



WFRP2 Elementalism

by Jackdays

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Chapter I: Elemental Magic

This document is Expansion to Warhammer 2nd Edition magic rules. Some of the following information has been taken from the *Realms of Sorcery* (WFRP1 sourcebook), as also most of the text. I am trying to connect WFRP1 rules to second edition rules.

Elementalist is the user of Elementalism or Elemental Magic, which includes Elemental Rituals. Elementals are creatures summoned from the other realm and connected to one element.

History of Elemental Magic in the Empire

The ancient practices of Elementalism predate the days in which Teclis and the Elves came from Ulthuan and taught humanity the rites of Colour Magic. During the Age of Wars, around the years 1260-1280, when the Empire lacked any central authority and anarchy stalked the land, a Hedge Wizard by the name of Gunthar the Wise spent twenty years travelling the Old World, talking to scholars and sages, trying to come up with some overall theory of magic that would make teaching and the invention of new spells easier.

In Nuln, Gunthar was befriended by the Wizard Berthold Fessbinder of Nuln (said to be Alchemist and user of Wind Chamon), who taught him the alchemical theory of the four elements: Air, Earth, Fire and Water (in the Empire only four are used). Everything, Berthold said, was made up of these four elements combined in varying degrees. Again, he did not understand about Metal and Wood element. Gunthar deduced that in some way magic too must follow this law. Thus, he reasoned, magic must likewise be divided into four elements; the common spells must draw a little from each of the four types of magic in order to work on the corresponding four elements of the material world.

It was a simple theory, but it was better than any other Wizard had at that time. What is more, it was surprisingly close to the theories Teclis would elaborate on some years later. Soon a small but thriving school for Wizards was born in Nuln, founded and run by Gunthar.

In those early days the Old World was a much wilder place. The forests were greater, the mountains unchallenged by humanity, and the pockets of civilization were widely scattered and isolated. Much of the magic developed by the new-fledged Elementalists related to this natural, untamed world. Most Elementalists eventually travelled to the wilderness and lived hermit life. This is true even now. Also, many Elementalists were just Hedge Wizards easily corrupted by the Chaos.

An early surprise for the Elementalists was the discovery of the strange creatures known as Elementals. At first the wizards thought they had discovered a new type of being, but they soon came to realize the truth was nowhere near so straightforward. Instead, they found that in fact they were allowing the elements to manifest corporeally through the application of magic.

With Hedge magic-users the Elemental Magic remained in human memory with Hedge tradition. Still this was "most" respected magical art before the Colour Magic was taught by the Elves. Then became mighty Chaos Incursion and this was the beginning of the Great War Against Chaos. And then Elves and Teclis came to Empire. After Elves taught the real use of *Aethyr* they also helped humans to use and understand Elemental Rituals and magic involved to those elements far better. Teclis was genuinely impressed by the Elementalism theories, but corrected few teaching for better use of elemental magic. Not all humans wanted to follow the teaching of Elves, but many did. Elementalism became part of Orders that Elves helped to create. At least mostly. Elementalism became specialized type of magic, which only few took to themselves inside those Orders to learn. But also, Hedge tradition lived. After the Colleges Elementalism loosed its status.

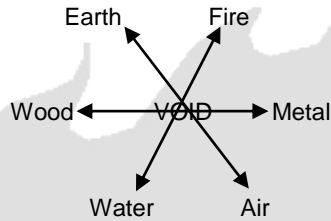


As there was in the old times (before Colleges), there is also now. There are Hedge Wizards that learn these Elemental powers without Colour Magic training in the Orders. These Elementalists must gain their spells with Witchcraft Talent taking spells connected to the element. Their power is never as powerful as College Wizards power (which can summon more powerful elemental forces) and they risk more for Tzeentch Curse and corruption. With Elemental Rituals, they can be very powerful opponents.

There are some theories that Elementals come from the same realms as Chaos, even they are immune to Chaos effects. Not even the Elves are really sure about this, but they do believe that Elementals are also used by Chaos as servants. Chaos servants commonly call Elementals as Elemental Masters and they are usually linked to the Lord of Change Tzeentch.

Traditional Elemental Opposites

Void is left in the middle



There are many other ways to present elements. Above present all six and Void. Some pictures show different connections between elements. Also, more variation comes among different Nations and Races that do not use all elements. Example in the Empire only four basic elements are commonly pictured and they form Elemental "Circle". Opposites, yet connected in the circle.

Elementalists and the Orders of Magic

Elementalists are not separate group of magic-users outside the Orders. They are separate groups inside certain Orders specialized in shaping of elements. One could say that these are just elitist groups inside Orders. Each Elementalists group teaches and researches ways to control one type of Elemental Force. This means learning certain type of magic (check below from the schools) and Elemental Rituals for that Element, which are the highlight of their study. Elementalists guard secrets of these Rituals jealously not giving them to any outsiders that haven't been accepted to Elementalists Schools and trained there. Those who enter these schools have access to learn these Rituals. Because Elementalists have their own schools not all of them are in good terms with the elder Magisters of their own Colour Orders.

Usually Elemental schools do not train Apprentice Wizard's. They are directed to Colleges of Magic to learn the basics of magic. When these Magister reach the level Journeyman Wizard they may travel to Elemental Schools to specialize. Not many magisters actually care to join Elemental Schools, but even those few are tested and not all are accepted.

There have been some Battle-Wizards that have come from the ranks of Elementalists during the history. But this is not common. Elemental creatures can be powerful ally when summoned, but they can be also very dangerous foe, if something fails. Failure to use these rituals in battlefield may cause serious damage to own troops. This is why most armies do not prefer Elementalists magisters among their ranks.





Elemental Schools in the Empire

The Eldritch University (Elementalists' Guild)

The Eldritch University of Nuln is a specialist Elementalists College (or University), and the biggest organized centre of the study and teaching of Elementalism in the Empire. Originally the university styled itself as an Elementalists' Guild, but when the Academy of Wizardry (University College of the Nuln) took the title of "university" two hundred years ago it followed suit rather than lose face. The university has an ancient tradition – there has been a Wizards' Association on the site for almost a thousand years. The present tower was built six hundred years ago by **Kaspar Maurer**, a mason turned Earth Elementalists.

Tower is an immense single round tower with arrow slit windows. It looms over the Nuln skyline – this is the Eldritch University. The walls are built of granite, brought to Nuln at great trouble and expense. There is a bronze plaque on the wall explaining that granite best symbolizes elementalism because it is a rock (Earth) born of Fire and Air, and that this granite comes from a river bed linking it to Water. Even without this instructive plaque the college is an impressive sight. The walls appear to be smooth, and unbroken by a gate or door. One of the first tests of worthiness for applicant is to find a way into the building, either through demonstration of their power over the stone or by showing humility and calling for the door keeper to open a passage through the rock for them.

Air Elementalism

These Elementalists come from the ranks of **The Celestial Order**. They do not usually call themselves after specialization anymore Astromancers, but Air Elementalists. Air Elementalists usually study *The Heavens Elemental* – spell list (if you use *Realms of Sorcery*). And after this specialize more of air controlling spells than divinations.

Air School is situated high in the Grey Mountains, a day's travel south of Axe Bite Pass, at the edge of a terrifying precipice. School was built here in the year 2116. It can only be reached by climbing a dizzying trail through the mountains, requiring either an experienced guide or a map, or magical means. The Air School is gothic appearance castle on the edge of a cliff. Build from dark rock, with many towers, spires, ledges and gargoyles, together with one crystal dome. It is rumoured that elemental creatures and gargoyles guard the castle.

Earth Elementalism

These Elementalists come from the ranks of **The Jade College**. They do not usually call themselves after specialization anymore Druids or Jade Wizards, but Earth Elementalists. Earth Elementalists usually study *Life Cardinal* – spell list (if you use *Realms of Sorcery*). And after this specialize more of earth controlling spells.

Earth School is situated high in the province of Stirland near Wurtbad. Legends tell that a school was found in 18th century, but officially it was probably created in the beginning of 24th century. School itself is built into the side of an east-facing hill in order to catch the dawn light. From the outside, it does not appear to be a large building. Surrounding the school are cultivated fields which provide most of the food for its inhabitants. Beyond the fields lie the river Stir and the road to Wurtbad.

Fire Elementalism

These Elementalists come from the ranks of **The Bright Order**. They do not usually call themselves after specialization anymore Pyromancers, but Fire Elementalists. Fire Elementalists usually study *Fire Mystical* – spell list (if you use *Realms of Sorcery*). And after this specialize more of Fire controlling spells.

Fire School is in the city of Bechafen, in the province of Ostermark. It has been its current site since year 2493. Unlike most magical schools it is not in a dramatic building. Instead, the school is a small, undistinguished building in a back street in the poorest quarter of the city. Squeezed between a noisy tavern and a smithy. There is no sign marking it as a place of magic, except a small faded flame painted on the door. But building is fireproofed and guarded by magical means.



Water Elementalism

These Elementalists come from the ranks of **The Jade College**. They do not usually call themselves after specialization anymore Druids or Jade Wizards, but Water Elementalists. Water Elementalists usually study *Life Elemental* –spell list (if you use *Realms of Sorcery*). And after this specialize more of water controlling spells.

Water School is castle simply known as *Castle Water*. It is situated in the principality of Reikland along the Teufel river near the town of Grunburg. Castle and the school of Water Elementalism were created in year 2002. Actually, the original, first High Master of school, was **Hildegard** daughter of **Baron von Teufel**. She holds the rank of High Master of the Water School and also noble rank of baroness. Her son became also Elementalist and Master, but also took over Barony. But he was childless. He also was good terms with current emperor and also the Grand Theogonist, so new rule was created – Anyone elected to be the schools High Master would also rule the Barony. But the rank would never be passed to any children High Master might have.

The *Castle Water* is a plain, sturdy castle of traditional design. The only unusual feature is that it is built over the river – right over it, in fact. The castle is constructed like a bridge between two islands in the fast-flowing river Teufel, with the water running around the outside of the building like a moat, as well as through the centre of it. An ability to swim, fly or walk on water is required to reach the castle. It is said that uninvited boats are destroyed by guarding Elemental creature hiding in the river.

Elemental Magic Among the Races & Nations

Elemental magic was common among most of the human nations in the Warhammer World. Yet, also other races have knowledge about Elementals Magic. Still Elementalists are specialist magic-users not so common among any race. Elemental Rituals should be well-guarded secrets not easily passed to anybody and known only by few individuals among any race.

Beastmen

Beastmen have not mastered Elementalism. Some have theories, especially Elementalists and Druids, that because Beastmen are abominations to nature they cannot learn Elemental Magic.

Daemons

It is not really known can Daemons summon Elementals to their realm, but this is probably true. In this case, they may use Elementals as their servants also. Elemental Rituals are probably only known by few Daemons. But it is known that some may have even taught these rituals to human Sorcerers.

Dwarfs

Chaos Dwarfs: Chaos Dwarfs have mastered more than their cousins the true Elemental magic and among their Sorcerers there are Fire Elementalists, and also knowledge about both Earth- and Metal elements.

Dwarfs: Dwarfs, masters of Rune magic, also know the Elementals. They use them in their Rune magic. These Runes are used to protect and guard places. Common elements are Earth and Metal, but also Fire and Water are sometimes used. There are rumours that there has been Dwarfen Elementalists, which basically could be possible, with only the problem the *Curse of Stone* (details can be found from the *Tome of Corruption*), which turns Dwarfen magic-users eventually to stones. This Elementalism has even been connected to the isolated Norse Dwarfs, and also to the Dwarf Clan of Nornharaz. But it is not known are these rumours really true.

Elves

Dark Elves: From High Elves, the rituals and knowledge about Elemental Magic has made its way also to the Dark Elves. Check High Elves.

High Elves: High Elves (and also Sea Elves of Marienburg) know the secrets of Elemental Magic, and there have always been few among them that have specialized to that. Actually, many elder Loremaster do know the skills and rituals (for multiple elements). Elves do use Elemental beings. Most common are probably Air- and Water Elementals that are used to both guard and help their movement in the seas.

Wood Elves: Wood Elves commonly specialize to Air- and Wood elements.



Giants

Giants do not normally master any magic. Rare Giant race of Jotuns, found from the Norsca, have mastered the use of Winds of Magic in the beginning of time. Some may also possess the knowledge of Elemental Rituals, but magic-users are very rare among their kind also.

Greenskins

It could be possible that Greenskin shamans might actually learn some way to summon Elementals with their strange magic, but this is still unheard. Elemental summoning Greenskin shaman could really be frightening enemy.

Halflings

Halflings just cannot master any magic.

Humans

Hedge Elementalists have lived among all the human nations in the Old World. Many scholars even believe that Elemental magic was known by the people of ancient Nehekara.

Albion: It seems that humans of misty Albion know also something about Elementalism, but it is rare, known by only few masters. Truthsayers, Albion Druids, may specialize to Air-, Earth- and Wood elements. Wood is the most common.

Araby: Elementalism is known by the magic-users of Araby. This could be heritage from ancient Nehekara. Most commonly they specialize to Earth element. But Air and Fire are common also.

Cathay & Far-East: Rituals of Elemental summoning are common in the Grand Cathay. In the far-east magic-users specialize to either Air-, Earth-, Fire-, Water- or Wood Elementals.

Chaos: Servants of the Dark Gods can learn Elementalism also, even some say that their status (aligned to Chaos) is against the natural order and this is not possible. Commonly it is the Lord of Change that teaches his servants the secrets of Elemental Masters. Servants of the Dark Gods may be the users of any elements in any part of the world. Even in the Northlands there are Sorcerers that know some of the Elemental Rituals, but this is very rare.

Old World: Coming of Colleges of Magic have divided Elementalists numbers and turned, especially in the Empire, them to College Wizards that specialize in Elemental magic later, if they still want (problem is that Elementalists and pure College Wizards do not like each other). In other nations Hedge Elementalism lives more freely, not influenced that much by Colleges, but still very much controlled by local customs. In the lands of Old World Bretonnia and Kislev has least traditions concerning Elementalism. Bretonnia magic-use (except Grail Damsels) is very minimum and in Kislev Ice Witch tradition is very similar to Elementalism drawing the power from the elements of the very land. Even Elemental secrets do not live among the Kislev Ice Witches they could easily learn them.

Primitive Tribes: Minor Elemental knowledge lives among some primitive tribes that can be found from the South Lands, Khuresh and from the New World. But their ability to wield magic is very weak.

Lizardmen

Elemental magic is known to the powerful magic-using Slann. They know the skills and all the Elementals.

Ogres

Ogre Firebellies may master Fire Elementalism.

Restless Dead, the

Liches and some Vampires are powerful spell-casters. It is very much possible that some may have even been former Elementalists (example Hedge Elementalists) turned to the Necromancy. This would make powerful combination of magic. Among the Tomb Kings Air- and Earth elements are most common.

Skaven

There are rumours that some Grey Seers have actually tried to learn the secrets of Elementalism and have successfully learned skills and some rituals. Dark rumours, among the Skaven, tell that first experiments were sabotaged and the summoned Elemental attacked its summoners. For Skaven Elemental forces could be valuable allies (or slaves). Most common element is probably Fire.

WFRP2 Elementalist Careers

WFRP2 Elementalists can use normal Wizard-career path or Hedge Wizard careers. Use following changes:

- ❖ GM decision Elementalists must learn first **Arcane Knowledge (Elementalism)** and **Speak Arcane Language (Elemental)** skills, when they start training to become full Elementalists. You may substitute any Academic Knowledge (usually Magic) and Arcane Language (Magick) for those. Imperial Magisters may substitute these when they enter Journeyman Wizard career.
- ❖ Wizard must take right Lore (check below from the schools) and Hedge Wizards right spells with *Witchcraft* Talent. If you are a Witch or Warlock (hedge magic-user) and use *Witchcraft* Talent, then spells from this "right" Wind should be cheaper costing only 100xp for each and Character should be able to learn any Spell with a Casting Number of 20 or less, but also be able to take other spells with normal rules. This is a GM decision.
- ❖ Usually Least Ritual is taught to the Journeyman Wizards. Lesser- and Major Rituals for Master Wizards and Greater Ritual maybe when Elementalist finally reaches Wizard Lord career. Greater Elemental ritual is very well protected secret. Hedge Wizards ability to learn rituals is limited.
- ❖ In addition to giving you spells, each Arcane Lore also has associated skills. Once you know the Arcane Lore (or have learned even single spell from it), you can learn the lore skill(s) at any time for 100xp, just as if it were part of your current career. You may take each skill up to three times if you want to achieve Skill Mastery. Skills are mentioned below with the Lore. Note! Elemental Lores have different associated skills (two skills), than normal.

Elemental Lores and Associated Skills

Elementalism: Air

- ❖ Navigation, Outdoor Survival
- ❖ Lore of Heavens *or* with *Realms of Sorcery* use *The Heavens Elemental*

Elementalism: Earth

- ❖ Outdoor Survival, Trade (Mining)
- ❖ Lore of Life *or* with *Realms of Sorcery* use *Life Cardinal*

Elementalism: Fire

- ❖ Intimidate, Outdoor Survival
- ❖ Lore of Fire *or* with *Realms of Sorcery* use *Fire Mystical*

Elementalism: Metal

- ❖ Evaluate, Trade (Blacksmith)
- ❖ Lore of Metal *or* with *Realms of Sorcery* use *Metal Elemental*

Elementalism: Water

- ❖ Outdoor Survival, Swim
- ❖ Lore of Life *or* with *Realms of Sorcery* use *Life Elemental*

Elementalism: Wood

- ❖ Concealment, Outdoor Survival
- ❖ Lore of Metal *or* with *Realms of Sorcery* use *Life Mystical*





Chapter II: Elementals

Common View

I have witnessed a large Earth Elemental. We were “visiting” abandoned ancient Dwarf tomb, with small group I was involved. Our Wizard told us later that the creature was Elemental creature summoned by Dwarfen Runes left to guard this tomb. This Elemental creature just suddenly came from the earth. It was like living earth. Or maybe it actually was living earth. It looked like the very earth would have started to move similar to water. Then the creature took shape. Stony figure. Like human in shape. It had arms and legs. Our weapons were useless, like hitting earth. Only our Wizards spells had some effect. We had to retreat and were lucky that Elemental didn't follow. Two of us were killed and two wounded badly by the stony fists of this horrible creature. It was later, after Wizard had told us what we faced, that I remembered stories about Hedge Wizard living high in the mountain near my home village back in the Empire. People used to take food to this Wizard. They called him Elementalist. Said that his power was strong and he was the protector of our village. Said that he could summon the spirits of the wind to protect the village from enemies. Maybe these spirits were actually Elemental creatures of Air, like this creature of Earth that we faced.

- Hans the Axe, Mercenary Sergeant

The Scholar's Eye

I know the power of Elemental Magic. I became Elementalist after I finished my training in the Celestial College in Altdorf. After that I returned to my former master, who was Elementalist and had guided me first to the Colleges. I know now the same power as any Astromancer, but I also know the secrets of Air Elemental Rituals. I can summon huge Elemental forces to help me. Creatures that “pure” Magisters can only dream. These Elementals make me as powerful as any Battle Wizard. Magisters in the Colleges speak that Elementals are too dangerous, that Elemental Magic is primitive, and the users are more easily corrupted by the Chaos. They even dare to say, that the natural elements are actually connected to the Dark Gods. To the wind and forget! I say. They are just jealous for the secret powers that we, true Elementalist, do not share with the College Magisters. And we will not share this heritage to no other than those that truly, in heart, are one of us. Those that truly seek to become Elementalist.

- Renata Lang, High Master of the Eldritch University

When the energy inherits in one the elements – Air, Earth, Fire, Metal, Water, Wood – becomes incarnate, the creatures thus formed are known as Elementals. Although there is really no such thing as an elemental's “natural form”, each has a familiar manifestation which is basically humanoid; this is due to the fact that most Elementals are summoned by Elementalist Wizards and they usually respond by imitating the form of their summoners.

Each of the Elemental types has special powers unique to itself. However, all Elementals share many common features, with the same rules applying to each.

Elementals are temporary physical manifestations of the natural forces. They have no real sense of personal identity or individual intelligence (even somewhat intelligent). Their memories are those of their element as a whole; sometimes and Elemental will appear to be very wise, while at other times it can seem very stupid. In reality, they lack anything that a Human would recognize as intelligence; they never question anything, they do not make judgments of any kind and they have no self-motivation. They will obey the commands of their summoners, and are destroyed if they are slain.



Talents & Traits

Following Talents & Trait are used in this document. These are common to all types of Elementals.

Elemental Enemy [Trait]

Description: Elementals will always attack its enemy (the opposite) elemental force if this is present. Elementals can sense each other in 1000ft radius with Magical Sense skill. They will attack their enemy with uncontrolled fury and summoner may not anymore control the elemental. If summoner has actually summoned opposite elementals, then summoner must make Hard (-20) Will Power Test to control opposite elementals every time summons new opposite elemental in the area of other elementals. Summoner must make new check in every 1d10 hours. In case of failure they will just attack each other. If GM chooses same sized elementals destroy/negate each other (both disappear). And bigger Elemental will destroy/negate smaller, but loses as much Wounds that the smaller one has.

Elemental Immunity [Trait]

Description: Elementals are totally immune to Chaos mutations, stunning, poison, disease, suffocation/drowning, normal weapons, and any their element based attacks (normal or magical). Elementals do not need sleep (not affected by spells that cause sleep or similar effects) or food. Elemental vision (or Senses) cannot be blocked naturally or magically unless the Elemental is covered entirely, which is hard especially with larger Elementals. Elementals cannot be healed in normal ways. They do regenerate in the rate of 1 Wound (Critical, Heavily or Lightly wounded, all the same) per 1 hour (in their own realm they regenerate 1 Wound per half hour). Then there are few other immunities Based on the Elemental type:

- ❖ **Air Elemental:** Immune to any air-based attacks including also electricity and natural disasters like hurricane.
- ❖ **Earth Elemental:** Immune to any earth-based attacks. Also, immune to electricity and natural disasters like earth avalanche.
- ❖ **Fire Elemental:** Immune to any fire-based attacks. Also, immune to electricity, explosions and natural disasters like lava.
- ❖ **Metal Elemental:** Immune to any cold- and ice-based attacks including also electricity and natural disasters like earth avalanche.
- ❖ **Water Elemental:** Immune to any water-based attacks. Also, immune to electricity and natural disasters like Tsunami.
- ❖ **Wood Elemental:** Immune to any nature-based attacks (anything that summons or uses plant life against the elemental) including also electricity. Also, no plant-creature will never attack Wood Elemental in its own will.

Elemental Magic [Trait]

Description: Elementals can use few arcane spells naturally (create similar effect) based on their element without any Magical Lore. They do not learn more magic.

Note: Elementals do not suffer from Tzeentch's Curse when using these spells. To them these are basically natural abilities.

Ethereal [Trait]

Description: An ethereal creature is insubstantial and weightless. It can pass through solid objects, including walls and doors. Note that this does not give any ability to see through solid objects, only pass through them. An ethereal creature partially hidden inside an object gains a +30 bonus on Concealment Tests. An ethereal creature that wishes to be completely silent doesn't need to make Silent Move Tests. An ethereal creature is also immune to normal weapons, which simply pass through its body as if it wasn't there. Daemons, spells, other ethereal creatures, and an opponent armed with magic weapons may all injure ethereal normally. An ethereal creature can't normally affect the mortal world, and thus can't damage non-ethereal opponents unless it has a suitable special Trait or Talent.

Formless [Trait]

Description: Formless creatures have a mutable shape. All hits are Body hits. Any Critical hits use the rules for Sudden Death Critical Hits as described in Core Rulebook.



Hard Skin [Trait]

Description: Creature has skin made of tough material and that protects it like armour. This trait provides the Creature with a number of Armour Points on all locations equal to the number noted in parenthesis. Also, it tells the type of Skin.

Instability [Trait]

Description: Elementals are not as solidly linked to the Old World as are mortals, and may sometimes be forced back from whence they came if a battle goes against them. On any round in which an Elemental is injured enough to drop its size Level by one and fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back to its Elemental Realm.

Unstoppable Blows [Trait]

Description: A creature with this Trait is so large and strong that its attacks are incredibly difficult to parry. Opponents take a -30 penalty to parry attempts.

Will of Iron [Trait]

Description: A creature with this Trait is immune to fear and terror, as well as the effects of the Intimidate skill and the Unsettling Talent.



Air Elementals

Air Elementals are often whirlwind shape, or take the form of a swirling cloudy figure. They may only move through the medium of air. They may move over and attack anything in contact with the air. Air Elementals may not move through a barrier of any of the other elementals, but may move around of over them if possible. They may not move underground or through water, but they suffer no other movement restrictions or penalties.

Wind of Magic: Azyr - Lore of Heavens or with *Realms of Sorcery* use *The Heavens Elemental*.

Air Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 16-21ft tall towering force of nature. Weight is about 7-8lbs.

Habitat: Any, but underwater or underground

Range: Any

- Air Elemental, Greater Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
80	-	80 (8)	80 (8)	80	20	60	-

Skills: Common Knowledge (Elementals) (Int +20), Concealment (Ag), Follow Trail (Int), Intimidate (S +20), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +20), Speak Arcane Language (Daemonic) (Int +10)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Earth), Elemental Immunity (Air), Elemental Magic, Ethereal, Flier, Formless, Instability, Natural Weapons (Air Crush), Night Vision, Terrifying, Unstoppable Blows, Whirlwind, Wind, Will of Iron

Combat

Attacks: 6; **Movement:** 8; **Wounds:** 60

Magic: 5; *Clear Sky (RoS)*, *Lighting Storm*, *Wind Blast*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Air Crush (1d10+8; CV+1*; Impact)

Slaughter Margin: Impossible (Impossible without magical weapons or spells)

Air Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 11-16ft tall huge force of nature. Weight is about 5-6lbs.

Habitat: Any, but underwater or underground

Range: Any

- Air Elemental, Major Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
60	-	60 (6)	60 (6)	60	20	50	-

Skills: Common Knowledge (Elementals) (Int +20), Concealment (Ag), Follow Trail (Int), Intimidate (S +10), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +10), Speak Arcane Language (Daemonic) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Earth), Elemental Immunity (Air), Elemental Magic, Ethereal, Flier, Formless, Instability, Natural Weapons (Air Crush), Night Vision, Terrifying, Unstoppable Blows, Whirlwind, Wind, Will of Iron

Combat

Attacks: 4; **Movement:** 6; **Wounds:** 40

Magic: 4; *Clear Sky (RoS)*, *Lighting Storm*, *Wind Blast*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Air Crush (1d10+6; CV+1*; Impact)

Slaughter Margin: Hard (Impossible without magical weapons or spells)



Air Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...) to Very Large (Ogre, Rat Ogre, Troll...); 6-11ft tall force of nature. Weight is about 3-4lbs.

Habitat: Any, but underwater or underground

Range: Any

- Air Elemental, Lesser Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	-	40 (4)	40 (4)	40	20	40	-

Skills: Common Knowledge (Elementals) (Int +10), Concealment (Ag), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Earth), Elemental Immunity (Air), Elemental Magic, Ethereal, Flier, Formless, Frightening, Instability, Natural Weapons (Air Crush), Night Vision, Whirlwind, Wind, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 20

Magic: 3; *Clear Sky (RoS), Lighting Storm, Wind Blast*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Air Crush (1d10+4; CV+1*; Impact)

Slaughter Margin: Challenging (Impossible without magical weapons or spells)

Air Elemental, Least

Type: Elemental

Size: Small (Goblin, Halfling...) to Medium (Human, Dwarf); 2-5ft tall tiny force of nature. Weight is about 1-2lbs.

Habitat: Any, but underwater or underground

Range: Any

- Air Elemental, Least Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	-	20 (2)	20 (2)	20	20	30	-

Skills: Common Knowledge (Elementals) (Int), Concealment (Ag), Dodge Blow (Ag +20), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Earth), Elemental Immunity (Air), Elemental Magic, Ethereal, Flier, Formless, Frightening, Instability, Natural Weapons (Air Crush), Night Vision, Whirlwind, Wind, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 10

Magic: 2; *Clear Sky (RoS), Lighting Storm, Wind Blast*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Air Crush (1d10+2; CV+1*; Impact)

Slaughter Margin: Average (Impossible without magical weapons or spells)





Air Elemental Special Traits (all sizes):

Air Crush

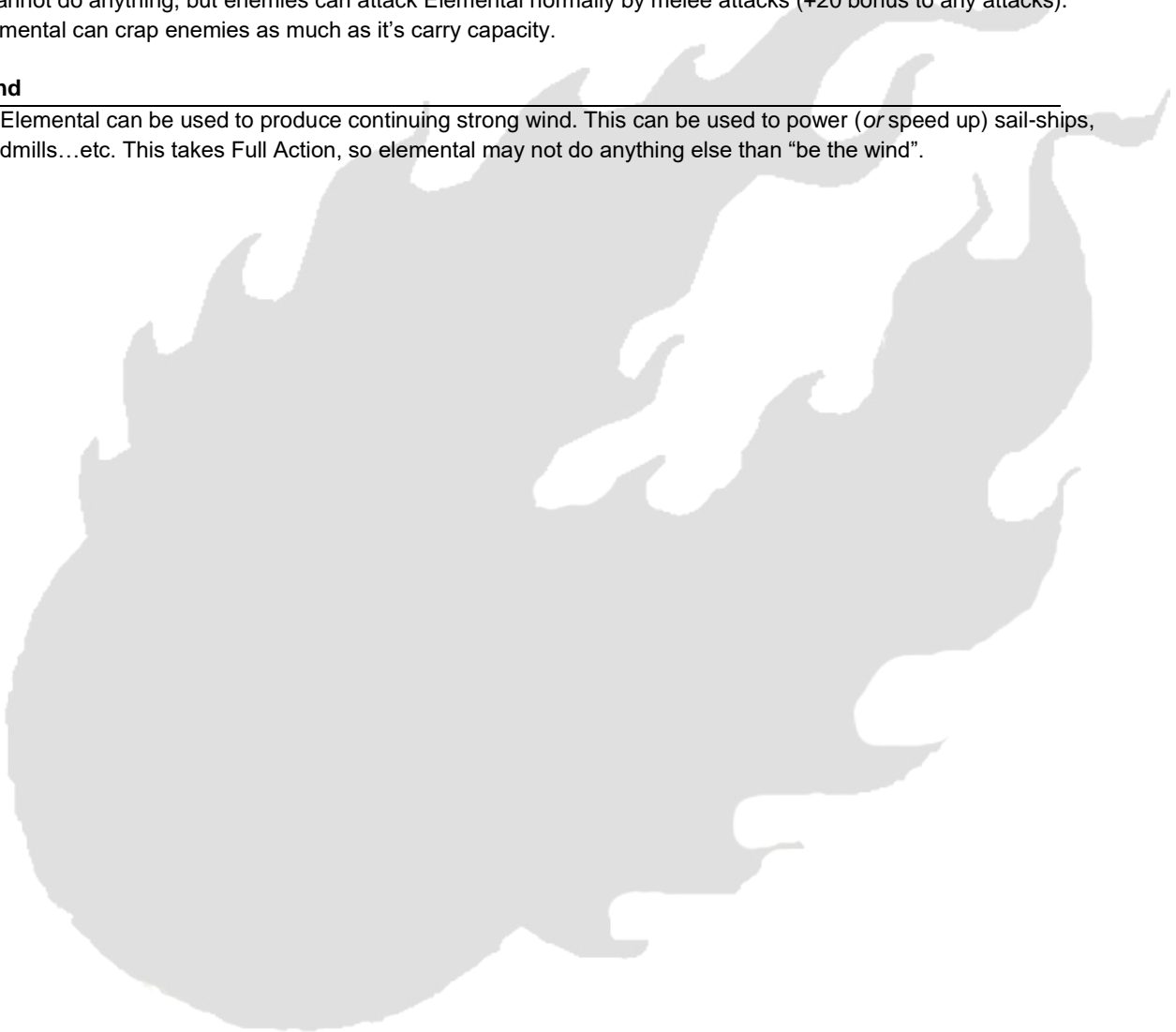
Air Elemental can hit strong almost solid like attack (even *Ethereal*) that causes damage equal of it's **SB** modifier and count as having the Impact Quality.

Whirlwind

Air Elemental can use its Whirlwind power two ways: It can lift friendly opponent (example summoner) easily and carry it through air gently (cannot fight then). Elemental can carry its **Strength** Characteristic x 30. Other way is to lift enemies and then drop them from height. This takes Full Action as every round Elemental keeps its victims up. During this attack, it cannot do anything, but enemies can attack Elemental normally by melee attacks (+20 bonus to any attacks). Elemental can crap enemies as much as it's carry capacity.

Wind

Air Elemental can be used to produce continuing strong wind. This can be used to power (or speed up) sail-ships, windmills...etc. This takes Full Action, so elemental may not do anything else than "be the wind".



Earth Elementals

Earth Elementals have a rough, stony hide in any form they take. They may move through solid objects of stone or metal at will, including walls, doors and the ground itself (even they are not *Ethereal*). They may not cross a barrier composed of one of the other elements (not including Metal Element), although they may go under or around such a barrier if they can do so without losing contact with the earth. They must remain in contact with the ground at all times; if an Earth Elemental is detached from the ground, it crumbles to dust (returns immediately to its plane). Metal- and Earth Elementals are connected, yet different.

Wind of Magic: Ghyran – Lore of Life or with *Realms of Sorcery* use *Life Cardinal*.

Earth Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 16-21ft tall towering force of nature. Weight is about 10000-20000lbs.

Habitat: Any

Range: Any

- Earth Elemental, Greater Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
80	80	80 (8)	80 (8)	80	20	60	-

Skills: Common Knowledge (Elementals) (Int +20), Concealment (Ag), Follow Trail (Int), Intimidate (S +20), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +20), Speak Arcane Language (Daemonic) (Int +10)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Air), Elemental Immunity (Earth), Elemental Magic, Formless, Hard Skin (3; Stone), Hurling Earth, Instability, Natural Weapons (Hurling Earth, Stony Fists), Night Vision, Stony Fists, Terrifying, Unstoppable Blows, Will of Iron

Combat

Attacks: 6; **Movement:** 8; **Wounds:** 60

Magic: 5; *Earth Blood, Flesh of Clay*** (RoS)

** Elemental may use *Flesh of Clay* to others (example Summoner)

Armour: Hard Skin: Stone (Head 3, Arms 3, Body 3, Legs 3)

Weapons: Stone Fists (1d10+8; CV+1*; Impact), Hurling Earth (1d10+8; CV+1*; special)

Slaughter Margin: Impossible (Impossible without magical weapons or spells)

Earth Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 11-16ft tall huge force of nature. Weight is about 2000-10000lbs.

Habitat: Any

Range: Any

- Earth Elemental, Major Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
60	60	60 (6)	60 (6)	60	20	50	-

Skills: Common Knowledge (Elementals) (Int +20), Concealment (Ag), Follow Trail (Int), Intimidate (S +10), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +10), Speak Arcane Language (Daemonic) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Air), Elemental Immunity (Earth), Elemental Magic, Formless, Hard Skin (3; Stone), Hurling Earth, Instability, Natural Weapons (Hurling Earth, Stony Fists), Night Vision, Stony Fists, Terrifying, Unstoppable Blows, Will of Iron

Combat

Attacks: 4; **Movement:** 8; **Wounds:** 40

Magic: 4; *Earth Blood, Flesh of Clay** (RoS)*

** Elemental may use Flesh of Clay to others (example Summoner)

Armour: Hard Skin: Stone (Head 3, Arms 3, Body 3, Legs 3)

Weapons: Stone Fists (1d10+6; CV+1*; Impact), Hurling Earth (1d10+6; CV+1*; special)

Slaughter Margin: Hard (Impossible without magical weapons or spells)

Earth Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...) to Very Large (Ogre, Rat Ogre, Troll...); 6-11ft tall force of nature. Weight is about 700-2000lbs.

Habitat: Any

Range: Any

- Earth Elemental, Lesser Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	-	40 (4)	40 (4)	40	20	40	-

Skills: Common Knowledge (Elementals) (Int +10), Concealment (Ag), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Air), Elemental Immunity (Earth), Elemental Magic, Formless, Frightening, Hard Skin (3; Stone), Hurling Earth, Instability, Natural Weapons (Hurling Earth, Stony Fists), Night Vision, Stony Fists, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 20

Magic: 3; *Earth Blood, Flesh of Clay** (RoS)*

** Elemental may use Flesh of Clay to others (example Summoner)

Armour: Hard Skin: Stone (Head 3, Arms 3, Body 3, Legs 3)

Weapons: Stone Fists (1d10+4; CV+1*; Impact), Hurling Earth (1d10+4; CV+1*; special)

Slaughter Margin: Challenging (Impossible without magical weapons or spells)

Earth Elemental, Least

Type: Elemental

Size: Small (Goblin, Halfling...) to Medium (Human, Dwarf); 2-5ft tall tiny force of nature. Weight is about 20-700lbs.

Habitat: Any

Range: Any

- Earth Elemental, Least Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	-	20 (2)	20 (2)	20	20	30	-

Skills: Common Knowledge (Elementals) (Int), Concealment (Ag), Dodge Blow (Ag +10), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Air), Elemental Immunity (Earth), Elemental Magic, Formless, Frightening, Hard Skin (3; Stone), Hurling Earth, Instability, Natural Weapons (Hurling Earth, Stony Fists), Night Vision, Stony Fists, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 10

Magic: 2; *Earth Blood, Flesh of Clay** (RoS)*

** Elemental may use Flesh of Clay to others (example Summoner)

Armour: Hard Skin: Stone (Head 3, Arms 3, Body 3, Legs 3)

Weapons: Stone Fists (1d10+2; CV+1*; Impact), Hurling Earth (1d10+2; CV+1*; special)

Slaughter Margin: Average (Impossible without magical weapons or spells)

Earth Elemental Special Traits (all sizes):

Hurling Earth

Earth Elemental can easily pick-up parts of earth and throw them against its targets. Use Earth Elementals **BS** score. Size and damage of these masses of earth is equal to Elements **SB** modifier (or any other rule GM decides). Elemental may hurl half of it's Attacks in one Full Action (always 1 hurl). "Rain" of stone and dirt may easily cause structures to be destroyed. GM may decide that victims may need to make **Average Toughness Test** or be knocked on the ground by the stones and dirt hurled by the Greater and Major sized Elementals (Lesser Elemental may cause this also, but only to smaller creatures than Humans).

Stone Fists

Earth Elemental can create arm like parts. These stony fist's cause damage equal of its **SB** modifier and count as having the Impact Quality.

Fire Elementals

Fire Elementals appear as figures of animated flame. They may move freely provided that they remain in contact with both earth and air; if a Fire Elemental loses contact with the ground or is cut off from the air, it is extinguished and ceases to exist (returns immediately to its plane). A Fire Elemental cannot cross a barrier of any of the other elementals. It cannot move through solid objects, but can seep through structures which are not air-tight at normal movement rates.

Wind of Magic: Aqshy – Lore of Fire *or* with *Realms of Sorcery* use *Fire Mystical*.

Fire Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 16-21ft tall towering force of nature. Weight is about 7-8lbs.

Habitat: Any, but water

Range: Any

- Fire Elemental, Greater Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
80	-	80 (8)	80 (8)	80	20	60	-

Skills: Common Knowledge (Elementals) (Int +20), Follow Trail (Int), Intimidate (S +20), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +20), Speak Arcane Language (Daemonic) (Int +10)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Burning Defense, Elemental Enemy (Water), Elemental Immunity (Fire), Elemental Magic, Ethereal, Fiery Healing, Formless, Instability, Natural Weapons (Burning Touch), Night Vision, Terrifying, Unstoppable Blows, Vulnerable to Water, Will of Iron

Combat

Attacks: 6; **Movement:** 8; **Wounds:** 60

Magic: 5; *Aqshy's Aegis (RoS)*, *Curtain of Flame (RoS)*, *Fire Ball*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Burning Touch (1d10+8; CV+1*; special)

Slaughter Margin: Impossible (Impossible without magical weapons *or* spells)

Fire Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 11-16ft tall huge force of nature. Weight is about 5-6lbs.

Habitat: Any, but water

Range: Any

- Fire Elemental, Major Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
60	-	60 (6)	60 (6)	60	20	50	-

Skills: Common Knowledge (Elementals) (Int +20), Follow Trail (Int), Intimidate (S +10), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +10), Speak Arcane Language (Daemonic) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Burning Defense, Elemental Enemy (Water), Elemental Immunity (Fire), Elemental Magic, Ethereal, Fiery Healing, Formless, Instability, Natural Weapons (Burning Touch), Night Vision, Terrifying, Unstoppable Blows, Vulnerable to Water, Will of Iron

Combat

Attacks: 4; **Movement:** 6; **Wounds:** 40

Magic: 4; *Aqshy's Aegis (RoS)*, *Curtain of Flame (RoS)*, *Fire Ball*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Burning Touch (1d10+6; CV+1*; special)

Slaughter Margin: Hard (Impossible without magical weapons *or* spells)

Fire Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...) to Very Large (Ogre, Rat Ogre, Troll...); 6-11ft tall force of nature. Weight is about 3-4lbs.

Habitat: Any, but water

Range: Any

- Fire Elemental, Lesser Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	-	40 (4)	40 (4)	40	20	40	-

Skills: Common Knowledge (Elementals) (Int +10), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Burning Defense, Elemental Enemy (Water), Elemental Immunity (Fire), Elemental Magic, Ethereal, Fiery Healing, Formless, Frightening, Instability, Natural Weapons (Burning Touch), Night Vision, Vulnerable to Water, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 20

Magic: 3; *Aqshy's Aegis (RoS)*, *Curtain of Flame (RoS)*, *Fire Ball*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Burning Touch (1d10+4; CV+1*; special)

Slaughter Margin: Challenging (Impossible without magical weapons or spells)

Fire Elemental, Least

Type: Elemental

Size: Small (Goblin, Halfling...) to Medium (Human, Dwarf); 2-5ft tall tiny force of nature. Weight is about 1-2lbs.

Habitat: Any, but water

Range: Any

- Fire Elemental, Least Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	-	20 (2)	20 (2)	20	20	30	-

Skills: Common Knowledge (Elementals) (Int), Dodge Blow (Ag +10), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Burning Defense, Elemental Enemy (Water), Elemental Immunity (Fire), Elemental Magic, Ethereal, Fiery Healing, Formless, Frightening, Instability, Natural Weapons (Burning Touch), Night Vision, Vulnerable to Water, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 10

Magic: 2; *Aqshy's Aegis (RoS)*, *Curtain of Flame (RoS)*, *Fire Ball*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Burning Touch (1d10+2; CV+1*; special)

Slaughter Margin: Average (Impossible without magical weapons or spells)



Fire Elemental Special Traits (all sizes):

Burning Defense

In melee range from Fire Elemental any character must make **Average Toughness Test** every round or get 1 Wound point of burning damage. This ignores Armour and **Toughness Bonus**. This happens even Elemental is considered to be *Ethereal*.

Burning Touch

Fire Elementals hit causes its **SB** modifier amount of Fire damage to opponent. Because Fire Elemental is living, burning fire all the time, its heat causes all flammable areas and elements to burst in fire in one round of exposure. This happens even Elemental is considered to be *Ethereal*. So, when it moves through materials they will feel the heat and catch fire. This attack ignores Armour.

Fiery Healing

One Full Action exposure to fire heals wounded Fire Elemental:

- ❖ Small fire (candle light, torch) heals 1 Wound.
- ❖ Medium fire (campfire, fireplace, explosion) heals 2 Wounds.
- ❖ Large fire (burning house, magical fire) heals 4 Wounds.
- ❖ Extreme fire (volcano, lava) heals 8 Wounds.

Vulnerable to Water

When a Fire Elemental is hit with a water-based attack, any Wounds suffered are doubled. **Toughness Bonus** doesn't help. Here is a damage that different quantities of water cause:

- ❖ Small dozes of water (cup of water) causes 1 Wound.
- ❖ Medium dozes of water (jug of water) causes 1d10/2 Wounds.
- ❖ Large dozes of Water (large barrel of water) causes 1d10+1 Wounds.
- ❖ Huge dozes of Water (small fountain) causes 1d10+5 Wounds.
- ❖ Extreme exposure of water (lake, river, sea, waterfall, rain, moving in snow) causes 1d10+10 Wounds and after that 1d10 Wounds every round of exposure.

Metal Elementals

Metal Elementals have usually a smooth, metal hide in any form they take. But if they absorb more metal they may start to look more moving armours or piles of metal junk. Different metals may change the color from one place to another. They may move through solid objects of stone or metal at will, including walls, doors and the ground itself (even they are not *Ethereal*). They may not cross a barrier composed of one of the other elements (not including Earth Element), although they may go under or around such a barrier if they can do so without losing contact with the ground. They must remain in contact with the ground at all times; if a Metal Elemental is detached from the ground, it suddenly melts to bowls of metal liquid which disappear fast (returns immediately to its plane). Metal- and Earth Elementals are connected, yet different. It is argued that the Metal Element is just higher specialized form of Earth Elemental Magic, but it does use different Wind of Magic.

Wind of Magic: Chamon – Lore of Metal or with *Realms of Sorcery* use *Metal Elemental*.

Metal Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 16-21ft tall towering force of nature. Weight is about 10000-20000lbs.

Habitat: Any

Range: Any

- Metal Elemental, Greater Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
80	-	80 (8)	80 (8)	80	20	60	-

Skills: Common Knowledge (Elementals) (Int +20), Concealment (Ag), Follow Trail (Int), Intimidate (S +20), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +20), Speak Arcane Language (Daemonic) (Int +10)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Absorb Metal, Elemental Enemy (Wood), Elemental Immunity (Metal), Elemental Magic, Formless, Hard Skin (5; Metal), Instability, Iron Fists, Natural Weapons (Iron Fists), Night Vision, Terrifying, Unstoppable Blows, Will of Iron

Combat

Attacks: 6; **Movement:** 8; **Wounds:** 60

Magic: 5; *Armour of Lead*, *Lighting Bolt*, *Tale of Metal (RoS)*, *Transformation of Metal*

Armour: Hard Skin: Metal (Head 5, Arms 5, Body 5, Legs 5)

Weapons: Iron Fists (1d10+8; CV+1*; Impact, special)

Slaughter Margin: Impossible (Impossible without magical weapons or spells)

Metal Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 11-16ft tall huge force of nature. Weight is about 2000-10000lbs.

Habitat: Any

Range: Any

- Metal Elemental, Major Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
60	-	60 (6)	60 (6)	60	20	50	-

Skills: Common Knowledge (Elementals) (Int +20), Concealment (Ag), Follow Trail (Int), Intimidate (S +10), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +10), Speak Arcane Language (Daemonic) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Absorb Metal, Elemental Enemy (Wood), Elemental Immunity (Metal), Elemental Magic, Formless, Hard Skin (5; Metal), Instability, Iron Fists, Natural Weapons (Iron Fists), Night Vision, Terrifying, Unstoppable Blows, Will of Iron

Combat

Attacks: 4; **Movement:** 8; **Wounds:** 40

Magic: 4; *Armour of Lead, Lighting Bolt, Tale of Metal (RoS), Transformation of Metal*

Armour: Hard Skin: Metal (Head 5, Arms 5, Body 5, Legs 5)

Weapons: Iron Fists (1d10+6; CV+1*; Impact, special)

Slaughter Margin: Hard (Impossible without magical weapons or spells)

Metal Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...) to Very Large (Ogre, Rat Ogre, Troll...); 6-11ft tall force of nature. Weight is about 700-2000lbs.

Habitat: Any

Range: Any

- Metal Elemental, Lesser Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	-	40 (4)	40 (4)	40	20	40	-

Skills: Common Knowledge (Elementals) (Int +10), Concealment (Ag), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Absorb Metal, Elemental Enemy (Wood), Elemental Immunity (Metal), Elemental Magic, Formless, Frightening, Hard Skin (5; Metal), Instability, Iron Fists, Natural Weapons (Iron Fists), Night Vision, Unstoppable Blows, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 20

Magic: 3; *Armour of Lead, Lighting Bolt, Tale of Metal (RoS), Transformation of Metal*

Armour: Hard Skin: Metal (Head 5, Arms 5, Body 5, Legs 5)

Weapons: Iron Fists (1d10+4; CV+1*; Impact, special)

Slaughter Margin: Challenging (Impossible without magical weapons or spells)

Metal Elemental, Least

Type: Elemental

Size: Small (Goblin, Halfling...) to Medium (Human, Dwarf); 2-5ft tall tiny force of nature. Weight is about 20-700lbs.

Habitat: Any

Range: Any

- Metal Elemental, Least Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	-	20 (2)	20 (2)	20	20	30	-

Skills: Common Knowledge (Elementals) (Int), Concealment (Ag), Dodge Blow (Ag +10), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Absorb Metal, Elemental Enemy (Wood), Elemental Immunity (Metal), Elemental Magic, Formless, Frightening, Hard Skin (5; Metal), Instability, Iron Fists, Natural Weapons (Iron Fists), Night Vision, Unstoppable Blows, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 10

Magic: 2; *Armour of Lead, Lighting Bolt, Tale of Metal (RoS), Transformation of Metal*

Armour: Hard Skin: Metal (Head 5, Arms 5, Body 5, Legs 5)

Weapons: Iron Fists (1d10+2; CV+1*; Impact, special)

Slaughter Margin: Average (Impossible without magical weapons or spells)

Metal Elemental Special Traits (all sizes):

Absorb Metal

When Metal Elemental touches any metal Full Action it may absorb the metal to itself or if smaller than this metal item then turn its form to another. Example Metal Elemental may "take" (or make it useless) metal weapons, armour, shields, locks, metal doors, metal chests...etc. Only magical metal (blessed, chaos, enchanted by magic...etc.) is protected and cannot be ruin this way. Metal Elemental doesn't have ability to actually create items, only rude ones which should be considered Poor Quality, which give extra -1 to damage and double the weight. Also, armour gives extra -10 penalty to **Agility**.

Iron Fists

Metal Elemental can create arm like parts. These iron fist's cause damage equal of its **SB** modifier and count as having the Impact Quality. Also, hits to any metal armour penetrate the armour like it would not be there. These fast attacks may still not absorb the armour to Metal Elemental, only go through the armour.

Water Elementals

In sea Water Elementals are referred as Sea Elementals. Water Elementals can take the form of huge waves or waterspouts in a body of water such as a sea or lake, and appear as torrential, driving rain over land. They can move between earth and air at normal movement rates, but cannot wholly enter either the earth or the air. In addition, they may move through any body of water, including underground rivers and drains. Cold freezes the Water Elemental and if Water Elemental will freeze totally it will disappear back to its own realm. Moving Water Elemental will not freeze so easily. Elemental will become slower. Subtract 1 **Movement** point per 10 minutes and when there are no more movement points, then it has frozen totally. In extreme cold weather subtract 1 **Movement** point per 5 minutes. Water Elemental can always "live" and move under the ice, if there is moving water. Water Elemental may move through large amounts of snow (example ground covered by heavy snow).

Wind of Magic: Ghyran - Lore of Life *or* with *Realms of Sorcery* use *Life Elemental*.

Water Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 16-21ft tall towering force of nature. Weight is about 2000-10000lbs.

Habitat: Any

Range: Any

- Water Elemental, Greater Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
80	-	80 (8)	80 (8)	80	20	60	-

Skills: Common Knowledge (Elementals) (Int +20), Concealment (Ag), Follow Trail (Int), Intimidate (S +20), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +20), Speak Arcane Language (Daemonic) (Int +10)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Fire), Elemental Immunity (Water), Elemental Magic, Extinguish Fire, Formless, Instability, Natural Weapons (Water Smash), Night Vision, Terrifying, Unstoppable Blows, Vortex, Water Movement, Water Smash, Will of Iron

Combat

Attacks: 6; **Movement:** 8; **Wounds:** 60

Magic: 5; *Geyser, Lighting Bolt, River's Whisper*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Water Smash (1d10+8; CV+1*; special)

Slaughter Margin: Impossible (Impossible without magical weapons *or* spells)

Water Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 11-16ft tall huge force of nature. Weight is about 500-2000lbs.

Habitat: Any

Range: Any

- Water Elemental, Major Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
60	-	60 (6)	60 (6)	60	20	50	-

Skills: Common Knowledge (Elementals) (Int +20), Concealment (Ag), Follow Trail (Int), Intimidate (S +10), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +10), Speak Arcane Language (Daemonic) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Fire), Elemental Immunity (Water), Elemental Magic, Extinguish Fire, Formless, Instability, Natural Weapons (Water Smash), Night Vision, Terrifying, Unstoppable Blows, Vortex, Water Movement, Water Smash, Will of Iron

Combat

Attacks: 4; **Movement:** 8; **Wounds:** 40

Magic: 4; *Geyser, Lighting Bolt, River's Whisper*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Water Smash (1d10+6; CV+1*; special)

Slaughter Margin: Hard (Impossible without magical weapons or spells)

Water Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...) to Very Large (Ogre, Rat Ogre, Troll...); 6-11ft tall force of nature. Weight is about 250-500lbs.

Habitat: Any

Range: Any

- Water Elemental, Lesser Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	-	40 (4)	40 (4)	40	20	40	-

Skills: Common Knowledge (Elementals) (Int +10), Concealment (Ag), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Fire), Elemental Immunity (Water), Elemental Magic, Extinguish Fire, Formless, Frightening, Instability, Natural Weapons (Water Smash), Night Vision, Unstoppable Blows, Vortex, Water Movement, Water Smash, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 20

Magic: 3; *Geyser, Lighting Bolt, River's Whisper*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Water Smash (1d10+4; CV+1*; special)

Slaughter Margin: Challenging (Impossible without magical weapons or spells)

Water Elemental, Least

Type: Elemental

Size: Small (Goblin, Halfling...) to Medium (Human, Dwarf); 2-5ft tall tiny force of nature. Weight is about 16-35lbs.

Habitat: Any

Range: Any

- Water Elemental, Least Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	-	20 (2)	20 (2)	20	20	30	-

Skills: Common Knowledge (Elementals) (Int), Concealment (Ag), Dodge Blow (Ag +10), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Fire), Elemental Immunity (Water), Elemental Magic, Extinguish Fire, Formless, Frightening, Instability, Natural Weapons (Water Smash), Night Vision, Unstoppable Blows, Vortex, Water Movement, Water Smash, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 10

Magic: 2; *Geyser, Lighting Bolt, River's Whisper*

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Water Smash (1d10+2; CV+1*; special)

Slaughter Margin: Average (Impossible without magical weapons or spells)

Water Elemental Special Traits (all sizes):

Extinguish Fire

Water Elemental can easily put out any natural fire that causes lesser damage than the size of the Water Elemental (use **SB**) just touching the fire. Example for these can be torches, campfires, lanterns...etc.

Vortex

In a large body of water (lake, river...etc.) Water Elemental can create whirlpool and drown any swimming creature or other floating vessel (boats and even ships). Whirlpool must be as wide as swimming target or the vessel, that it is subdued and sinks. Elemental can create whirlpool as wide as its own size in feet. Making of Whirlpool takes one Full Action. When victim is caught to the whirlpool swimmer must make **Hard (-20) Swim Test** every round. Rowers must make **Hard (-20) Strength Test** (multiple rowers make the changes better. Everyone can try). If victim escapes, then elemental can stop the whirlpool in one Full Action, move and make it again in a new place. If victim doesn't make it out (two failed tests in a row), then victim goes under water. Use suffocation rules for drowning. Victim can try to struggle against, but after this point victim must make **Very Hard (-30) Strength Test**. Number of needed rounds depend on the size of Whirlpool. Divide the size of the elemental (in feet and use the highest number) by the size of victim. Example: 6ft human swimmer will not be affected by the Vortex made by Least Elemental, but may drown by Vortex made by Lesser Elemental and needs one test to survive. Here are examples:

- ❖ **Greater Elemental:** Human swimmer and row-boat must make three tests and Halfling swimmer must make five tests. Also, this size Vortex drowns normal river boat/ship.
- ❖ **Major Elemental:** Human swimmer and row-boat must make two tests and Halfling swimmer must make three tests. Also, this size Vortex drowns normal small sail-boat.
- ❖ **Lesser Elemental:** Human swimmer must make one tests and Halfling swimmer must make two tests. Also, this size Vortex drowns normal row-boat.
- ❖ **Least Elemental:** Human swimmer is safe, but Halfling swimmer must make one test.

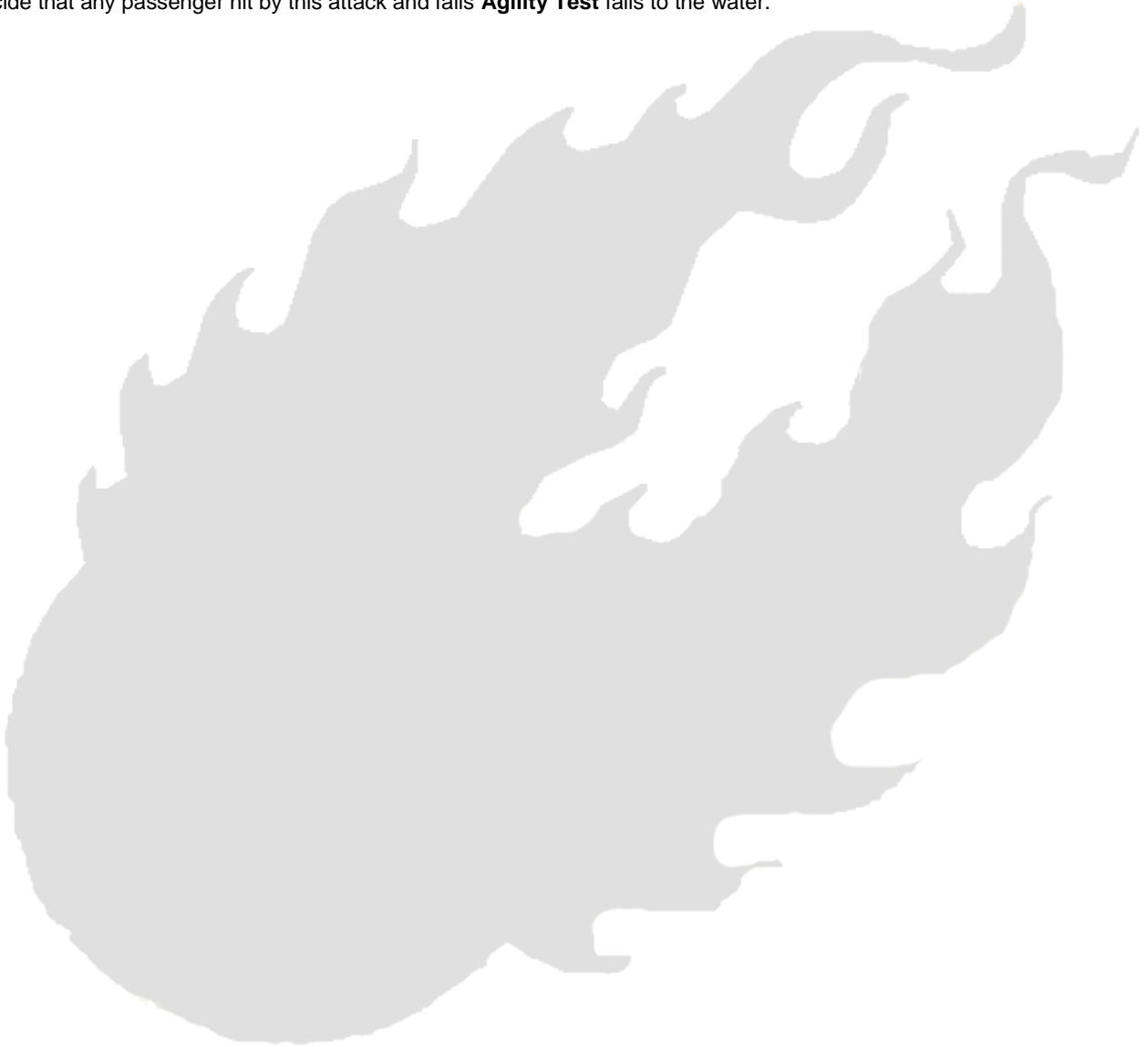


Water Movement

Water Elemental can be used to move any water vessel *or* any item floating. Elemental can make move this vessel its own speed. This takes Full Action, so elemental may not do anything else than “carry the vessel”.

Water Smash

Water Elemental can hit strong almost solid like attack that causes damage equal of its **SB** modifier. Also, victims, that are half smaller (*or* more) must make **Average Agility Test** after every attack that hits *or* fall to the ground by the force of water. In water, it is common that large Water Elemental attacks the vessel (boat, ship...etc.) as a huge wave and not all tries to hit the passengers, but also tries to damage the vessel with few attacks. In a small vessel (row-boat) GM may decide that any passenger hit by this attack and fails **Agility Test** falls to the water.



Wood Elementals

Sometimes Wood Elementals are referred also as Life Elementals or Plant Elementals. Wood Elementals have a rough (and tough), old tree like bark covered with other plants in any form they take. Their appearance is strange mix of plants (moss, lichen, vines, weeds, mushrooms, flowers...etc.); even their main body is usually tree or large bush. Because their appearance Wood Elementals can easily be mistaken to the Treemen. They do look like massive humanoid creatures that resemble upright walking trees with mix of other plants. They may move through any plant and growth even how tight it is. Wood Element must stay in touch with either Earth or Water and Air, or they will disappear (Wood Elemental seems to wither in very fast and just die returning to its own realm). They cannot move to underground.

Wind of Magic: Ghyran – Lore of Life or with *Realms of Sorcery* use *Life Mystical*.

Wood Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 16-21ft tall towering force of nature. Weight is about 1000-4000lbs.

Habitat: Any, but underground

Range: Any

- Wood Elemental, Greater Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
80	-	80 (8)	80 (8)	80	20	60	-

Skills: Common Knowledge (Elementals) (Int +20), Concealment (Ag), Follow Trail (Int), Intimidate (S +20), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +20), Speak Arcane Language (Daemonic) (Int +10)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Metal), Elemental Immunity (Wood), Elemental Magic, Flammable, Formless, Hammering Limbs, Hard Skin (3; Bark), Instability, Natural Weapons (Hammering Limbs), Night Vision, Terrifying, Unstoppable Blows, Will of Iron

Combat

Attacks: 6; **Movement:** 8; **Wounds:** 60

Magic: 5; *Father of Thorns (RoS)*, *Leaf Fall (RoS)*, *Radiant Gaze*, *Tree-Dweller's Step (RoS)*, *Trees' Rustle (RoS)*, *Vital Growth (RoS)*

Armour: Hard Skin: Bark (Head 3, Arms 3, Body 3, Legs 3)

Weapons: Hammering Limbs (1d10+8; CV+1*; Impact, Snare)

Slaughter Margin: Impossible (Impossible without magical weapons or spells)

Wood Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 11-16ft tall huge force of nature. Weight is about 250-500lbs.

Habitat: Any

Range: Any

- Wood Elemental, Major Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
60	-	60 (6)	60 (6)	60	20	50	-

Skills: Common Knowledge (Elementals) (Int +20), Concealment (Ag), Follow Trail (Int), Intimidate (S +10), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int +10), Speak Arcane Language (Daemonic) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Metal), Elemental Immunity (Wood), Elemental Magic, Flammable, Formless, Hammering Limbs, Hard Skin (3; Bark), Instability, Natural Weapons (Hammering Limbs), Night Vision, Terrifying, Unstoppable Blows, Will of Iron

Combat

Attacks: 4; **Movement:** 8; **Wounds:** 40

Magic: 4; *Father of Thorns (RoS)*, *Leaf Fall (RoS)*, *Radiant Gaze*, *Tree-Dweller's Step (RoS)*, *Trees' Rustle (RoS)*, *Vital Growth (RoS)*

Armour: Hard Skin: Bark (Head 3, Arms 3, Body 3, Legs 3)

Weapons: Hammering Limbs (1d10+6; CV+1*; Impact, Snare)

Slaughter Margin: Hard (Impossible without magical weapons or spells)

Wood Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...) to Very Large (Ogre, Rat Ogre, Troll...); 6-11ft tall force of nature. Weight is about 60-125lbs.

Habitat: Any

Range: Any

- Wood Elemental, Lesser Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	-	40 (4)	40 (4)	40	20	40	-

Skills: Common Knowledge (Elementals) (Int +10), Concealment (Ag), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Metal), Elemental Immunity (Wood), Elemental Magic, Flammable, Formless, Frightening, Hammering Limbs, Hard Skin (3; Bark), Instability, Natural Weapons (Hammering Limbs), Night Vision, Unstoppable Blows, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 20

Magic: 3; *Father of Thorns (RoS)*, *Leaf Fall (RoS)*, *Radiant Gaze*, *Tree-Dweller's Step (RoS)*, *Trees' Rustle (RoS)*, *Vital Growth (RoS)*

Armour: Hard Skin: Bark (Head 3, Arms 3, Body 3, Legs 3)

Weapons: Hammering Limbs (1d10+4; CV+1*; Impact, Snare)

Slaughter Margin: Challenging (Impossible without magical weapons or spells)

Wood Elemental, Least

Type: Elemental

Size: Small (Goblin, Halfling...) to Medium (Human, Dwarf); 2-5ft tall tiny force of nature. Weight is about 15-30lbs.

Habitat: Any

Range: Any

- Wood Elemental, Least Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	-	20 (2)	20 (2)	20	20	30	-

Skills: Common Knowledge (Elementals) (Int), Concealment (Ag), Dodge Blow (Ag +10), Follow Trail (Int), Intimidate (S), Navigation (Int +20), Perception (Int +20), Magical Sense (WP +20), Outdoor Survival (Int), Speak Arcane Language (Elemental) (Int)

Talents: Ambidextrous, Orientation, Strike to Injure*

Traits: Elemental Enemy (Metal), Elemental Immunity (Wood), Elemental Magic, Flammable, Formless, Frightening, Hammering Limbs, Hard Skin (3; Bark), Instability, Natural Weapons (Hammering Limbs), Night Vision, Unstoppable Blows, Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 10

Magic: 2; *Father of Thorns (RoS)*, *Leaf Fall (RoS)*, *Radiant Gaze*, *Tree-Dweller's Step (RoS)*, *Trees' Rustle (RoS)*, *Vital Growth (RoS)*

Armour: Hard Skin: Bark (Head 3, Arms 3, Body 3, Legs 3)

Weapons: Hammering Limbs (1d10+2; CV+1*; Impact, Snare)

Slaughter Margin: Average (Impossible without magical weapons or spells)

Wood Elemental Special Traits (all sizes):

Flammable

When a Wood Elemental is hit with a fire-based attack, any **Wounds** suffered are doubled. This is calculated after any deductions for **TB** modifier or Armour Points.

Hammering Limbs

Wood Elemental can create arm like blunt branches with vines. These blunt clubs cause damage equal of its **SB** modifier and vines try to snare the victims. These attacks count as having the Impact and Snare Qualities. If victim is Snared Elemental loses one attack, but usually focuses another to attack this trapped victim. Snares, that are vines mostly, can be hacked to pieces. It will take Full Action to any other person to focus on snared victim and also bladed weapon (stab attacks, bullets and arrows will not do this). With 8 points of damage victim is freed. New vines take the place of lost until Element is totally destroyed. Note: If Elemental is attacked with non-magical weapons, then 8 points of damage will cut the vines, but is NOT subtracted from the total number of Wounds.

Chapter III: Elemental Magic

Here are details of Elemental Rituals. Each Elemental type has four different Rituals (Least, Lesser, Major, Greater). Commonly Elementals only learn one type of element and Rituals of summoning that type of elemental beings. But it is possible to learn multiple, even all types of Elemental Rituals. This should be basically impossible and very time consuming, not to mention the Experiment Points needed.

Summon Elemental Force Ritual

Type: Arcane

Arcane Language: Elemental

Magic: 2 (Least Elemental Force), 2 (Lesser Elemental Force), 3 (Major Elemental Force), 4 (Greater Elemental Force)

XP: 200 (Least Elemental Force), 200 (Lesser Elemental Force), 300 (Major Elemental Force), 300 (Greater Elemental Force)

Ingredients: Element that is summoned must be present (fire for Fire Elemental, water for Water Elemental...etc.).

Example: Water Elemental maybe impossible summon in the middle of desert (unless there is pool of water) or Earth Elemental in the middle of Sea. Special ingredients help the summoning process, which requires very high Casting Number, but are not necessary (they are destroyed even if summoning is not successful). Check below (*Elemental Ingredients*) for few sample ingredients.

Conditions: To cast summoning spells the Elementalist must have both Common Knowledge (Elementals) and Speak Arcane Language (Elementalism). If summoner has Lore (check above Winds of Magic from every Elemental) connected to the Elemental this gives +2 bonus. If the specialist Lore (*Cardinal, Elemental or Mystical* connected to Elemental) then this gives +4 bonus. Also, if GM rules Hedge Wizards with *Witchcraft* Talent may have +2 bonus if they have taken three right Lore spells and +4 bonus if six right specialist Lore spells.

Last and most important thing is, that when the Elemental is drawn to this world (successful ritual), the summoner must also succeed on opposite **Will Power Test** against the Elemental. Otherwise the Elemental will not enter this realm even the ritual is successful.

Elementalist must learn summoning rituals all in order to learn the next one. Also, all previous/lighter versions must be cast first to summon greater Elemental creature. So, Elementalist must know the minor rituals to use higher ritual. If minor rituals (any of them) fail, then it must be done again or higher ritual cannot be started. Ingredients are lost also. Only the last ritual summons the Elemental creature. Example: To summon Major Elemental Force the Elementalist must first cast *Least Elemental Force Ritual*, then *Lesser Elemental Force Ritual* and finally *Major Elemental Force Ritual* that will actually do the summoning.

Consequences: If you fail your Casting Roll, you must roll from *Elemental Response* (below) what summoned elemental force actually does.

Casting Number: 18 (Least Elemental Force), 22 (Lesser Elemental Force), 26 (Major Elemental Force), 30 (Greater Elemental Force)

Casting Time:

- ❖ Least Elemental Force: 1 hour
- ❖ Lesser Elemental Force: 1 hour + 1 hour from Least Ritual
- ❖ Major Elemental Force: 1 hour + 1 hour Lesser Ritual + 1 hour Least Ritual
- ❖ Greater Elemental Force: 1 hour + 1 hour Major Ritual + 1 hour Lesser Ritual + 1 hour Least Ritual

Description: This ritual will try to summon Elemental Force from its realm to this world. Summoned elemental doesn't come willingly; it is forced to come. Spell also binds Elemental Force under the will of summoner. If caster fails to cast the spell he/she must roll from table above what actually happens then. Elemental and its summoner has mental connection that no range will break. Summoned elemental will only do its summoners bidding. After week in this world Elemental Force must make **Average Will Test** every day or it returns to its own elemental realm automatically.



Elemental Ingredients:

Even Elemental summoning doesn't require special ingredients (only the presence of needed Elementals), these ingredients are known to help the summoning process. Here are just few powerful ingredients known (there probably others among other races and nations of the world).

Ingredients known in the Old World, Elves and Araby

Air: The wing of Griffon (+4), The heart of a Griffon (+2)

Earth: The claws of Basilisk (+4). The heart of a Giant (+2)

Fire: The heart of a Dragon (+4), The heart of a Hydra (+2)

Metal: Any metal or Gems worth 100gc (+4), Any metal or Gems worth 50gc (+2)

Water: The eye of a Kraken (+4), Any Amobae (+2)

Wood: Some remains (least 50lbs) of dead Treeman (+4), Two killed Bloodsedge plants (+2)

Ingredients known in the Grand Cathay

Air: An empty ivory vessel from Jackal Province (+3)

Earth: A phial of soil from the Eternal Gardens of the Monkey-King (+3)

Fire: A smear of eternally-burning sulphur from the Dragon's Tongue Slopes (+3)

Metal: Any gems from the Mountains of Mourn worth 40gc (+3)

Water: A sealed bauble of water from the Great River of Cathay (+3)

Wood: A dried piece of bamboo from the Forbidden Fields of Wu-Fan-Xu (+3)

Elemental Response:

Elementals do not come willingly to this world. Summoner must succeed on binding them to come this realm and then also succeed on casting the ritual. If this fails, then true horror may start:

01-20: Elemental doesn't remain. It returns immediately to its own realm.

21-40: Elemental goes its own way. Elemental will roam freely in world until it is destroyed/banished back to its realm. Elemental is angry and will attack anything in its way.

41-50: Elemental will attack Summoner and either is destroyed/banished or kills summoner then returning to its realm.

51-60: Elemental will attack Summoner and either is destroyed/banished or kills summoner. Then Elemental goes its own way. Elemental will roam freely in world until it is destroyed/banished back to its realm. Elemental is angry and will attack anything in its way. If summoner has friends these are first attacked.

61-70: Elemental will attack closest creature and either is destroyed/banished or kills this enemy then returning to its realm.

71-80: Elemental will attack closest creature and either is destroyed/banished or kills this enemy. Then Elemental goes its own way. Elemental will roam freely in world until it is destroyed/banished back to its realm. Elemental is angry and will attack anything in its way. If summoner has friends, then they are first attacked.

81-90: Elemental will attack everyone on its sight. It will not stop until everyone is killed or it is destroyed/banished. After this it returns to its realm.

91-00: Elemental will attack everyone on its sight. It will not stop until everyone is killed or it is destroyed/banished. Then Elemental goes its own way. Elemental will roam freely in world until it is destroyed/banished back to its realm. Elemental is angry and will attack anything in its way. If summoner has friends these are first attacked.



Elemental Summoning Circle

An Elemental Summoning Circle is basically just simple circle with all the Elemental symbols inscribed in the opposite sides. To do these symbols (and wards) right the caster must know basics of Elemental Magic. Circle helps to control the Elemental Force summoned, and also protects its user.

To draw the Summoning Circle, the caster must have the Academic Knowledge (Elementalism) skill and materials worth 100gc x the Magic Characteristic required by the ritual. Drawing the circle requires 1 hour of careful work, and at the end of this time, the GM secretly makes an **Average Academic Knowledge (Elementalism) Test** for the Character. Each degree of success grants the user a +10 bonus to his Will Power Test made to summon the Elemental. Should the circle be breached (smudged or scattered) at any time this bonus is lost and Elemental Force is free.

Once the circle is drawn, the caster may then perform the ritual to summon the Elemental Force. If the ritual now fails, the Elemental appears inside the circle and is trapped there unless it succeeds **Hard (-20) Will Power Test**. If Elemental is trapped, then summoner may send it safely back to its own realm and try the summoning again.

When circle is used once (Elemental appears in the circle) it cannot be used again. Failed summoning doesn't make circle useless.

Elemental Runes

Dwarfs know also summoning Runes for Elementals. Elementals are commonly used by the Dwarfs as protection or guardians. Elemental Runes are placed in the stationary places where they ward certain area (maximum area is either small building/hut or large hall). Common place to Elemental Runes are keep gates, doors and entering halls. Also, doors, rooms and corridors to treasure rooms or burial chambers. Another common place is to protect any secret ways.

Even all the types of Elements have little different rune, they all use the same idea and Dwarfs need to learn only one rune to summon any kind of elemental being. Yet, Dwarfs commonly use either Earth or Metal elements. In some places, they may use Fire or Water Elements (close to underground water sources or lava sources). Any other elements are hardly ever used by the Dwarfs. Runesmiths decide the type of elemental when they start creating the rune. Even one rune is usually used to one place, it is possible use multiple.

New Rune Type

Construct (Special): Construct runes usually make some construct more powerful, protected, even alive, or create some area effect. These runes are usually placed in more stationary places (doorways, hallways, tunnels, buildings...etc.), but there are exceptions like the animation runes (which create moving constructs). Construct runes may break *The Rule of Pride* and also *The Rule of Jealousy*.



Master Rune of Elementalism

Type/Form: Construct (Special)

Inscription Number: 30

Empowerment: 10

Description (Permanent): This rune creates area effect that wards area (maximum size: Small building/hut or large hall) from things that Runesmith chooses (this could be from non-Dwarfs, Elves, Humans, Chaos, anyone, those without right password...etc). Must be inscribed to stationary target. If this target is destroyed or moved the effect disappears. There can be multiple similar runes, but that is rare. When someone, not allowed, enters this area the rune summons the *Major Elemental* creature to defend the area. It will fight anyone in the area, unless Runesmith has given orders not to harm certain types (like Dwarfs, certain persons...etc.). Elemental will return to its own realm if its enemies leave the area or they are killed. Elemental will not leave the area, that is why Rune is commonly placed in the position that Elemental is not easily dodged without fight. Note! When Elemental is summoned it is always in full health.

Description (Temporary): As permanent, but elemental is summoned only once and then the rune is useless.



Rune of Elementalism

Type/Form: Construct (Special)

Inscription Number: 20

Empowerment: 8

Description (Permanent): This rune creates area effect that wards area (maximum size: Small building/hut or large hall) from things that Runesmith chooses (this could be from non-Dwarfs, Elves, Humans, Chaos, anyone, those without right password...etc). Must be inscribed to stationary target. If this target is destroyed or moved the effect disappears. There can be multiple similar runes, but that is rare. When someone, not allowed, enters this area the rune summons the *Least Elemental* creature to defend the area. It will fight anyone in the area, unless Runesmith has given orders not to harm certain types (like Dwarfs, certain persons...etc.). Elemental will return to its own realm if its enemies leave the area or they are killed. Elemental will not leave the area, that is why Rune is commonly placed in the position that Elemental is not easily dodged without fight. Note! When Elemental is summoned it is always in full health.

Description (Temporary): As permanent, but elemental is summoned only once and then the rune is useless.

