sized but receives criticals as if Large; M(H) = medium sized but receives criticals as if Huge.

Attacks: A creature's attacks are divided into three parts. The bonus, attack size, and attack table. The bonus is what is added to the attack roll. The size is as follows and indicates maximum attack size: T=Tiny, S=Small, M=Medium, L=Large & H=Huge. The tables are self-explanatory. Thus a 75 L-Slash equals a +75 to the roll on the Slash chart with a damage size of Large. If multiple attacks are listed, then the creature gets to decide which attack to use. The code We= weapon.

Level – This is the average level of an adult version of the creature. This level should be considered as levels of the Fighter profession. Looking at it this way, the GM can then customize the creatures by giving them levels in different professions in order to make things interesting for the players.

Size – This is the relative size and toughness of the creature. Large and Huge creatures receive criticals on special charts rather than on the normal ones. Other creatures may also be immune to certain effects of damage such as bleeders or stun. The following list gives the type of entries that may be found in the Size column and what those entries mean.

S – Creature is Small in size and receives criticals normally.

M – Creature is Medium in size and receives criticals normally.

L – Creature is Large in size and all criticals to this creature are resolved on the Large Critical Table.

H – Creature is Huge in size and all criticals to this creature are resolved on the Huge Critical Table.

(L) – Creature is Medium in size, but all criticals received are resolved on the Large Critical Table.

(H) – Creature is Medium in size, but all criticals received are resolved on the Huge Critical Table.

Init Bonus – This is the bonus that is added to the creature's initiative rolls during combat.

Base Move – This is the Base Movement Rate of the creature. This represents how many feet that the creature may move in a given round at a walking pace.

Hits – This is how many Concussion Hits a creature has at the given level. If the GM alters the creature from the base level, he needs to remember to change the number of hits accordingly as well.



DB (Defensive Bonus) – This is the creature's Defensive Bonus, and is subtracted from all attacks made against the creature. It already includes such features as armor and shields that the creature may have. Intelligent creatures may increase this by parrying, or through the use of magical items.

Attacks – This section gives the creature's Offensive Bonus (OB). It often lists more than one OB if the creature has different forms of attack available to it. The first one listed is the primary attack of the creature, with any others listed being secondary attacks.

Enc – This is the number of creatures normally encountered when they are found. This does not represent how many may be in its lair, only how many normally travel together.

Outlook – This represents the creature's normal outlook and attitudes to those that it encounters. This also is used to denote the creature's basic behavior patterns as well. The following list shows the codes that may be used.

Aggr. – Aggressive. Creature is aggressive and will attack if provoked.

Aloof – This type of creature will normally ignore others unless attacked or interfered with.

Bellig. – Belligerent. This type of creature has a nasty disposition and will often attack without provocation.

Berserk – This creature will attack the closest living creature until it is destroyed.

Cruel – Not only is this creature hostile, but it enjoys causing death, pain, and suffering.

Domin. – Dominating. This creature desires power and attempts to gain it by controlling and dominating others.

Greedy – This type of creature will attack and/or steal from others if the risk is not too high to itself.

Hostile – Will normally attack other creatures on sight.

Hungry – This type of creature will normally attack anything that it considers edible when hungry, otherwise consider it to be Aggressive.

Prot. – Protective. This creature is normally very protective of a thing, place, other creature, etc.

Treasure – The section of the stat block for treasure gives you some codes to use in determining what treasure the creature might have. The base chance of a creature having treasure is dependant upon the level of the creature. To determine the chance of the creature having treasure roll percentile dice, and roll under a number equal to 20% + 3% per level.

The code for treasure determination looks like the following: N2R3(10)P and is used to determine what rolls to make in order to determine the treasure to be used. The code contains three segments (Magic, Money, and Mundane, in that order) and each segment contains three possibilities, Poor (P), Normal (N), or Rich (R).

If a code is followed by a number, then the GM should roll on the indicated column the indicated number of times. If the code is followed by a number in parenthesis, then the results of all rolls are then multiplied by that number to get the total. If the code is not followed by any number, then only a single roll is needed for that chart. If there is a '—' instead of a code, then no roll is made for that type of treasure.

Using the example code above, N2R3(10)P, we can see that the treasure is comprised of 2 rolls on the Normal Magic column (N2), and 3 rolls on the Rich column of the money chart, with the total of all three rolls being multiplied by 10 (R3(10)), and finally a single roll on the Poor column of the Mundane Items chart.

Stamina RR – This is the creature's total bonus to Stamina Resistance Rolls.

Will RR – This is the creature's total bonus to Will Resistance Rolls.

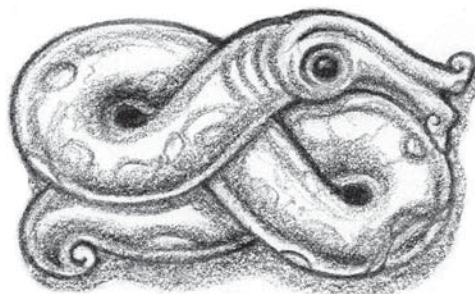
Magic RR – This is the creature's total bonus to Magic Resistance Rolls

MONSTER ABILITY DESCRIPTIONS

Amorphous – Monsters with this ability can easily change their shape, and only hold a given shape through sheer force of will. Such monsters often use this ability to aid in evading being hit in combat, shifting their form so that an attack will miss completely. This innate attack avoidance ability is reflected as a bonus to DB equal to double the monster's Agility Bonus. This ability also allows monsters to travel through small opening by attenuating its body through the openings. Such openings need t be at least 6" wide by 1" tall for the monster to fit through if it is of Medium size or larger.

Elemental Planar Abilities – Monsters from the Elemental Planes have a number of inherent Abilities. These abilities are described within the descriptive text of the monster as they may be different for each monster, though they are all related.

Flight – Monsters with this ability are able to fly at a Base Movement Rate equal to twice their speed on the ground. They may also use pace multipliers on this, but doing so is extremely tiring and can only be maintained for short periods of time.





Floratic Abilities – Monsters with these abilities are plant creatures. As such they have a number of unique abilities. They are somewhat immune to stun. Whenever they receive a critical that results in stun, the monster with these abilities is only Staggered instead. Staggered means that the creature is at -25 to all actions, but they may still attack. Floratic monsters also take double damage from all fire based attacks.

Limited Stretching – Monsters with this ability can reach farther than the length of their limbs would suggest. They can easily extend their limbs in some manner which allows them to reach up to 10' away and grab objects or other targets.

Non-Corporeal – Monsters with this ability do not have a specific physical form. Normal, non-magical weapons, along with most other substances and objects will pass right through them with harming them.

Reverberating Strength – Monsters with this ability do double Concussion Hit damage with any attacks that they make.

Spirit Abilities – Monsters from the spirit world have a small host of related abilities. First of all, they can travel to and from the spirit world at will. Secondly, such creatures are invisible to normal sight. Only those with the *Second Sight* may see them, while those who have *Spirit Sense* will be able to sense them. Spirits also cannot be harmed by non-magical weapons; they will just pass right through them.

Survival Instinct – This ability grants the creature a bonus to its DB. Using the same progression rate as normal skills, the monster gains a bonus equivalent to 1 rank for each level.

Tough Hide (Major) – Monsters with this ability gain a +40 to DB from extremely tough hides or extremely leathery or scaly skin.

Tough Hide (Greater) – Monsters with this ability gain a +60 to DB from extremely tough hides or from many hard plates or large tough scales.



NEW TALENTS

Second Sight – A character that possesses this talent has the ability to see the physical manifestations of the beings from the spirit world upon the material plane, such as with the Wildlings. This ability also allows, with a few moments concentration to open one's eyes to be able to view the world from the astral plane. This allows the character to see the auras of people and items, and to see the Wildlings in their natural forms (shimmering energy lattices, ever-changing their shape), which is far different from their forms on the material plane.

Cost: 35

Spirit Sense – Characters with this ability are well in tune with the spirit world. A character with this ability that does not have the Sense Magic talent, will be able to sense nearby spirits, strong auras of magic users, and places of power with a Perception maneuver modified by a -30. For those characters that have the Sense Magic talent, they may sense the same things with a normal Perception maneuver.

Cost: 20





NEW SPELLS

BANISH ELEMENTAL

PP COST: 10
RANGE: 50'
DURATION: —
SPELL TYPE: Attack
RR: Will
SPHERES: Mage

DESCRIPTION: Caster banishes any 1 elemental, that fails its Resistance Roll, back to its home plane. This spell must be learned for each different type of elemental (fire, water, air, earth).

Scaling Options:

Increase Range (per +50') +1 PP
Increase Elemental Class (per +1 Class) +4 PP

CONTROL ELEMENTAL

PP COST: 11
RANGE: 50'
DURATION: 5 round/rank
SPELL TYPE: Attack
RR: Will
SPHERES: Mage

DESCRIPTION: Through the use of this spell, the caster may give commands to an elemental, and he will obey them to the best of his ability so long as they are not commands that will kill the elemental outright. Should the caster give an elemental a command that will cause its death, the elemental gains another RR versus this spell with a +50 to its RR. This spell does not give the elemental the ability to understand the caster, nor does it give the caster the ability to speak a language that the elemental will understand. The elemental cannot follow commands that it cannot understand. This spell must be learned separately for each type of elemental (fire, water, air, earth).

SCALING OPTIONS:

Increase Range (per +50') +1 PP
Increase Elemental Class (per +1 Class) +4 PP
Increase Duration (10 rounds/rank) +6 PP
Increase Duration (1 minute/rank) +8 PP
Increase Duration (10 minutes/rank) +9 PP

SPEAK WITH ELEMENTAL

PP COST: 5
RANGE: Self
DURATION: 2 round/rank
SPELL TYPE: Utility
RR: —
SPHERES: Mage

DESCRIPTION: Caster is able to speak and understand the language of one elemental. This spell must be learned separately for each type of elemental (fire, water, air, earth).

Scaling Options:

Increase Duration (5 rounds/rank) +4 PP
Increase Duration (10 rounds/rank) +6 PP
Increase Duration (1 minute/rank) +8 PP
Increase Duration (10 minutes/rank) +9 PP

SUMMON ELEMENTAL

PP COST: 16
RANGE: 10'
DURATION: 1 hour
SPELL TYPE: Attack
RR: Will
SPHERES: Mage

DESCRIPTION: This spell allows the caster to summon a random Class I elemental of the given type to a specified location within 10' of the caster. The elemental remains until banished or until the duration of the spell runs out, at which time it will return to where it was summoned from. Elementals who are not summoned into a containment circle (College of Magics, pages 64-65) will immediately attack the caster as this spell gives no control over the elemental. This spell must be learned separately for each type of elemental (fire, water, air, earth).

Scaling Options:

Increase Elemental Class (per +1 Class) +4 PP
Increase Range (to 50') +2 PP
Increase Duration (per +1 Hour) +5 PP

