#1510

Elemental Companion™

Supplemental material for ROLEMASTER™
ICE's classic fantasy role playing game system.



ELEMENTAL COMPANION™

TABLE OF CONTENTS

1.0 Introduction. 3
1.1 DESIGNER NOTES 3
1.2 NOTATION 4
1.3 TERMS 4

2.0 The Elements. 7
2.1 LESSER BASIC ELEMENTS 8
2.1.1 Air 8
2.1.2 Cold 8
2.1.3 Light 8
2.1.4 Vibration 8
2.1.5 Water 8
2.2 GREATER BASIC ELEMENTS 9
2.2.1 Gravity 9
2.2.2 Heat 9
2.2.3 Dark 9
2.2.4 Inertia 9
2.2.5 Earth 9
2.3 COMPOUND ELEMENTS 10
2.3.1 Electrical 10
2.3.2 Fire 10
2.3.3 Ice 10
2.3.4 Wind 10
2.4 SUPER COMPOUND ELEMENTS 11
2.4.1 Plasma 11
2.4.2 Vacid 11
2.5 COMPLEX ELEMENTS 11
2.5.1 Aether 11
2.5.2 Chaos 11
2.5.3 Nether 13
2.5.4 Nexus 13
2.5.5 Spirit 13
2.5.6 Time 13

3.0 Elemental Professions and Skills. 14
3.1 PURE ELEMENTAL SPELL USERS 15
3.1.1 Elemental Channeler 15
3.1.2 Elemental Enchanter 16
3.1.3 Elemental Healer 16
3.1.4 Elemental Summoner 17
3.1.5 High Elementalist 17
3.1.6 Mystical Elementalist 18
3.2 HYBRID ELEMENTAL SPELL USERS 18
3.2.1 Evil Elementalist 18
3.2.2 Elemental Chanter 19
3.2.3 Elemental Physician 19
3.3 SEMI ELEMENTAL SPELL USERS 20
3.3.1 Elemental Hunter 20
3.3.2 Elemental Warrior 20
3.3.3 Rogue Elementalist 21
3.4 ELEMENT BASED SKILLS 22
3.4.1 Elemental Banishment 22
3.4.2 Elemental Lore 23
3.4.3 Elemental Physics 23
3.4.4 Evaluate Elemental Item 23
3.5 MANIPULATION BONUS 23
3.6 ELEMENT BASED SKILL DEVELOPMENT POINT COST TABLE 24
3.7 ELEMENTAL SKILLS — DP COST TABLE 26

(Continued on Next Page)

CREDITS

Author/ Designer: Mike Carlyle
Developer/Editor: Coleman Charlton
Cover Illustration: Steve Hickman
Interior Illustration: Roger Raupp, Shawn Sharp
Layouts: David Martin
Project Specific Contributions: *Series Editor:* Coleman Charlton; *Pagemaking:* Jennifer Kleine, Leo LaDell; *Layout:* Andrew Christensen, Edward Dinwiddie, I. Haines Sprunt; *Cover Graphics:* Lydia Conder.

ICE MANAGEMENT — *Art Director/Production Manager:* Terry Amthor; *Sales & Customer Service Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — *Marketing Consultant:* John Morgan; *Print Buyer:* Bill Downs; *Production Supervisor:* Suzanne Young; *Editing & Development Staff:* Kevin Barrett, Rob Bell, Pete Fenlon, Jessica Ney, John Ruemmler; *Graphics & Production Staff:* Andrew Christensen, Edward Dinwiddie, William Hyde, Jennifer Kleine, I. Haines Sprunt, Kevin Williams. *Sales & Customer Service Staff:* John Brunkhart, Heidi Heffner; *Shipping Staff:* John Breckenridge, Kurt Fischer, David Johnson, Leo LaDell.

Copyright 1989 © by Iron Crown Enterprises Inc. . . . All rights reserved. . . . No reproduction without author's permission.

Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902. **Stock # 1510**

Second U.S. Edition 1989. **ISBN 1-55806-076-6**

4.0 Elemental Spell Lists. 27
4.1 OPEN ELEMENTAL SPELL LISTS 28
4.1.1 Elemental Chants 28
4.1.2 Elemental Detection 28
4.1.3 Elemental Glyphs 29
4.1.4 Elemental Lore 30
4.1.5 Elemental Runes 31
4.1.6 Elemental Senses 31
4.1.7 Elemental Symbols 32
4.1.8 Elemental Wards 33
4.1.9 Lesser Elemental Area Attacks 34
4.1.10 Lesser Elemental Attacks 34
4.1.11 Lesser Elemental Items 35
4.1.12 Lesser Elemental Mobile Barriers 36
4.1.13 Lesser Elemental Non-Mobile Barriers 37
4.1.14 Lesser Elemental Protection 37
4.1.15 Lesser Elemental Summoning 38
4.2 CLOSED ELEMENTAL SPELL LISTS 39
4.2.1 Delayed Spell Enhancement 39
4.2.2 Elemental Absorption 40
4.2.3 Elemental Attack Enhancement 40
4.2.4 Elemental Banishment 41
4.2.5 Elemental Continuation 42
4.2.6 Elemental Gates 42
4.2.7 Elemental Healing 43
4.2.8 Elemental Mastery 44
4.2.9 Elemental Molding 45
4.2.10 Elemental Pooling 45
4.2.11 Elemental Spirit Binding 46
4.2.12 Elemental Wall Enhancement 47
4.2.13 Enhanced Elemental Criticals 48
4.2.14 Enhanced Elemental Duration 48
4.2.15 Enhanced Elemental Radius 49
4.2.16 Enhanced Elemental Ranging 49
4.2.17 Enhanced Elemental Potency 50
4.2.18 Enhanced Elemental Targeting 50
4.2.19 Enhanced Proto-Elemental Poisoning 51
4.2.20 Greater Elemental Area Attacks 51
4.2.21 Greater Elemental Attacks 52
4.2.22 Greater Elemental Items 52
4.2.23 Greater Elemental Mobile Barriers 53
4.2.24 Greater Elemental Non-Mobile Barriers 53
4.2.25 Greater Elemental Protection 54
4.2.26 Greater Elemental Summoning 54
4.3 BASE ELEMENTAL SPELL LISTS 55
4.3.1 Curse Guidelines 55
4.3.2 Elemental Area Curses 55
4.3.3 Elemental Personal Curses 56
4.3.4 Elemental Area Attack Law 57
4.3.5 Elemental Attack Law 58
4.3.6 Elemental Commune 58
4.3.7 Elemental Fires 59
4.3.8 Elemental Guardian 60
4.3.9 Elemental Item Law 60
4.3.10 Elemental Mobile Barrier Law 61
4.3.11 Elemental Non-Mobile Barrier Law 61
4.3.12 Elemental Summoning 62
4.3.13 Elemental Protection Law 62
4.3.14 Temperance 63
4.3.15 Elemental Summoning Law 63

5.0 Elemental Races. 64
5.1 PURE AND CROSSBREED ELEMENTAL BEINGS 64
5.2 PURE ELEMENTAL BEINGS 64
5.3 ELF CROSSBREED ELEMENTAL RACE TABLE 65
5.4 HUMAN CROSSBREED ELEMENTAL RACE TABLE 66
5.5 PURE ELEM. (NORMAL ENVIRONMENT) RACE TABLE 67
5.6 PURE ELEM. (HOSTILE ENVIRONMENT) RACE TABLE 68

6.0 Elemental Creatures. 69
6.1 DRAGONS — THE GREATER DRAKES 69
6.2 LESSER DRAKES 78
6.3 ELEMENTAL GIANTS 80
6.4 ELEMENTAL SERPENTS 82
6.5 GUARDIAN ELEMENTALS 84
6.6 INTELLIGENT ELEMENTALS 86
6.7 NON-INTELLIGENT ELEMENTALS 89
6.8 RIDING ELEMENTALS 91
6.9 SERVANT ELEMENTALS 94
6.10 WISPLING ELEMENTALS 96
6.11 ZEPHYR HOUNDS 98

7.0 Elemental Modifications. 100
7.1 SPELL MASTERY 100
7.2 RESISTANCE ROLL MODIFIERS 102

8.0 Non Elemental Spell Users. 102

9.0 Elemental Force Attack Tables. 103
9.1 GUIDELINES 103
9.2 ADDITIONAL E.A.R. MODIFICATIONS 104
9.3 LESSER ELEMENTAL FORCE ATTACK TABLE 105
9.4 NORMAL ELEMENTAL FORCE ATTACK TABLE 106
9.5 GREATER ELEMENTAL FORCE ATTACK TABLE 107
9.6 MINOR ELEMENTAL FORCE ATTACK TABLE 108
9.7 MAJOR ELEMENTAL FORCE ATTACK TABLE 109
9.8 SUPERIOR ELEMENTAL FORCE ATTACK TABLE 110

10.0 Critical Strike Tables. 111
10.1 AETHER/NEXUS CRITICAL STRIKE TABLE 112
10.2 MENTAL CRITICAL STRIKE TABLE 113
10.3 TIME CRITICAL STRIKE TABLE 115
10.4 VIBRATION CRITICAL STRIKE TABLE 116

11.0 Interaction Between the Elements. 117
11.1 THE RR METHOD 117
11.2 THE COMPARISON METHOD 117
11.3 PURITY COMPARISON TABLE 119
11.4 SIZE COMPARISON TABLE 119

12.0 Cone Attacks. 120
12.1 CONE STATISTICS 120
12.2 METHODS FOR USING CONE ATTACKS 122
12.3 CRITICAL AND CONCUSSION SEVERITY 122

13.0 Elemental Theories. 124

14.0 Elemental Planes. 127
14.1 THE UNIVERSE 128
14.2 THE PLANES 128
14.3 SPECIAL PROPERITES 128

15.0 Proto-Elemental Material. 130
15.1 THE DANGERS OF PEM 130
15.1.1 PEM Solubility 130
15.1.2 PEM Poisoning 131
15.1.3 PEM Poison Level 131
15.1.4 PEM Poison Level Determination Table 132
15.2 PEM ANTIDOTES 133
15.3 PEM SOURCES 133
15.4 PEM CONTAMINATION 134
15.5 PEM IMMUNITY 134

16.0 Manipulation of Raw Elemental Force. 135
16.1 ABSORPTION 135
16.2 SHAPING RAW ELEMENTAL MATERIAL 135
16.2.1 Forging an Elemental Item 135
16.2.2 Elemental Metals 136
16.2.3 Elemental Metal Properties Table 137
16.2.4 Elemental Metal Bonus Table 138
16.2.5 Examples of Elem. Metal Weapon Properties 139

17.0 Using EC With *Shadow World*. 141
17.1 BACKGROUND & HISTORY 141
17.2 ELEMENTAL ENCOUNTER TABLE 143

1.0 INTRODUCTION

Elemental Companion™ is the definitive sourcebook for using elemental power with the ***Rolemaster***™ fantasy role playing system. The presentation of the structures and properties of the elements and elemental forces in *EC* is only one possible representation of a fantasy-reality; i.e., the reality that the material in this product is based on. However, a GM should examine all of the material carefully before using this reality in his campaign (especially Sections 2.0, 13.0, and 14.0). A GM should feel free to modify and mould this material to fit his campaign — not only to make it more appropriate, but also to keep his players on their toes.

The *Elemental Companion* (*EC*) is a collection of optional rules, professions, creatures, races, and spell lists. Optional is the key word here; a Gamemaster should carefully examine each section of material before using it in his world or campaign. This material runs the gamut from play aids that simply make the standard game mechanics easier to handle to very high powered spells and optional rules. Most GMs should not and will not use everything in *EC*; there is just too big a diversity in style and power level. Carefully examine each section of material before using it in your world or campaign.

The *EC* includes a wide variety of material because different role players want different things from a role playing system. Some GMs run a low powered tightly structured game; such GMs probably find that much of the material in this product will not be appropriate for their game unless they modify and experiment with it. At the other end of the spectrum, some GMs run a high powered or loosely structured game; such GMs will probably use most of the material in this product and modify it and extend it and wish that there were more 50th level spells. Most GMs fall in between these two extremes; they will use some of the material, ignore some of it, and modify the rest. The thing to keep in mind is that this is a commercial product. As a company, ICE has to appeal to a large audience and provide material that can be used by most of the customers that use our systems.

Players should keep the above discussion in mind when reading *EC*; some of this material may not be appropriate for your Gamemaster's game. The GM must decide which parts of this material will be used in his world — not the players. The GM should always be the authority in any role playing session that involves his world. The manner in which a GM interprets, modifies, excludes, or includes rules and guidelines is entirely are up to him (or her). This is true for the standard rules as well as a set of optional rules, such as *EC*. A Gamemaster should never feel that the rules are an etched-in-concrete, unbreakable, unbendable, absolutely fixed system; they are provided to help the GM develop, manage, and run his world.

On the other hand, the Gamemaster has an obligation to his players to make clear what the physical laws of his world entail (i.e., the game mechanics). As efficiently as possible, the GM should indicate what rules and guidelines are being used and which ones have been modified or changed. In addition, a GM must strive to be consistent in his decisions and in his interpretations of the rules. Without consistency, the players will eventually lose trust and confidence in the GM's decisions and his game. When this happens a FRP game loses much of its pleasure and appeal. Both GM and players must cooperate to have a successful FRP game.

Note: *For readability purposes, these rules use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/him, etc.*

1.1 DESIGNER NOTES

Rolemaster (*ChL&CaL*, *AL&CL*, *SL*, and *C&T*) is a system that provides a tight set of core rules for experienced role players. It is a system that was designed to allow easy modification and expansion by individual GMs so that it would be more appropriate for each GM's campaign. The design philosophy at ICE is to keep the core rules as the base system and to present any "improvements" and expansions in the form of Optional Rules. This means that GMs who find the core rules sufficient can ignore the Optional Rules, while other GMs have a wide selection of variants and interesting options for their worlds.

Character Law & Campaign Law has a set of these Optional Rules that were developed between the publication of the original *Character Law* and the publication of *ChL&CaL*. *Rolemaster Companion (I)* is a set of Optional Rules developed after *ChL&CaL*; most of this material was designed by Mark Colborn for his own game and then developed and published by ICE. Similarly, *RMCII* was primarily designed by Mike Carlyle, Singh Khanna, and Art Ridley, and then developed by ICE. *RMCIII* was designed by a wider variety of sources.

Why an Elemental Companion?

A good Question which deserves a good answer. What is a Mage's favorite combat spell — a fireball or a lightning bolt? How often does a Dragon use its breath weapon when confronted? The elements are one of the major sources for magic and spells, but there is little published material concerning elemental knowledge.

It is important to note that the Elemental Companion is not a modern textbook on elemental chemistry and physics. It is a "magic tome" for a fantasy reality which can serve as the definitive Rolemaster source for elemental matters. This compendium has sections on a variety of distinctive elements (old and new alike) — elemental professions, over 2000 elemental spells, elemental races, elemental creatures, six new attack tables, four new critical strike tables, and the "fantastic" theories that help define the nature of Elementalism.

Special Thanks

I wish to thank the following individuals for their contributions to this project:

Kori Carlyle: My beloved wife, she is an avid supporter, especially when it comes to spending the money. She is one of my best proof readers.

Art Ridley: It was his 'beast dogs' and his use of a primitive form of proto-elemental force for his Drakes that gave this project its starting point — from there it was easy to accumulate the rest of the material.

Singh Khanna: A brief conversation with him on what Elementalism should be formed the foundation of the new Elements and Elementalists (he coined "Aether").

Tim McGowan: His search for the abstract. His contribution ranges from 'go for' to providing a new term: Vacid.

Flo Bennett: A new comer to the gaming world, she did a lot of the proofreading.

Scott Carter: Owner of the famed 'Green Dragon', he has one of the best reference libraries in the world. If you have seen the number of books he has and their strange titles, you would most assuredly agree.

Pat Daley: He started to proof read, but decided to go back to school.

Jim Wilcox: A playtester, I still see him pulling out his hair.

Mike Duty: A playtester, and his never say 'Die' attitude.

'Chip': Another supporter, who constantly saying "I can't wait to see!" or "What's taking so long."

Gilbert 'Big Wimp' Webber: I'm about the only one 'alive' that can get away with calling him 'Big Wimp'. As always computer and hardware support are his forte. His wife, Heidi will be glad this is done. (PS...Gil calls me the 'Little Wimp'.)

HEIDI 'Cat Lady' Webber: Although not a gamer, Heidi did some of the proofreading. Gil, her husband, is quoted as saying "What a critic she is too!"

'Coleman': My sponsor at ICE and all the support he gave to my projects.

1.2 NOTATION

The material in *EC* uses the standard notation from the ***Rolemaster*** products:

Rolemaster	***RM***
Arms Law & Claw Law	*AL&CL*
Spell Law	*SL*
Character Law & Campaign Law	*ChL&CaL*
Creatures & Treasures	*C&T*
Rolemaster Companion (I)	*RMCI*
Rolemaster Companion II	*RMCII*
Rolemaster Companion III	*RMCIII*
Elemental Companion	*EC*

Those products should be consulted for specific references; for example, the spell lists all use *SL* abbreviations and notation in the spell descriptions.

Two type of notation for dice rolls are used in this product:

1) The range notation, #-#, where the first # is the beginning range and the second # is the end of the range; for example, 1-100 is a roll resulting in a number between 1 and 100 (00).
2) The die type notation, #D#, where the first # is the number of dice to roll (and sum the results) and the second # is the 'type' (number of sides or possible results from 1 to #) of dice to roll. For example, 2D6 = roll two six-sided dice and sum the results; 1D8 = roll one 8-sided die; 3D10 = roll three 10-sided dice and sum the results.

1.3 TERMS

Abnormal Growth — Temporary growth of an elemental creature due to the absorption of elemental material (see Section 16.1).

Aether — A complex element (see Section 2.6.1).

Air — A lesser basic element (see Section 2.1.1).

Basic Element —Any of the lesser or greater basic elements (see Sections 2.1 & 2.2).

Chaos — A complex element (see Section 2.5.2).

Cold — A lesser basic element (see Section 2.1.2).

Complex Element — Each of these elements has its own unique properties; normally, they do not serve as building blocks for other "elements." These elements are aether, chaos, nether, nexus, spirit, and time (see Section 2.5).

Compound Element — These element are compounds consisting of two or more "basic" elements. These elements are electrical, fire, ice, and wind (see Section 2.3).

Cone Attacks — An elemental attack that affects a cone shaped area (see Section 12.0).

Crossbreed Elemental Races — A race of humans (or Elves) whose composition has a considerable proportion of one elemental force (see Section 5.1).

Dragons — A particularly powerful type of elemental creature; also referred to as Drakes (see Sections 6.1 & 6.2).

Earth — A greater basic element (see Section 2.2.5).

Electrical — A compound element (see Section 2.3.1).

Element — There are 22 elements presented in the EC — five lesser basic elements, five lesser basic elements, four compound elements, two super compound elements, and six complex elements (see Section 2.0).

Elemental — A creature composed completely of elemental force/material (see Sections 6.5-6.10).

Elementalism — The studies of all matters concerning the elements: spells, creatures, theory, the planes, etc.

Elementalist — An individual concerned with the use and study of the elements; usually following one of the elemental professions (see Section 3.0).

Elemental Creature — Any creature composed, at least in part, of elemental force/material — Dragons, Drakes, Elemental Giants, Elemental Serpents, Guardian Elementals, Intelligent Elementals, Non-Intelligent Elementals, Riding Elementals, Servant Elementals, Wispling Elementals, and Zephyr Hounds (see Section 6.0).

Elemental Force — Any element can exert and manifest its influence and properties as an elemental force. This term can be used interchangeably with the term "elemental material" and the term "element."

Elemental Giant — A powerful type of elemental creature (see Section 6.3).

Elemental Gem — A gem that has been tainted by contact with a pure element; such a gem can exhibit those special properties that are associated with the element that has affected it (see Section 16.2.2).

Elemental Immunity — Complete immunity with respect to the effects of PEM poisoning due to one element (see Section 15.5).

Elemental Metal — An alloy of the earth element and one other element; such metal exhibits can exhibit special properties that are associated with the element that it is comprised of (see Section 16.2.2).

Elemental Plane — An alternative plane/dimension/reality that is primarily composed of one or more elements (see Section 14.0).

Elemental Poisoning — Damage to a target due to exposure to proto-elemental material (PEM) (see Section 15.1.2).

Elemental Race — A race of individuals composed all or in part of an elemental force (see Section 5.0).

Elemental Serpent — A powerful type of elemental creature (see Section 6.4).

Fire — A compound element (see Section 2.3.2).

Grand Masters of Elementalism — The Council of Elementalists that was to serve as the the governing body of all Elementalists. The Council was riddled with jealousy and power struggles that crippled its effectiveness; and, eventually, was split between

the Polars Sect and Triuners Sect. Even though the greatest Elementalists sat on this council, they were renown for their lack of ability to agree on even the simplest of topics. Also known as the Council of Fools, the one accomplishment of the Council was the establishment of the Elementalism Schools and Academies. But even on this point, one argue that each Sect ran its own colleges and that the Council had nothing to do with them.

Gravity — A greater basic element (see Section 2.2.1).

Greater Basic Element — These elements are basic building blocks in the elemental hierarchy, but they are more difficult to control than the lesser basic elements. These elements are earth, dark, gravity, heat, and inertia (see Section 2.2).

Greater Elemental Force Attack — The most powerful form of natural elemental attack; its elemental force purity is greater than 75% (see Section 9.0).

Guardian Elemental — An elemental creature that is composed of an elemental force and that normally preforms static sentry duties (see Section 6.5).

Heat — A greater basic element (see Section 2.2.2).

Ice — A compound element (see Section 2.3.3).

Inertia — A greater basic element (see Section 2.2.4).

Intelligent Elemental — An elemental creature that is composed of an elemental force **and** that has superior intelligence (see Section 6.6).

Lesser Basic Element — These elements are the basic, simplest building blocks in the elemental hierarchy. They are also the easiest elements to control and use in spells. These elements are air, cold, light, vibration, and water (see Section 2.1).

Lesser Elemental Force Attack — The least powerful form of natural elemental attack; its elemental force purity is less than 26% (see Section 9.0).

Light — A lesser basic element (see Section 2.1.3).

Lightning — See Electrical.

Major Elemental Force Attack — The second most powerful form of proto-elemental attack; its proto-elemental force purity is 11%-40% (see Section 9.0).

Minor Elemental Force Attack — The least powerful form of proto-elemental elemental attack; its proto-elemental force purity is less than 11% (see Section 9.0).

Mor Stonicish — The site of the devastating battle between the elementalists of the Polar Sect and the Triuner Sect. This battle caused the downfall of Elementalism (see Sections 1.0 & 17.0).

Natural Elemental Material (NEM) — The elemental force/material that is normal for the environmental conditions of the normal game world; i.e., non-magical or non-other-dimensional elemental material. Thus NEM is any substance that is found "naturally" in the elemental plane of the game world (i.e., our world). NEM is often referred to as raw elemental material or raw elemental force (see Section 15.0).

Nether — A complex element (see Section 2.5.3).

Nexus — This is a complex element (see Section 2.5.4).

Non-Intelligent Elemental — An elemental creature that is composed of an elemental force **and** that has only animal-level intelligence (see Section 6.7).

Non-substantial Element — An element that cannot be "touched" and "handled" physically (see Section 2.0).

Normal Elemental Force Attack — The second most powerful form of natural elemental attack; its elemental force purity is 26%-75% (see Section 9.0).

Normal Growth — Permanent growth of an elemental creature due to aging and maturation (see Section 16.1).

Opposing Element — Each element has an element that has diametrically opposite properties (e.g., fire and ice, light and dark, etc.). When equal parts of an element and its opposing element are "mixed," they cancel each other out. When an element in creature form is attacked by its opposing element, any critical damage is treated as a "slaying" critical (see Section 2.0).

Plasma — A super compound element (see Section 2.4.1).

Polar Sect — The elemental Sect that believes that for every element there is one and only one opposing element; the bitter enemies of the Triuner Sect (see Section 13.0).

Proto-Elemental Material (PEM) — In contrast to Natural Elemental Material, PEM is, by definition, the basic or magical elemental material that is normally encountered in its pure form only in other elemental planes or dimensions. It is the basic building block of elemental spells, Dragon "breath weapons," and the universe itself. Simply put, PEM is concentrated, undiluted, pure elemental material. It is the most destructive factor in an elemental spell attack; it is the searing force in a Dragon's "breath;" it is the corrosive substance in a Dragon's "blood" (thought to be acid for centuries). See Section 15.0.

Pure Elemental Race — A race whose members are composed of 100% of one of element.

Raw Elemental Material — See Natural Elemental Material.

Riding Elemental — An elemental creature that is composed of an elemental force **and** that normally is used for transportation (see Section 6.8).

Servant Elemental — An elemental creature that is composed of an elemental force **and** that normally is used for mundane servant duties (see Section 6.9).

Spirit — This is a complex element (see Section 2.5.5).

Stable Element — Its pure or natural form, a stable element does not easily react with other elements (see Section 2.0).

Substantial Element — An element that can be "touched" and "handled" physically (see Section 2.0).

Super Compound Element — Such an element is composed of some of every "basic" element. These elements are plasma and vacid (see Section 2.4).

Superior Elemental Force Attack — The most powerful form of proto-elemental elemental attack; its elemental force purity is greater than 40% (see Section 9.0).

Time — A complex element (see Section 2.5.6).

Triuner Sect — The elemental Sect that believes that each element is part of a trinary set, two elements of which are opposing and the third is "in balance" between the other two; Members of the Triuner Sect are the bitter enemies of members of the Polar Sect (see Section 13.0).

Unstable Element — When in its pure or natural form, an unstable element easily reacts with other elements, sometimes in a violent manner (see Section 2.0).

Vacid — A super compound element (see Section 2.4.2).

Vibration — A lesser basic element (see Section 2.1.4).

Water — A lesser basic element (see Section 2.1.5).

Wind — A compound element (see Section 2.3.4).

Wispling Elemental — An elemental creature that is composed of an elemental force **and** that is normally used for training and entertainment (see Section 6.10).

Zephyr Hound — An elemental creature that has the form of a huge dog **and** that has an affinity for one elemental force (see Section 6.11).

A Historical Account of Elementalism

In the Time of Savages, the era before the rise of the Esoteric Elementalist, Drakes and other fell beast were the champions of the land — cruel and savage champions. Primitive Elementalists (Magicians, Warrior Mages and Archmages) began the long and tedious overthrow of these tyrants. Many still argue to this very day to the exact date that the Time of Savages ended and Time of Elementalism began.

As I mentioned earlier, the beginning of the Time of Elementalism was a long and hard struggle. There was conflict from without as well as from within. But in the long run, the Drakes did what no man could do; they united man under a common banner, even if only for a brief period. As Elementalism flourishing under the threat of the powerful Drakes, many flocked to schools run by the Grand Masters of Elementalism. The strength of the Realm of Elementalism grew till no other power could match or master it. Two powerful Elemental Sects appeared and prospered: the Polars Sect and Triuners Sect. They were bitter enemies; duels between their members were a common sight. As the hatred continued to grow and fester, each side began purges and persecuted the members of the opposing sect. These 'cleansing' acts only served as catalyst for more conflict. This all ended with Mor Stonicish.

Mor Stonicish was a peaceful plain, where the nomads roamed, lived, and hunted. Then came the might armies of the Polars and Triuners. They came to do battle — this was the day that the rivalry would end. But the generals of the armies could not envision the destruction they were about to unleash. How could they predict that loyal supporters would swell both armies beyond expectations? Only one hour after the start of the battle, the full fury of the unleashed elemental forces manifested itself. The whole area was so saturated with the release of power that magical vortexes ripped open the fragile barriers of 'time and space'. Elemental storms appeared out of no where — life on the Mor Stonicish plain was forever changed. This devastation killed almost everything (including the land) in an area of several million square miles. Mor Stonicish to this very day is still plagued by sweeping elemental storms, suddenly appearing magical vortexes, and other phenomena that still defy logic.

There is no argument, Mor Stonicish was the end of the Time of Elementalism. Much that was "Elementalism" was lost in this tragedy. Without the Elementalists' power base, the Drakes were unchecked and ran amok. This time they were much more cruel and dangerous. Recognizing the Elementalists as their biggest threat, the Drakes hunted them with a determination that almost lead to their complete destruction — the Time of Dragons was once more upon us. However to rid the world of the Drake menace, a few survivors would begin the process to restore the Elementalism to its former glory.

From the Journal of Blackson, Rogue Elementalist



2.0 THE ELEMENTS

In this section each element is described in detail. This presentation of the structures and properties of these elements is only one possible representation of a fantasy-reality. It is the reality that the material in this product is based on, but a GM should examine all of the material carefully before using this reality in his campaign (see also Sections 13.0 and 14.0). A GM should feel free to modify and mould this material to fit his campaign — not only to make it more appropriate, but also to keep his players on their toes.

Using the Elements in Your Campaign

In ***Rolemaster***, there are normally three sources of power for spells and other forms of magic: Essence, Channeling, and Mentalism (see *SL* Section 3.0 and *ChL* Section 4.0). A GM several options for how to integrate the *Elemental Companion* material with these realms of power.

Option 1: *There is one "elemental realm of power" for each element; it is assumed that the power comes from the "elemental plane" of that element (see Section 14.0). For the purposes of professions and learning spell lists, each elemental realm is completely independent. For other purposes (e.g., RRs, dispelling spells, detection spells, etc.) treat all of the "elemental realms" as the realm of Essence.*

Option 2: *There is one and only one "elemental realm of power", and all power for elemental spells comes from that realm. For other purposes (e.g., RRs, dispelling spells, detection spells, etc.) treat the "elemental realm" as the realm of Essence.*

Option 3: *There is no "elemental realm of power", instead the normal realms provide the power that summons, controls, and manipulate the elements in the spells provided in the EC.*

Key To the Element Descriptions

Each element description includes the following information: general description, color, movement, structure, classification, volatility, outlook, special effect, opposing element, critical inflicted, examples, and specific modifiers.

General Description: A brief description that explains the element's nature and properties.

Color: The element's basic coloration.

Movement: The basic mode of travel that the element normally uses when in "creature" form (see Section 6.0).

Structure: An element's structure reflects its composition and complexity. There are five classifications of structures:

a) *Lesser Basic (Type A) — air, cold, light, vibration, water* — These elements are the basic, simplest building blocks in the elemental hierarchy. They are also the easiest elements to control and use in spells.

b) *Greater Basic (Type B) — dark, earth, gravity, heat, inertia* — These elements are basic building blocks in the elemental hierarchy, but they are more difficult to control than the lesser basic elements.

c) *Compound (Type C) — electrical, fire, ice, wind* — These element are compounds consisting of two or more "basic" elements.

d) *Super Compounds (Type D) — plasma, vacid* — These elements are compounds containing some of every "basic" element.

e) *Complex (Type E) — aether, chaos, nether, nexus, spirit, time* — Each of these elements has its own unique properties; normally, they do not serve as building blocks for other elements. They are the most difficult to control and use in spells.

Elemental Classification: This property indicates whether or not an element can be physically "touched". These are two elemental classifications: Substantial and Non-substantial.

a) *Substantial:* These elementals can be touched.

b) *Non-Substantial:* These elementals can't be touched.

Volatility: Indicates how hard or how easy it is for this elemental to interact with outside forces. There are four categories of elemental volatility: Very Stable, Stable, Unstable, and Very Unstable.

a) *Very Stable:* These elementals don't react readily with outside forces and tend to remain in a constant state. Under special circumstances and conditions, they may react with outside forces — it can be very spectacular and only.

b) *Stable:* Under special conditions, these elements may react with outside forces. Usually , the effect is very ordinary.

c) *Unstable:* Under the influence of a small catalyst, these elements may react with outside forces. In most cases, the effect is very ordinary.

d) *Very Unstable:* These elementals react with almost everything they come in contact with. The effect may be ordinary; but more times than not, they are catastrophic.

Outlook: How the element in creature form reacts when confronted.

Opposing Element: Many elements have an "opposing element". When equal parts of an element and its opposing element are "mixed," they cancel each other out. When an element in creature form is attacked by its opposing element, any critical damage is treated as a "slaying" critical.

Critical Inflicted: The type of critical damage the elemental inflicts (i.e., which critical strike table is used).

Specific Modifiers: Unique and standard modifiers that apply to the use of the elements. "+1 attack size increase" means that the attack size is increased by one (i.e., tiny becomes small, small becomes medium, medium becomes large, etc.).

Special Effects: Special properties that the element has (e.g., the electrical element is attracted to metal and has a +30 modification to all attacks against foes in metal armor).

ELEMENT SUMMARY CHART				
Lesser Basic (2.1)	**Greater Basic (2.2)**	**Compound (2.3)**	**Super Compound (2.4)**	**Complex (2.5)**
air	gravity	electrical	plasma	aether
cold	heat	fire	vacid	chaos
light	dark	ice		nether
vibration	inertia	wind		nexus
water	earth			spirit
				time

Note: *Remember, in the Elemental Companion, elements are not just matter, but also include forces, power, energy, and other building blocks of a fantasy universe.*

2.1 LESSER BASIC ELEMENTS

These elements are the basic, simplest building blocks in the elemental hierarchy. They are also the easiest elements to control and use in spells.

AIR (2.1.1)

General Description: The air element is material in the form of a gas (e.g., air, methane, vapor, etc.). Thus, an air elemental force is a gaseous mass.

Color: transparent

Movement: flies

Structure: lesser basic (type A)

Classification: non-substantial

Volatility: stable

Outlook: normal

Opposing Element: gravity

Critical Inflicted: vacuum

Specific Modifiers: +1 attack size increase and +30 to attacks against gravity creatures

Special Effects: can surround or engulf objects easily; can dry material it comes in contact with

COLD (2.1.2)

General Description: The cold element is power/energy in the form of lower than normal temperatures (i.e., the presence of less than normal heat power/energy in a material or area). Thus, a cold elemental force is a region/area of intense, freezing cold.

Color: transparent

Movement: flies

Structure: lesser basic (type A)

Classification: non-substantial

Volatility: stable

Outlook: normal

Opposing Element: heat

Critical Inflicted: cold

Specific Modifiers: +1 attack size increase and +30 to attacks against heat creatures, +20 against fire creatures

Special Effects: can cool objects/items/ material; can slow objects/creatures

LIGHT (2.1.3)

General Description: The light element is power/energy in the form of radiation (e.g., visual radiation is light). Thus, a light elemental force is a intensely radiant region/area.

Color: transparent to very bright

Movement: flies

Structure: lesser basic (type A)

Classification: non-substantial

Volatility: stable

Outlook: normal

Opposing Element: dark

Critical Inflicted: radiation

Specific Modifiers: +1 attack size increase and +30 to attacks against dark creatures

Special Effects: can light an area; can blind creatures that use vision as a primary sense

VIBRATION (2.1.4)

General Description: The vibration element is power/energy that takes the form of vibrations in material (e.g., an earthquake, a tuning fork, etc.). Thus, a vibration elemental force is a region/area of intense vibration of objects/material (i.e., an area of static or non-motion power/energy).

Color: invisible

Movement: flies

Structure: lesser basic (type A)

Classification: non-substantial

Volatility: stable

Outlook: aloof

Opposing Element: inertia

Critical Inflicted: vibration

Specific Modifiers: +1 attack size increase and +30 to attacks against inertia creatures, glass, and other fragile objects

Special Effects: can tear apart material by the violent shaking actions vibration can cause

WATER (2.1.5)

General Description: The water element is material in the form of a liquid (e.g., water, alcohol, blood). Thus, a water elemental force is a liquid mass (i.e., a flowing, fluid mass).

Color: blue, bluegreen, clear

Movement: swim **or** ground movement (flows)

Structure: lesser basic (type A)

Classification: substantial

Volatility: stable

Outlook: normal

Opposing Element: earth

Critical Inflicted: impact

Specific Modifiers: +1 attack size increase and +30 to attacks against earth, +20 against electrical and fire creatures

Special Effects: can suffocate certain creatures in 1D10+10 rounds as long as they remain in the area of effect of the fluid; can cause material to become "wet"

2.2 GREATER BASIC ELEMENTS

These elements are basic building blocks in the elemental hierarchy, but they are more difficult to control than the lesser basic elements.

GRAVITY (2.2.1)

General Description: The gravity element is power/energy that takes the form of weight for material. Thus, gravity elemental force is a region/area in which objects/material has intense/changing weight.

Color: transparent

Movement: flies

Structure: greater basic (type B)

Classification: non-substantial

Volatility: stable

Outlook: dominate

Opposing Element: air

Critical Inflicted: krush,stress

Specific Modifiers: +1 attack size increase and +30 to attacks against air creatures

Special Effects: gives weight to all objects

HEAT (2.2.2)

General Description: The heat element is power/energy in the form of higher than normal temperatures. Thus a heat elemental force is a region/area of intense, searing heat.

Color: transparent

Movement: flies

Structure: greater basic (type B)

Classification: non-substantial

Volatility: stable

Outlook: normal

Opposing Element: cold

Critical Inflicted: heat,shock

Specific Modifiers: +1 attack size increase and +30 to attacks against cold creatures and combustible material

Special Effects: can warm objects/items/material; can speed objects/creatures

DARK (2.2.3)

General Description: The dark element is the absence of light. Thus, dark elemental force a region/area of intense darkness (i.e., an area in which there is no light).

Color: black (no color)

Movement: flies

Structure: greater basic (type B)

Classification: non-substantial

Volatility: stable

Outlook: normal

Opposing Element: light

Critical Inflicted: cold, depression

Specific Modifiers: +1 attack size increase and +30 to attacks against light creatures

Special Effects: surrounds and hides (from vision) most objects and materials without harming them

INERTIA (2.2.4)

General Description: The inertia element is power/energy in the form of material in motion (e.g., momentum). Thus, an inertia elemental force is a region/area in which objects/materials are imbued with momentum/inertia.

Color: any specific color

Movement: flies

Structure: greater basic (type B)

Classification: non-substantial

Volatility: stable

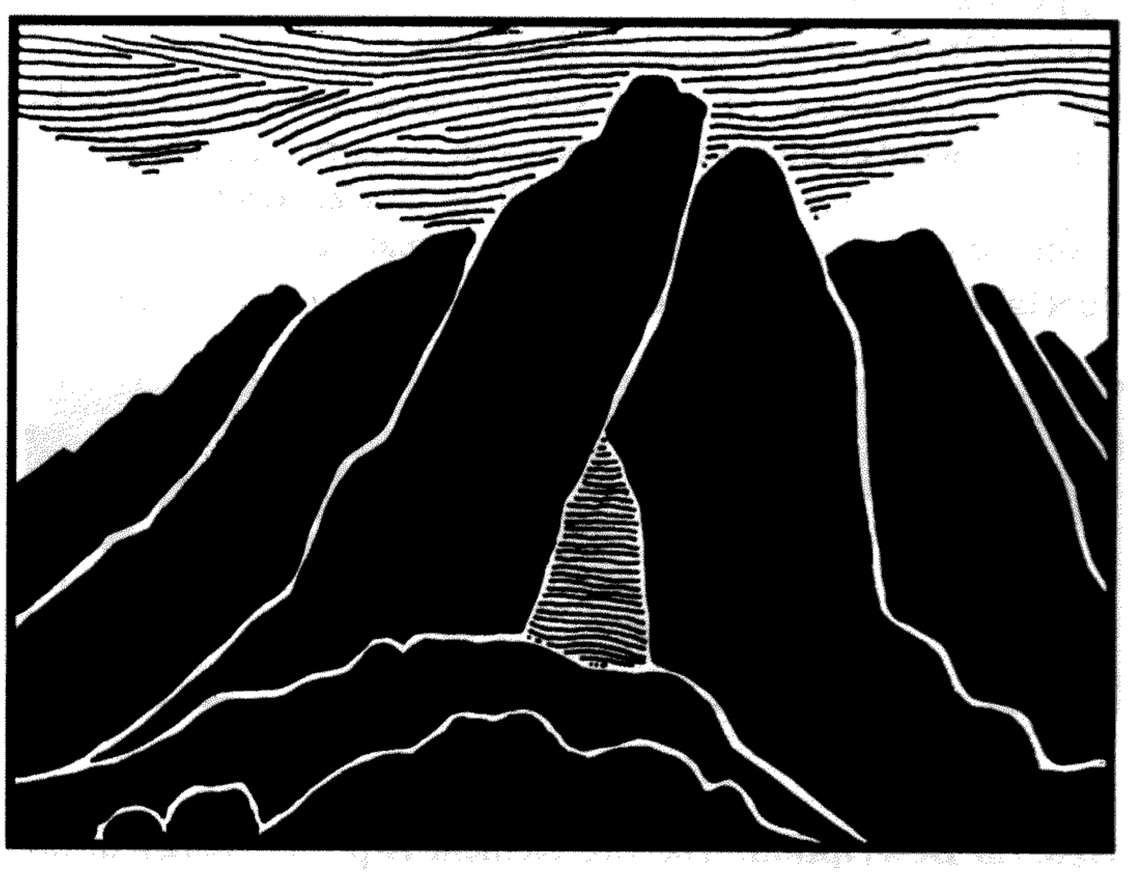
Outlook: dominate

Opposing Element: vibration

Critical Inflicted: impact, shock

Specific Modifiers: +1 attack size increase and +30 to attacks against vibration creatures

Special Effects: Can act as kinetic power/energy for objects/material



EARTH (2.2.5)

General Description: The earth element is material in the form of a solid (i.e., earth, metal, stone, etc.). Thus an earth elemental force is a solid mass (i.e., usually a static, non-flowing mass).

Color: normally any shade of brown, may contain various other colors

Movement: ground movement

Structure: greater basic (type B)

Classification: substantial

Volatility: stable

Outlook: passive

Opposing Element: water

Critical Inflicted: impact, krush

Specific Modifiers: +1 attack size increase and +30 to attacks against water creatures

Special Effects: hardest of the elements, good for protective barriers

2.3 COMPOUND ELEMENTS

These element are compounds consisting of two or three "basic" elements.

ELECTRICAL (2.3.1)

General Description: The electrical element is power/energy in the form of what we know as "electricity" (e.g., lightning, charges from electric eels, etc.). Thus, an electrical elemental force is a region/area of intense electricity. It can be viewed as a compound of light, heat, and inertia.

Color: light blue to bright white

Movement: flies

Structure: compound (type C)

Classification: non-substantial

Volatility: unstable

Outlook: dominate

Opposing Element: wind

Critical Inflicted: electrical, impact, heat

Specific Modifiers: +1 attack size increase and +30 to attacks against wind creatures and metal earth creatures (e.g., targets of metal or wearing metal armor); -30 to attacks against "insulators", e.g., non-metal earth and water creatures

Special Effects: attracted to metals, produces light and heat



FIRE (2.3.2)

General Description: The fire element is power/energy in the form of what we know as "burning/combustion" (e.g., flames, fire). Thus, a fire elemental force is a region/area of intense fire. It can be viewed as a compound of air, heat, and light.

Color: Reddish most of the time, may be hot blue or white

Movement: ground

Structure: compound (type C)

Classification: non-substantial

Volatility: unstable

Outlook: hungry

Opposing Elements: ice, water

Critical Inflicted: heat, radiation

Specific Modifiers: +1 attack size increase and +30 to attacks against combustibles, ice creatures, and water creatures

Special Effects: can heat objects; can produces "artificial" light; can burn material

ICE (2.3.3)

General Description: The ice element is power/energy in the form of what we know as "frozen liquid" (e.g., ice, crystals). Thus, an ice elemental force is a region/area of solidification, stasis, and cold. It can be viewed as a compound of water and cold.

Color: transparent to opaque white

Movement: ground movement

Structure: compound (type C)

Classification: substantial

Volatility: unstable

Outlook: passive

Opposing Element: fire, heat

Critical Inflicted: impact, cold

Specific Modifiers: +1 attack size increase and +30 to attacks against heat creatures and fire creatures

Special Effects: can cool material; hard; can serve as a protective barrier

WIND (2.3.4)

General Description: The wind element is power/energy in the form of what we know as wind (e.g., breezes, gales, tornadoes, hurricanes). Thus, a wind elemental force is a region/area of intense wind. It can be viewed as a compound of air and inertia.

Color: transparent

Movement: flies

Structure: compound (type C)

Classification: non-substantial

Volatility: stable

Outlook: playful

Opposing Element: electrical

Critical Inflicted: impact, vacuum

Specific Modifiers: +1 attack size increase and +30 to attacks against smoke, unsubstantial targets, and electrical creatures

Special Effects: can cools or warm an area; can change weather conditions; can allow sails to propel appropriate vessels



2.4 SUPER COMPOUND ELEMENTS

These elements are compounds containing some of every "basic" element.

PLASMA (2.4.1)

General Description: The plasma element is a compound containing equal parts of all 10 of the basic elements (lesser and greater). A plasma elemental force is a region/area/mass affected by the "extremes" of everything (power/energy and mass). Plasma is homogeneous.

Color: blue

Movement: flies

Structure: super compound (type D)

Classification: substantial

Volatility: stable

Outlook: aloof

Opposing Element: vacid

Critical Inflicted: plasma, cold, electrical

Specific Modifiers: +1 attack size increase and +30 to attacks against combustibles, metal, and vacid creatures

Special Effects: Plasma may be used for healing or life giving, but due to the extremely sensitive nature of this elemental it is very difficult to master. A patient being healed must fail their RR to be totally healed. There is a 50% chance (should not be modified) of the victim being physically altered (an E physical alteration critical). When used as a weapon, plasma can be extremely destructive. Plasma is composed of exactly equal amounts of the basic elements (purity rating of 100%).

VACID (2.4.2)

General Description: The vacid element is a compound composed of all ten basic elements with opposing elements being present in equal amounts. It opposing elemental forces are balanced — air is balanced to gravity, cold is balanced to heat, dark is balanced to light, earth is balanced to water, and inertia is balanced to vibration. For example, a vacid elemental force could consist of a compound that was 20% air/gravity, 10% cold/heat, 30% dark/light, 35% earth/water and 5% inertia/vibration. A vacid elemental force is a center point of balance — everything at equilibrium. Vacid is sometimes known as umbra. Vacid is a heterogeneous elemental substance.

Color: grey

Movement: flies

Structure: super compound (type D)

Classification: non-substantial

Volatility: unstable

Outlook: dominate

Opposing Element: plasma

ELEMENT SUMMARY CHART

Element	Movement	Structure	Type	Classification	Volatility	Outlook	Opposing Element(s)	Critical(s) Inflicted
air	flies	lesser basic	A	NS	S	normal	gravity	vacuum
cold	flies	lesser basic	A	NS	S	normal	heat	cold
light	flies	lesser basic	A	NS	S	normal	dark	radiation
vibration	flies	lesser basic	A	NS	S	aloof	inertia	vibration
water	swim/flow	lesser basic	A	S	S	normal	earth	impact
gravity	flies	greater basic	B	NS	S	dominate	air	krush, stress
heat	flies	greater basic	B	NS	S	normal	cold	heat, shock
dark	flies	greater basic	B	NS	S	normal	light	cold, depression
inertia	flies	greater basic	B	NS	S	dominate	vibration	impact, shock
earth	ground	greater basic	B	S	S	passive	water	impact, krush
electrical	flies	compound	C	NS	US	dominate	wind	electrical, impact, heat
fire	ground	compound	C	NS	US	hungry	ice, water	heat, radiation
ice	ground	compound	C	S	US	passive	fire, heat	impact, cold
wind	flies	compound	C	NS	S	playful	electrical	impact, vacuum
plasma	flies	super compound	D	S	S	aloof	vacid	plasma, cold, electrical
vacid	flies	super compound	D	NS	S	dominate	plasma	shock, stress, varies
aether	flies	complex	E	NS	VS	playful	spirit	aether
chaos	grows	complex	E	S	VUS	hungry	nether	acid, physical alteration
nether	flies	complex	E	S	S	passive	chaos	disruption, stress
nexus	teleports	complex	E	S	S	passive	time	nexus, physical alteration, vibration
spirit	flies	complex	E	NS	S	playful	aether	mental
time	flies	complex	E	NS	US	playful	nexus	time

Classification — S = Substantial; NS = Non-Substantial.
Volatility — VS = Very Stable; S = Stable; US = Unstable; VUS = Very Unstable.

Critical Inflicted: shock, stress, varies. When used in an attack, vacid causes an imbalance in the elemental structure of the target. When used on an elemental creature, a vacid attack inflicts a critical which is the opposing elemental force to the elemental creature is composed of (e.g., a vacid attack on an air elemental will inflict gravity criticals).

In the case of a vacid attack against its opposing elemental force (plasma), there is a chance that the attack is negated — roll 1-100:

01-50 — no critical results

51-75 — roll for each "lesser basic" element; if a result is 01-20, a critical of that type is inflicted (severity determined by attack); several criticals can result

76-100 — roll for each "greater basic" element, on a 01-20, a critical of that type is inflicted (severity determined by attack); several criticals can result

Specific Modifiers: +1 attack size increase and +30 to attacks against plasma creatures

Special Effects: produces balancing of power/energy, this is the centering of two or more forces

2.5 COMPLEX ELEMENTS

Each of these elements has its own unique properties; normally, they do not serve as building blocks for other elements. They are the most difficult to control and use in spells.

2.61 AETHER (2.5.1)

General Description: The aether element is the power/energy of non-life. There is no mass on the aether plane. Undead creatures draw their power from the aether; thus, most have the ability to see aether creatures and forces.

Color: transparent

Movement: flies

Structure: complex (type E)

Classification: non-substantial

Volatility: very stable

Outlook: playful

Opposing Element: spirit

Critical Inflicted: aether

Specific Modifiers: +1 attack size increase and +30 to attacks against spirit or invisible creatures

Special Effects: Upon contact with aether a target must make a RR. If the RR is unsuccessful, the target is turned invisible for 24 hours or until he has performed some type of violent action (see *Invisibility* description in *SL*).

CHAOS (2.5.2)

General Description: The chaos element is a "force of absorption and growth". A chaos elemental force absorbs/consumes all matter, elements, and power/energy that it comes in contact with.

Color: constantly changing

Movement: by growing bigger and bigger, otherwise non-mobile

Structure: complex (type E)

Classification: substantial

Volatility: very unstable

Outlook: hungry

Opposing Element: nether

Critical Inflicted: acid, physical alteration

Specific Modifiers: +1 attack size increase and +30 to attacks against nether creatures

Special Effects: Upon contact victim must make a RR. If the RR is unsuccessful, the victim is physically changed (at random). If the RR is successful, the victim takes an acid and physical alteration critical strike.

This is the most dangerous known elemental force. Chaos grows by consuming everything in it's path. Everything a chaos elemental force touches dissolves, making that chaos force larger. Under normal circumstance, the chaos is capable of increasing it's size by 1'R each round (i.e., an increase of a volume of 1'R, **not** 1' to its total radius).

There are several ways to halt and/or control this growth:

1) Let it run lose; once it has obtained sufficient size (GM discretion), it will melt/dissolve its way down to the magma zone of the planet. There the internal heat of the lava/magma will consume the chaos faster than the chaos can consume the magma; after the chaos is totally consumed, the magma rushes forth and fills crater created by chaos, creating a magma lake. A new problem, but one that will slowly solidify in a couple of centuries.

Chaos is heavier than water and sinks rapidly. Gravity does have an effect on chaos; so it does tend to "flow" down hill, taking the path of least resistance (like a river or a tornado).

2) There has been some success in stabilizing chaos (i.e., it stops growing) by neutralizing all of its Essence, Channeling and Mentalism (e.g., by using Unessence, Unmentalism, and Unchanneling). If it is stabilized, a successful Stone/Earth spell can substitute stone for 100cu' of the chaos (GM may require the use of Spell Mastery skill). However, if the chaos successfully resists this spell, it immediately begins to grow again. Chaos resists at the level it was created at, with every 100cu' of chaos giving it an additional +1 bonus. Sorcerer's have had similar success with Solid Destruction True.

3) The creation of a "magical vortex" has also been successful in combating growing chaos; but this leaves another problem perhaps even greater than the chaos problem. A magical vortex is created by super-saturating an area with more Essence than the area can safely handle. The number of PPs required varies, but is on the order of 100,000 PPs discharged in an area varying in radius from 10' to 1 mile depending upon the local "strength of the fabric of space". A magic vortex acts as vacuum cleaners (i.e., tornado, hurricane, etc.) on all power within its area of effect.

4) Control and/or mastery of chaos by use of the appropriate spells found on the Chaos Mastery spell list (*RMCIII*) and the Elemental Mastery and Elemental Absorption spell lists.

Note: *Chaos is raw elemental material, mixed with free floating Essence, Channeling and Mentalism power. It has no internal matrix, so giving it an actual internal structure (GM discretion) may serve to stop its growth.*

Note: *Some items do survive engulfment by chaos; these items are almost always artifacts.*

NETHER (2.5.3)

General Description: The nether element is a "mass of nothingness;" it is "the point at which the 10 basic element meet." A nether elemental force has a disruptive effect on all matter, elements, and power/energy that it comes in contact with.

Color: The outer edges of nether are black and void of color. While the inner mass of nether is a black and silvery, swirling mass of chaotic flashes of bright and intense light and dark. These flashes are radiating blasts of cold and heat which can burn and freeze all that is within a nether mass.

Movement: flies

Structure: complex (type E)

Classification: substantial

Volatility: stable

Outlook: passive

Opposing Element: chaos

Critical Inflicted: disruption, stress

Specific Modifiers: +1 attack size increase and +30 to attacks against chaos creatures

Special Effects: can absorb without totally destroying; can retain without giving.

Any object which is stuck into a swirling mass of nether must make a RR against the level of the nether elemental force. If the RR is unsuccessful, the the object is pulled apart at the point where it enters the Nether mass. For example, a sword is jabbed into a nether mass; if the sword fails its RR, it is severed at the point where it meets the outer edge of the nether mass. If a person's arm enters a nether mass and that person fails his RR, the part of his arm in the Nether mass is separated from the rest of the arm. The arm does not bleed at the point of separation because the stump is cauterized.

If an object which enters the nether mass makes it RR, normal nether damage may take place. For example, the person mentioned above put his arm into the nether and makes his RR, he is not subject to limb separation but to the normal affects of the nether mass. In this case, it would most likely be a nether ball attack with criticals being modified to afflict only those bodily parts that are actual exposed in the nether mass.

NEXUS (2.5.4)

General Description: The nexus element is "the force of separation and barriers between the elements." It makes up the barriers that separate the elemental planes (see Section 14.0). A nexus elemental force is a barrier that separates elements.

Color: varies

Movement: teleports

Structure: complex (type E)

Classification: substantial

Volatility: stable

Outlook: passive

Opposing Element: time

Critical Inflicted: nexus, physical alteration, vibration

Specific Modifiers: +1 attack size increase and +30 to attacks against time creatures

Special Effects: Upon contact with a nexus elemental force, a target must make a RR. If the RR is not successful, the target is "gated" to another side of the elemental plane they are on (GM discretion); to the target, it is as if he had continued to walk or move in a straight line and then found himself in a different place. If the RR is successful, normal nexus damage may take place (e.g., perhaps a nexus ball attack).

SPIRIT (2.5.5)

General Description: The spirit element is the power/energy of life. Thus, a spirit elemental force is a region of life force and change.

Color: none, yet all

Movement: flies

Structure: complex (type E)

Classification: non-substantial

Volatility: stable

Outlook: playful

Opposing Element: aether

Critical Inflicted: mental

Specific Modifiers: +1 attack size increase and +30 to attacks against Undead and aether creatures

Special Effects: Upon contact with a spirit elemental force, a target must make a RR. If the RR is unsuccessful, the target's mental condition is changed (GM discretion, perhaps roll up a new character profession and background at random). If the RR is successful, normal spirit damage may take place (e.g., perhaps a mental critical).

TIME (2.5.6)

General Description: The time element is the power/energy of "time." A time elemental force is a region/area in which time can vary; it is the force that erodes all — barriers, material, flesh.

Color: transparent

Movement: flies

Structure: complex (type E)

Classification: non-substantial

Volatility: unstable

Outlook: playful

Opposing Element: nexus

Critical Inflicted: time

Specific Modifiers: +1 attack size increase and +30 to attacks against nexus creatures

Special Effects: Upon contact with a time elemental force a target must make a RR. If the RR is unsuccessful, the target is "telephased" at random "1D10 years/per 5% failure" forward or backwards in time. Target stays at the same location, only the time frame is different. If the the RR is successful, normal time damage may occur (e.g., perhaps a time critical strike).

3.0
ELEMENTAL PROFESSIONS AND SKILLS

Pure Elemental Spell Users
- Elemental Channeler ..... (Section 3.1.1)
- Elemental Enchanter ..... (Section 3.1.2)
- Elemental Healer ..... (Section 3.1.3)
- Elemental Summoner ..... (Section 3.1.4)
- High Elementalist ..... (Section 3.1.5)
- Mystical Elementalist ..... (Section 3.1.6)

Hybrid Elemental Spell Users
- Evil Elementalist ..... (Section 3.2.1)
- Elemental Chanter ..... (Section 3.2.2)
- Elemental Physician ..... (Section 3.2.3)

Semi Elemental Spell Users
- Elemental Hunter ..... (Section 3.3.1)
- Elemental Warrior ..... (Section 3.3.2)
- Rogue Elementalist ..... (Section 3.3.3)

As mentioned in Section 2.0, a GM several options for how to integrate the *Elemental Companion* material with the normal ***Rolemaster*** realms of power. The use of the professions presented in this section is heavily dependent upon which option is used.

OPTION 1

This option assumes that there is one "elemental realm of power" for each element. Only one set of professions is presented in the *EC*, but in effect each profession is really many different elemental professions — at least one for each elemental realm of power. For example, the Elemental Healer is really 22 different professions: Air Elemental Healer, Aether Elemental Healer, Fire Elemental Healers, etc. Similarly, each spell list is actually 22 spell lists, one for each elemental realm of power; e.g., Elemental Runes covers Water Elemental Runes, Heat Elemental Runes, Vacid Elemental Runes, etc.

There are four classes of spell users for the elemental realms of power: Pure, Hybrid, Semi, and Non.

Pure Elemental Spell Users: This class is similar to the normal pure spell user in ***RM*** — a pure elemental spell user has one primary realm of power (i.e., one primary element). For this element his spell restrictions are the same as the standard ones for pure spell users in *Spell Law*; thus, he can learn spells from his base lists (1st-50th) and the open and closed elemental lists (1st-20th) for his primary element.

A pure elemental spell user also has one secondary element for which he can learn lists in the same manner in which a normal hybrid spell user learns lists; i.e., this requires learning a "B" portion for open lists **and** an "A" portion (1st-5th) and then a "C" portion (6th-10th) for closed lists.

A pure elemental spell user may not have a primary element and a secondary element that are "opposing."

If a pure elemental spell user's primary element is compound or super compound, his secondary element must be one of the basic elements that make up his primary element.

Power points are based upon the character's Empathy, Presence, or Intuition, whichever one is a prime requisite. If two are prime requisites, choose one.

Hybrid Elemental Spell Users: This class is similar to the normal hybrid spell user in ***RM*** — a hybrid elemental spell user has two primary realms of power (i.e., two primary elements). For this element his spell restrictions are the same as the standard ones for hybrid spell users in *Spell Law*; thus, he can learn spells from his base lists (1st-50th) and the open and closed elemental lists (1st-10th) for his primary elements. A hybrid elemental spell user's base lists are applicable to both of his primary realms, so he need only learn each portion of each base list once.

A hybrid elemental spell user also has two secondary elements for which he can learn open lists in the same manner in which a normal hybrid spell user learns closed lists; i.e., this requires learning an "A" portion (1st-5th) and then a "C" portion (6th-10th). He can also learn "A" portions of closed lists for his secondary elements.

None of the primary and secondary elements for a hybrid elemental spell user may be "opposing."

If either or both of a hybrid elemental spell user's primary elements are compound or super compound, his secondary elements must be chosen from the basic elements that make up his primary elements.

Power points are based upon the average of the character's prime requisites.

Semi Elemental Spell Users: This class is similar to the normal semi spell user in ***RM*** — a semi elemental spell user has one primary realm of power (i.e., one primary element). For this element his spell restrictions are the same as the standard ones for semi spell users in *Spell Law*; thus, he can learn spells from his base lists (1st-50th) and the open elemental lists (1st-10th) for his primary element.

Power points are based upon the character's Empathy, Presence, or Intuition, whichever one is a prime requisite. If two are prime requisites, choose one.

Non Spell Users: A non spell user may chose an Elemental Realm as his realm of power — he must chose a primary element. For this element his spell restrictions are the same as the standard ones for non spell users in *Spell Law*; thus, he can learn spells from the open elemental lists (1st-5th) for his primary element.

Power points are based upon the character's Empathy, Presence, or Intuition — choose one.

The following chart summarizes which portions of lists are "learnable" by the four elemental spell user classes.

	Elemental Spell User Class			
	Pure	**Hybrid**	**Semi**	**Non**
Base Lists	B, D, E	B, D, E	B, D, E	—
Open Lists				
Primary Element	B, D	B	A, C	A
Secondary Element	B	A, C	—	—
Closed Lists				
Primary Element	B, D	A, C	—	—
Secondary Element	A, C	A	—	—

Note: *A GM may wish to place further restrictions on choosing primary and secondary elements; e.g., he may wish to limit secondary elements to basic elements only.*

OPTION 2

This option assumes that there is one and only one "elemental realm of power", and all power for elemental spells comes from that realm. Use the same classes and guidelines presented for Option 1. Only the terminology is different — i.e., a spell user chooses a primary element to use instead of an elemental realm of power. Spell lists must still be learned separately for each element.

OPTION 3

This option assumes that there is no "elemental realm of power", instead the normal realms provide the power that summons, controls, and manipulate the elements in the spells provided in the *EC* — the GM must assign a realm(s) of power for each elemental profession. Then, each elemental profession is treated just like a normal spell user for the assigned realm(s), except that in addition to normal lists for that realm(s), they also have access to the open and closed elemental lists.

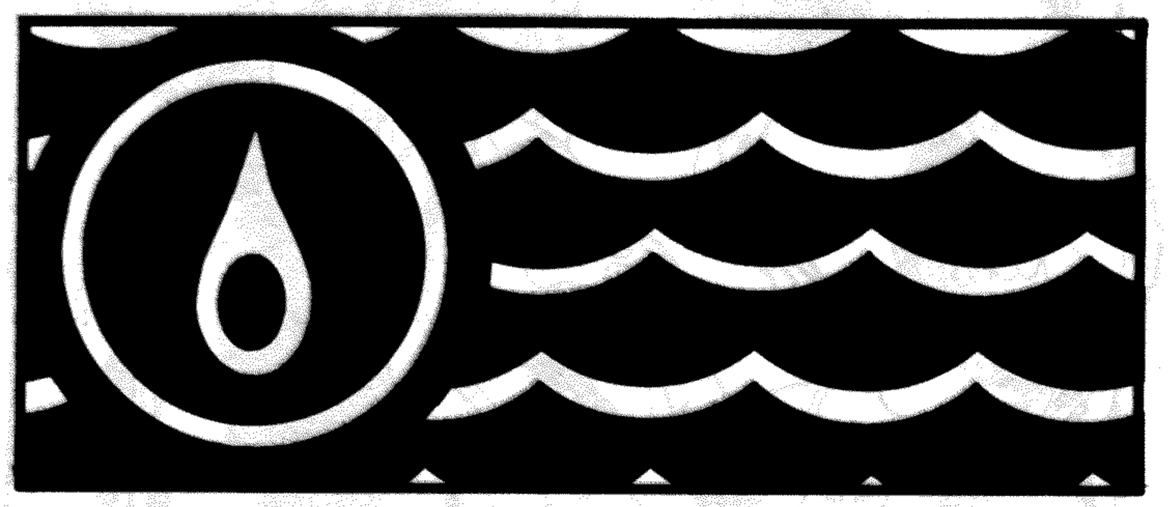
Each elemental spell user must still chose primary and secondary elements as outlined above. Spell lists must still be learned separately for each element.

If using this option, for non-elemental professions, the open elemental lists should be treated as being closed lists for all three realms **and** the closed elemental lists should be treated as being arcane spell lists.

Below are some suggested realm assignments for Option 3:

Elemental Channeler	Channeling
Elemental Enchanter	Essence
Elemental Healer	Channeling
Elemental Summoner	Essence
High Elementalist	Essence
Mystical Elementalist	Essence
Evil Elementalist	any two realms
Elemental Chanter	Channeling & Mentalism
Elemental Physician	Essence & Channeling
Elemental Hunter	Channeling
Elemental Warrior	Essence
Rogue Elementalist	Mentalism

Note: *Members of the elemental professions are also called esoteric elementalists; they are elite professionals that specialize in using elemental forces. These professions tend to be fanatically aligned to their chosen primary elemental force. The purest of these elementalists are devoted to one and only one elemental force.*



3.1 PURE ELEMENTAL SPELL USERS

ELEMENTAL CHANNELER (3.1.1)

A variant of the Cleric, a Elemental Channeler is a pure elemental spell user that worships a "deity level" elemental intelligence — for each element there is a elemental being whose powers are like unto a god. A "supreme elemental" is usually interested in only one thing: the proliferation of his element throughout the planes, and an Elemental Channeler works towards this end. A supreme elemental seeks to dominate places with his element; thus, supreme elementals are in constant conflict. An Elemental Channeler 'must' be able to eventually survive completely immersed in the element of his supreme elemental. The Elemental Channeler receives a +30 to all manipulation of his primary elemental force.

ELEMENTAL CHANNELER BASE SPELL LISTS

Elemental Absorption
Elemental Area Attack Law
Elemental Attack Law
Elemental Commune
Elemental Healing
Elemental Protection Law

Weapon Skills: 6, 7, 9, 9, 9, 20

Maneuvering In Armor:		**Magical Skills:**	
Soft Leather	1/*	Spell List	1/*
Rigid Leather	2/*	Runes	2/6
Chain	10	Staves & Wands	2/5
Plate	11	Channeling	1/4
		Directed Spells	2/7
Special Skills:		**General Skills:**	
Ambush	9	Climbing	5
Linguistics	2/*	Swimming	3
Adrenal Moves	6	Riding	4
Adrenal Defense	20	Disarming Traps	8
Martial Arts	6	Picking Locks	9
Body Development	6	Stalking & Hiding	6
		Perception	3

Other Skills: Refer to Development Point Costs given below for those skills unique to the Elemental Channeler Profession. All other skill costs are identical to the Cleric DP cost.
Prime Requisites: In/Me

Elemental Skills:		**Level Bonuses:**	
Dragon Lore	1/2	Academic Skills	+1
Elemental Banishment	1/4	Arms Law Combat	+1
Repelling	1/4	Base Casting Skills	+1
Turning	2/5	Concentration Skills	+1
Banishment	3/6	Directed Spells	+1
Dissolvement	4/7	Elemental Skills	+2
Elemental Lore	1/3	General Skills	+1
Elemental Physics	3/6	Magical Skills	+1
Eval. Elemental Item	2/5	Medical Skills	+1
		Perception Skills	+1

ELEMENTAL ENCHANTER (3.1.2)

A variant of the Alchemist, an Elemental Enchanter is a pure elemental spell user that has the power to enchant and mold raw elemental force. The Elemental Enchanter receives a +30 to all manipulation of his primary elemental force.

Elemental Enchanter Base Spell Lists

Elemental Absorption
Elemental Fires
Elemental Molding
Elemental Pooling
Elemental Protection Law
Elemental Spirit Binding

Weapon Skills: 9, 20, 20, 20, 20, 20

Maneuvering In Armor:	**Magical Skills:**
Soft Leather 9	Spell List 1/*
Rigid Leather 9	Runes 1/3
Chain 10	Staves & Wands 1/3
Plate 11	Channeling 7
	Directed Spells 2/7
Special Skills:	**General Skills:**
Ambush 9	Climbing 7
Linguistics 1/*	Swimming 3
Adrenal Moves 6	Riding 4
Adrenal Defense 20	Disarming Traps 4
Martial Arts 9	Picking Locks 4
Body Development 6	Stalking & Hiding 7
	Perception 3

Other Skills: Refer to Development Point Costs given below for those skills unique to the Elemental Enchanter Profession. All other skill costs are identical to the Alchemist DP cost.
Prime Requisites: Em/Re

Elemental Skills:	**Level Bonuses:**
Dragon Lore 1/2	Academic Skills ..... +2
Elemental Banishment 1/4	Base Casting Skills ..... +1
Repelling 1/4	Elemental Skills ..... +3
Turning 2/5	General Skills ..... +1
Banishment 3/6	Magical Skills ..... +3
Dissolvement 4/7	Perception Skills ..... +1
Elemental Lore 1/3	Medical Skills ..... +1
Elemental Physics 3/5	
Eval Elemental Item 1/3	

ELEMENTAL HEALER (3.1.3)

A variant of the Healer, an Elemental Healer is a pure elemental spell user that specializes in elemental healing. The Elemental Healer receives a +30 to all manipulation of his primary elemental force.

Elemental Healer Base Spell Lists

Elemental Absorption
Elemental Healing
Elemental Mastery
Elemental Mobile Barriers Law
Elemental Pooling
Elemental Protection Law

Weapon Skills: 9, 20, 20, 20, 20, 20

Maneuvering In Armor:	**Magical Skills:**
Soft Leather 2/*	Spell List 1/*
Rigid Leather 3/*	Runes 2/6
Chain 10	Staves & Wands 3/7
Plate 11	Channeling 2/5
	Directed Spells 3
Special Skills:	**General Skills:**
Ambush 9	Climbing 6
Linguistics 2/*	Swimming 3
Adrenal Moves 5	Riding 4
Adrenal Defense 20	Disarming Traps 9
Martial Arts 6	Picking Locks 9
Body Development 2/5	Stalking & Hiding 7
	Perception 3

Other Skills: Refer to Development Point Costs given below for those skills unique to the Elemental Healer Profession. All other skill costs are identical to the Healer DP cost.
Prime Requisites: In/Me

Elemental Skills:	**Level Bonuses:**
Dragon Lore 2/3	Academic Skills ..... +1
Elemental Banishment 1/4	Base Spell Casting ..... +1
Repelling 1/4	Body Development ..... +2
Turning 2/5	Concentration Skills ..... +1
Banishment 3/6	Elemental Skills ..... +2
Dissolvement 4/7	Magical Skills ..... +1
Elemental Lore 1/3	Medical Skills ..... +1
Elemental Physics 3/6	Perception Skills ..... +1
Eval Elemental Item 2/5	



ELEMENTAL SUMMONER (3.1.4)

A variant of the Conjuror, an Elemental Summoner is a pure elemental spell user that specializes in summoning and mastering elemental beings and creatures. The Elemental Summoner receives a +30 to all manipulation of his primary elemental force.

Elemental Summoner Base Spell Lists

Elemental Absorption
Elemental Gates
Elemental Summoning Law
Elemental Guardian
Elemental Mastery
Elemental Protection Law

Weapon Skills: 9, 20, 20, 20, 20, 20

Maneuvering In Armor:	**Magical Skills:**
Soft Leather 9	Spell List 1/*
Rigid Leather 9	Runes 1/4
Chain 10	Staves & Wands 1/4
Plate 11	Channeling 7
	Directed Spells 2/6
Special Skills:	**General Skills:**
Ambush 7	Climbing 7
Linguistics 1/*	Swimming 3
Adrenal Moves 6	Riding 4
Adrenal Defense 20	Disarming Traps 8
Martial Arts 9	Picking Locks 9
Body Development 7	Stalking & Hiding 6
	Perception 2

Other Skills: Refer to Development Point Costs given below for those skills unique to the Elemental Summoner Profession. All other skill costs are identical to the Conjuror DP cost.
Prime Requisites: Em/Re

Elemental Skills:	**Level Bonuses:**
Dragon Lore 1/2	Academic Skills ..... +1
Elemental Banishment 1/2	Base Spell Casting ..... +1
Repelling 1/2	Directed Spells ..... +1
Turning 2/4	Elemental Skills ..... +3
Banishment 3/5	Linguistic ..... +1
Dissolvement 4/6	Magical Skills ..... +2
Elemental Lore 1/3	Perception Skills ..... +1
Elemental Physics 2/5	
Eval Elemental Item 2/5	

HIGH ELEMENTALIST (3.1.5)

A variant of the Magician, the High Elementalist is a pure elemental spell user that specializes in the direct manipulation of elemental forces. High Elementalists are viewed as being the premiere elementalists. The High Elementalist receives a +30 to all manipulation of his primary elemental force.

High Elementalist Base Spell Lists

Elemental Attack Law
Elemental Area Attack Law
Elemental Items Law
Elemental Non-Mobile Barrier Law
Elemental Mobile Barrier Law
Elemental Protection Law



Weapon Skills: 9, 20, 20, 20, 20, 20

Maneuvering In Armor:	**Magical Skills:**
Soft Leather 9	Spell List 1/*
Rigid Leather 9	Runes 1/4
Chain 10	Staves & Wands 1/4
Plate 11	Channeling 7
	Directed Spells 1/4
Special Skills:	**General Skills:**
Ambush 9	Climbing 6
Linguistics 2/*	Swimming 3
Adrenal Moves 6	Riding 4
Adrenal Defense 20	Disarming Traps 8
Martial Arts 9	Picking Locks 9
Body Development 8	Stalking & Hiding 6
	Perception 3

Other Skills: Refer to Development Point Costs given below for those skills unique to the High Elementalist Profession. All other skill costs are identical to the Magicians DP cost.
Prime Requisites: Em/Re

Elemental Skills:	**Level Bonuses:**
Dragon Lore 1/2	Academic Skills ..... +2
Elemental Banishment 1/4	Base Spell Casting ..... +1
Repelling 1/4	Directed Spells ..... +2
Turning 2/5	Elemental Skills ..... +3
Banishment 3/6	Magical Skills ..... +2
Dissolvement 4/7	
Elemental Lore 1/3	
Elemental Physics 2/5	
Eval Elemental Item 2/5	

MYSTICAL ELEMENTALIST (3.1.6)

A variant of the Runemaster, the Mystical Elementalist is a pure elemental spell user that specializes in masterings elemental energy patterns and matrices. The Mystical Elementalist receives a +30 to all manipulation of his primary elemental force.

Mystical Elementalist Base Spell Lists

Elemental Chants
Elemental Runes
Elemental Symbols
Elemental Glyphs
Elemental Wards
Elemental Protection Law

Weapon Skills: 9, 20, 20, 20, 20, 20

Maneuvering In Armor:		**Magical Skills:**	
Soft Leather	9	Spell List	1/*
Rigid Leather	9	Runes	1/2/*
Chain	10	Staves & Wands	1/4
Plate	11	Channeling	7
		Directed Spells	2/5

Special Skills:		**General Skills:**	
Ambush	9	Climbing	7
Linguistics	2/*	Swimming	3
Adrenal Moves	6	Riding	4
Adrenal Defense	20	Disarming Traps	8
Martial Arts	9	Picking Locks	9
Body Development	8	Stalking & Hiding	6
		Perception	3

Other Skills: Refer to Development Point Costs given below for those skills unique to the Mystical Elementalist Profession. All other skill costs are identical to the Runemaster DP cost.
Prime Requisites: Em/Re

Elemental Skills:		**Level Bonuses:**	
Dragon Lore	1/2	Academic Skills	+1
Elemental Banishment	1/4	Base Spell Casting	+1
Repelling	1/4	Directed Spells	+1
Turning	2/5	Elemental Skills	+2
Banishment	3/6	Linguistic	+1
Dissolvement	4/7	Magical Skills	+3
Elemental Lore	1/3	Perception Skills	+1
Elemental Physics	2/5		
Eval Elemental Item	2/5		



Weapon Skills: 7, 12, 15, 16, 16, 20

Maneuvering In Armor:		**Magical Skills:**	
Soft Leather	5/*	Spell List	1/*
Rigid Leather	5/*	Runes	2/5 ‡
Chain	9	Staves & Wands	2/5 ‡
Plate	10	Channeling	8 §
		Directed Spells	2/7

Special Skills:		**General Skills:**	
Ambush	9	Climbing	5
Linguistics	2/*	Swimming	3
Adrenal Moves	5(3) †	Riding	4
Adrenal Defense	20(15) †	Disarming Traps	7
Martial Arts	6(3) †	Picking Locks	8
Body Development	7	Stalking & Hiding	5
		Perception	3

‡ — *skill cost is 1/4 if prime requisites include Em*
† — *skill cost is given in ()'s if prime requisites include Pr*
§ — *skill cost is 1/4 if prime requisites include In*

Other Skills: Refer to Development Point Costs given below for those skills unique to the Evil Elementalist Profession. All other skill costs are identical to the Warlock DP cost.
Prime Requisites: Em/In (Essence-Channeling), Pr/In (Mentalism-Channeling) or Em/Pr (Essence-Mentalism)

Elemental Skills:		**Level Bonuses:**	
Dragon Lore	1/4	Academic Skills	+1
Elemental Banishment	1/5	Base Spell Casting	+1
Repelling	1/5	Concentration Skills	+1
Turning	2/6	Directed Spells	+1
Banishment	3/7	Elemental Skills	+2
Dissolvement	4/8	General Skills	+1
Elemental Lore	1/4	Magical Skills	+2
Elemental Physics	3/8	Perception Skills	+1
Eval Elemental Item	2/4		

3.2 HYBRID ELEMENTAL SPELL USERS

EVIL ELEMENTALIST (3.2.1)

A variant/combination of the Evil Magician, the Evil Channeler, and the Evil Mentalist, the Evil Elementalist is a hybrid elemental spell user that specialize in spells that will advance their power and social position. Their spells can cause misery for any that elect to stand in their way. The Evil Elementalist receives a +20 to all manipulation of his primary elemental forces.

Evil Elementalist Base Spell Lists

Elemental Area Curse
Elemental Attack Law
Elemental Commune
Elemental Mastery
Elemental Personal Curse
Elemental Protection Law

ELEMENTAL CHANTER (3.2.2)

A variant of the Warlock, the Elemental Chanter is a hybrid elemental spell user that still has full access to some of the greater elemental spell lists. An Elemental Chanter receives a +20 to all manipulation of his primary elemental forces.

Elemental Chanter Base Spell Lists

Elemental Mastery
Greater Elemental Attack
Greater Elemental Items
Greater Elemental Non-Mobile Barrier
Greater Elemental Protection
Greater Elemental Summoning

Weapon Skills: 8, 10, 20, 20, 20, 20

Maneuvering In Armor:		**Magical Skills:**	
Soft Leather	4/*	Spell List	1/*
Rigid Leather	4/*	Runes	2/5
Chain	6/*	Staves & Wands	2/5
Plate	7/*	Channeling	3
		Directed Spells	2/5
Special Skills:		**General Skills:**	
Ambush	7	Climbing	6
Linguistics	1/*	Swimming	3
Adrenal Moves	5	Riding	4
Adrenal Defense	15	Disarming Traps	8
Martial Arts	9	Picking Locks	8
Body Development	7	Stalking & Hiding	4
		Perception	2/7

Other Skills: Refer to Development Point Costs given below for those skills unique to the Elemental Chanter Profession. All other skill costs are identical to the Warlock DP cost.
Prime Requisites: In/Pr

Elemental Skills:		**Level Bonuses:**	
Dragon Lore	2/3	Academic Skills	+1
Elemental Banishment	2/5	Base Spell Casting	+1
Repelling	2/5	Directed Spells	+1
Turning	3/6	Elemental Skills	+2
Banishment	4/7	General Skills	+1
Dissolvement	5/8	Magical Skills	+1
Elemental Lore	2/3	Perception Skills	+1
Elemental Physics	5	Social Skills	+2
Eval Elemental Item	2/5		

ELEMENTAL PHYSICIAN (3.2.3)

A variant of the Lay Healer, the Elemental Physician is a pure elemental spell user that specializes in healing. The Elemental Lay Healer receives a +20 to all manipulation of his primary elemental forces.

Elemental Lay Healer Base Spell Lists

Elemental Healing
Elemental Pooling
Elemental Spirit Binding
Greater Elemental Mobile Barriers
Greater Elemental Protection
Greater Elemental Summoning

Weapon Skills: 8, 8, 15, 20, 20, 20

Maneuvering In Armor:		**Magical Skills:**	
Soft Leather	2/*	Spell List	1/*
Rigid Leather	3/*	Runes	2/6
Chain	4/*	Staves & Wands	2/6
Plate	5/*	Channeling	8
		Directed Spells	2/7
Special Skills:		**General Skills:**	
Ambush	9	Climbing	6
Linguistics	2/*	Swimming	3
Adrenal Moves	4	Riding	3
Adrenal Defense	20	Disarming Traps	9
Martial Arts	4	Picking Locks	9
Body Development	6	Stalking & Hiding	7
		Perception	3

Other Skills: Refer to Development Point Costs given below for those skills unique to the Elemental Lay Healer Profession. All other skill costs are identical to the Lay Healer DP cost.
Prime Requisites: SD/Pr

Elemental Skills:		**Level Bonuses:**	
Dragon Lore	2/3	Academic Skills	+1
Elemental Banishment	2/6	Base Casting Skills	+1
Repelling	2/6	Concentration Skills	+1
Turning	3/7	Elemental Skills	+2
Banishment	4/8	General Skills	+1
Dissolvement	5/9	Magical Skills	+1
Elemental Lore	2/3	Medical Skills	+2
Elemental Physics	3/5	Perception Skills	+1
Eval Elemental Item	2/5		



3.3 SEMI ELEMENTAL SPELL USERS

ELEMENTAL HUNTER (3.3.1)

A variant of the Ranger, the Elemental Hunter is a semi elemental spell user that is the bane of the other elementalists and elemental creatures. This bounty hunter feels it is his duty to rid the world of the evil that elemental magic has caused. The Elemental Hunter receives a +10 to all manipulation of his primary elemental force.

Elemental Hunter Base Spell Lists

Elemental Banishment
Elemental Mastery
Greater Elemental Attack
Greater Elemental Mobile Barriers
Greater Elemental Protection
Greater Elemental Summoning

Weapon Skills: 3/7, 4, 6, 6, 6, 9

Maneuvering In Armor:		**Magical Skills:**	
Soft Leather	1/*	Spell List	4/*
Rigid Leather	2/*	Runes	5
Chain	3/*	Staves & Wands	6
Plate	4/*	Channeling	5
		Directed Spells	10
Special Skills:		**General Skills:**	
Ambush	3	Climbing	3/9
Linguistics	3/*	Swimming	2/6
Adrenal Moves	3/5	Riding	2/6
Adrenal Defense	20	Disarming Traps	5
Martial Arts	4	Picking Locks	5
Body Development	2/7	Stalking & Hiding	2/5
		Perception	2/7

Other Skills: Refer to Development Point Costs given below for those skills unique to the Elemental Hunter Profession. All other skill costs are identical to the Ranger DP cost.
Prime Requisites: In/Co

Elemental Skills:		**Level Bonuses:**	
Dragon Lore	1/2	Arms Law Combat	+1
Elemental Banishment	2/5	Athletics Skills	+1
Repelling	2/5	Deadly Skills	+1
Turning	3/6	Elemental Skills	+2
Banishment	4/7	General Skills	+2
Dissolvement	5/8	Outdoor Skills	+2
Elemental Lore	1/3	Perception Skills	+1
Elemental Physics	3/7	Social Skills	+2
Eval Elemental Item	1/3		

ELEMENTAL WARRIOR (3.3.2)

A variant of the Warrior Mage, the Elemental Warrior is semi elemental spell user that specializes in elemental combat and services; he is often a wanderer. The Elemental Warrior receives a +10 to all manipulation of his primary elemental force.

Elemental Warrior Base Spell Lists

Elemental Gates
Elemental Molding
Greater Elemental Area Attack
Greater Elemental Attack
Greater Elemental Items
Greater Elemental Protection.

Weapon Skills: 3/7, 4, 6, 6, 10, 15

Maneuvering In Armor:		**Magical Skills:**	
Soft Leather	2/*	Spell List	4/*
Rigid Leather	2/*	Runes	3/6
Chain	3/*	Staves & Wands	3/7
Plate	4/*	Channeling	10
		Directed Spells	3/6
Special Skills:		**General Skills:**	
Ambush	4	Climbing	3/9
Linguistics	2/*	Swimming	2/6
Adrenal Moves	3/7	Riding	3
Adrenal Defense	20	Disarming Traps	5
Martial Arts	3/8	Picking Locks	6
Body Development	2/8	Stalking & Hiding	2/7
		Perception	2/6

Other Skills: Refer to Development Point Costs given below for those skills unique to the Elemental Warrior profession. All other skill costs are identical to the Warrior Mage DP cost.
Prime Requisites: St/Em

Elemental Skills:		**Level Bonuses:**	
Dragon Lore	2/3	Arms Law Combat	+2
Elemental Banishment	3/7	Athletic Skills	+1
Repelling	3/7	Body Development	+1
Turning	4/8	Deadly Skills	+1
Banishment	5/9	Directed Spells	+1
Dissolvement	7	Elemental Skills	+1
Elemental Lore	2/3	Magical Skills	+2
Elemental Physics	5	Perception Skills	+1
Eval Elemental Item	2/5		



ROGUE ELEMENTALIST (3.3.3)

A variant of the Beastmaster, the Rogue Elementalist is semi elemental spell user that attempts to use and control the elements without the benefit of a proper schooling in the art of elemental manipulation. The Rogue Elementalist receives a +10 to all manipulation of his primary elemental force.

Weapon Skills: 3/7, 4, 6, 6, 6, 9

Maneuvering In Armor:	**Magical Skills:**
Soft Leather 2/*	Spell List 4/*
Rigid Leather 2/*	Runes 5
Chain 4/*	Staves & Wands 6
Plate 6/*	Channeling 13
.....	Directed Spells 4/7
Special Skills:	**General Skills:**
Ambush 4	Climbing 3/7
Linguistics 3/*	Swimming 2/5
Adrenal Moves 3/7	Riding 2/4
Adrenal Defense 15	Disarming Traps 3/6
Martial Arts 4/9	Picking Locks 3/7
Body Development 2/7	Stalking & Hiding 2/3
.....	Perception 2/7

Other Skills: Refer to Development Point Costs given below for those skills unique to the Rogue Elementalist Profession. All other skill costs are identical to the Beastmaster DP cost.
Prime Requisites: St/Pr

Elemental Skills:	**Level Bonuses:**
Dragon Lore 2/3	Arms Law Combat ..... +1
Elemental Banishment 3/7	Athletic Skills ..... +1
Repelling 3/7	Deadly Skills ..... +1
Turning 4/8	Directed Spells ..... +1
Banishment 5/9	Elemental Skills ..... +2
Dissolvement 7	General Skills ..... +1
Elemental Lore 2/3	Magical Skills ..... +1
Elemental Physics 5	Outdoor Skills ..... +1
Eval Elemental Item 2/5	Perception Skills ..... +1

ROGUE ELEMENTAL BASE SPELL LISTS

Elemental Gates
Elemental Mastery
Greater Elemental Attack
Greater Elemental Items
Greater Elemental Protection
Greater Elemental Summoning



3.4 ELEMENT BASED SKILLS

There are four new element based skills:

Elemental Banishment
Elemental Lore
Elemental Physics
Evaluate Elemental Item

In addition to these new skills, certain skills have a reduced development cost based upon an elementalist's primary elemental force. These reduced costs are given in the Element Based Skill Development Point Cost Table 3.6.



ELEMENTAL BANISHMENT (Pr/SD) (Special) (3.4.1)

This skill is used when banishing elemental creatures (i.e., elementals). Banishment will only work on elemental creatures and beings. Elementals may be banished from any plane of existence except their true or home plane (see Section 14.0). The duration of the banishment may be a few hours or it may be permanent. It will not work on raw elemental force or other forms of non-intelligent elemental force. There are 4 forms of elemental banishment: repelling, turning, banishment and dissolvement.

Repelling — This skill is used for a static maneuver to create and maintain a basic energy/magical barrier that an elemental cannot cross. This acts much like a circle of protection against a particular type of elemental. Unlike the circle of protection this protective barrier is mobile and may move with the "repeller" as he moves (he must concentrate).

Turning — This skill is used for a static maneuver as an attack that causes the elemental to turn and flee. This turning will last from a few rounds *or* until the elemental drops from exhaustion.

Banishment — This skill is used for a static maneuver as an attack that causes the elemental to be displaced back to it's home or true plane of existence. The duration of the banishment may be for a few hours *or* it may be permanent.

Dissolvement — This skill is used for a static maneuver as an attack that causes the elemental to lose it's internal integrity (i.e., kills it). An elemental knows by its basic instincts the very pattern of this dissolvement and when threatened with it will normally become docile until it can: 1) get out of the range of the dissolvement, 2) eliminate the threat completely, or 3) make some pact that benefits both parties.

Note: *When an Elemental is threatened by dissolvement and the Elemental has not detected the actual working of the dissolvement pattern (the threat is not real), the elemental will attend this situation as it's basic outlook decrees.*

Elemental Banishment Development Point Cost

The practice or art of Banishment is an honorable one. It has been used for centuries by elementalist to protect themselves and those that they serve. The Banishment skill must be developed separately for each elemental force (normally the primary elemental force). This skill must be developed by one of the following methods (GM decision):

Option 1 — Normal Development: Elemental banishment is developed as one skill. Since turning, banishment, and dissolvement are the more difficult and complex than repelling, the following modifiers should be applied in addition to the ones on the Elemental Modification Table 7.3:

Repelling ..... +00
Turning ..... -10
Banishment ..... -30
Dissolvement ..... -50

Option 2 — Advance Development: Skill must be developed separately for each of the four types of elemental banishment. A GM may wish to make all of the types "similar."

Option 3 — Cascade Development: The four elemental banishment skills must be developed in a manner similar to martial arts skills — dissolvement may never have more skill ranks than banishment, banishment may not have more skill ranks than turning, and turning may not have more skill ranks than repelling.

When banishing elemental creatures that are not composed of the banisher's own elemental force, the difficulty is increased by one (e.g., medium becomes hard) **and** the following modifications apply:

Repelling ..... -30
Turning ..... -40
Banishment ..... -50
Dissolvement ..... -70

Development Point Costs for Non-Elementalist Professions

Non-elementalist may also develop elemental banishment skills. The Elemental Skills — DP Cost Table 3.6 provides the development point costs for the various non-elementalists.

Resolving Elemental Banishment

This skill is for a static maneuver (i.e., the roll plus all applicable modifiers must be greater than 100). The skill is modified by:

- +/- 1 per level difference between elemental and banisher.
- + skill bonus being used.
- GM may require the use of the modifiers found on the Elemental Modification Table 7.3.
- The following modifiers should also be applied:

Medium Maneuver	+00	one elemental
Very Hard Maneuver	-20	two elementals
Sheer Folly Maneuver	-50	three elementals
Absurd Maneuver	-70	four or more elementals

ELEMENTAL LORE (Me/Re)(Static Action) (3.4.2)

This skill gives a bonus for recognizing, and identifying the major powers and abilities of elemental beings, and other things pertaining to elementals (planes, powers, spells, items, etc.). The development point costs for non-elementalists is based on the appropriate Xeno-Lores Anthropology skill (see *RMCII* Section 7.0). For example, a Cleric develops elemental lore as a non-elementalist, so the Cleric's development point cost would be the same as his Xeno-Lores Anthropology skill — 6/12 = 2/5 + 4/7.

ELEMENTAL PHYSICS (Re/Me)(Static Action) (3.4.3)

This skill reflects an understanding of the relationships between the elements and other forces, energy, etc. Non-elementalist development point cost is based on the appropriate Xeno-Lores Physics skill (see *RMCII* Section 7.0). For example, a Mentalist develops elemental physics as a non-elementalist, so the Mentalist's development point cost would be the same as his Xeno-Lores Physics skill — 7/13 = 3/6 + 4/7.

EVALUATE ELEMENTAL ITEM (In/Re)(Static Action) (3.4.4)

This skill bonus for determining the value and quality of elemental items in worked, refined or raw condition. Non-elementalist development point cost is based on the appropriate Xeno-Lores Armor Evaluation skill (see *RMC II*, Section 7.0). For example, a Rogue develops evaluate elemental item as a non-elementalist, so the Rogue's development point cost would be the same as his Xeno-Lores Armor Evaluation skill — 8 = 1/3 + 6.

3.5 MANIPULATION BONUS

Each of the elemental professions receives a bonus for manipulation of their chosen elemental force. This bonus is used in conjunction with Directed Spell skill, with Spell Mastery skill, and with the skills presented in Section 3.4. This bonus is indicative of the control that the elemental professions have with their primary elemental force.



3.6 ELEMENT BASED SKILL DEVELOPMENT POINT COST TABLE

	Elemental Channeler	Elemental Enchanter	Elemental Healer	Elemental Summoner	High Element-alist	Mystical Element-alist	Evil Element-alist	Elemental Chanter	Elemental Physician	Elemental Hunter	Elemental Warrior	Rogue Element-alist
Aether												
Direction Sense	1/3	1/3	1/3	1/4	1/3	1/3	1/3	1/4	1/3	1/2	1/4	1/3
Mapping	3/7	1/4	4/7	4/7	2/6	1/3	3/6	3/7	4/7	1/5	1/5	5/8
Navigation	1/3	1/5	1/3	1/5	1/5	1/5	1/5	1/4	1/5	1/3	1/5	1/4
Air												
Acrobatics	1/6	2/6	1/6	2/6	2/6	2/6	2/6	2/6	2/6	1/5	1/6	1/4
Diving	1/4	2/6	1/4	2/6	2/6	2/6	2/5	2/6	2/6	1/4	1/5	1/3
Flying/Gliding	1/6	2/6	1/6	2/6	2/6	2/6	2/6	2/6	2/6	1/5	1/4	1/5
Tumbling	1/5	2/6	1/4	2/6	2/6	2/6	2/6	2/6	1/6	1/3	1/5	1/3
Chaos												
Contortions	2/6	4/7	1/5	4/7	4/7	4/7	3/6	3/7	2/6	1/5	2/6	1/5
Disguise	1/6	2/5	1/6	2/5	2/5	2/5	1/5	1/4	1/5	1/5	1/5	1/5
Cold												
Skating	1/5	2/6	1/6	2/6	2/6	2/6	2/5	2/6	2/4	1/5	1/5	1/5
Skiing	1/5	2/6	1/6	2/6	2/6	2/6	2/5	2/6	2/4	1/5	1/5	1/5
Dark												
Camouflage	4/7	5/8	5/8	4/7	4/7	4/7	4/7	2/6	5/8	1/4	1/6	1/4
Hide	4/7	5/8	5/8	4/7	4/7	4/7	4/7	2/6	5/8	1/6	1/6	1/3
Hide Item	4/7	5/8	5/8	4/7	4/7	4/7	4/7	1/4	5/8	2/5	2/5	1/4
SLA	1/4	2/5	1/4	1/4	1/4	1/4	1/4	1/4	1/3	1/3	1/4	5/8
Earth												
Alchemy	1/3	1/2	2/5	1/4	1/3	1/5	1/4	1/5	1/2	2/6	2/4	2/4
Metal Evaluation	1/5	1/2	1/5	1/4	1/4	1/4	1/5	1/5	1/5	1/4	1/5	2/5
Metal Lore	1/5	1/2	2/6	1/3	1/3	1/3	1/4	1/5	2/6	1/4	1/4	1/5
Mining	1/6	2/6	1/6	2/6	2/6	2/6	2/6	3/7	2/6	1/5	2/5	1/5
Sculpting	1/6	1/3	1/6	1/6	1/3	1/4	1/5	1/5	1/5	1/4	1/6	1/5
Smithing	2/6	1/2	2/6	2/6	2/6	2/6	2/6	3/7	2/6	1/6	2/6	2/4
Stone Evaluation	1/4	1/2	1/5	1/3	1/3	1/3	1/4	1/5	1/5	1/4	1/5	2/5
Stone Lore	1/5	1/2	2/6	1/3	1/3	1/3	1/4	1/5	2/6	1/4	1/3	1/4
Stone Crafts	2/6	1/2	2/6	2/6	2/6	2/6	2/6	2/6	2/6	1/5	2/6	1/5
Electrical												
Animal Handling	1/5	1/4	1/5	1/3	1/4	1/4	1/5	1/3	1/5	1/2	1/4	1/2
Weather Watching	1/2	1/3	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/4	1/4	1/3
Fire												
Cookery	1/3	1/2	1/4	1/5	1/5	1/5	1/4	1/3	1/2	1/6	2/6	1/5
Signaling	1/4	1/4	1/5	1/3	1/4	1/3	1/4	1/4	1/5	1/4	1/3	1/3
Gravity												
Acrobatics	1/6	2/6	1/6	2/6	2/6	2/6	2/6	2/6	2/6	1/5	1/6	1/4
Juggling	1/5	2/6	1/6	2/6	2/6	2/6	1/5	1/4	1/5	1/6	1/5	1/3
Jumping	2/6	3/7	2/6	3/7	3/7	3/7	3/7	3/7	3/7	2/5	1/5	1/2
Sprinting	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	1/5	1/6	1/4
Heat												
Cookery	1/3	1/2	1/4	1/5	1/5	1/5	1/4	1/3	1/2	1/6	2/6	1/5
Locate Secret Open	2/5	1/4	2/5	2/5	2/5	2/5	2/5	1/4	2/6	1/3	1/5	1/4
Ice												
Skating	1/5	2/6	1/6	2/6	2/6	2/6	2/5	2/6	2/4	1/5	1/5	1/5
Skiing	1/5	2/6	1/6	2/6	2/6	2/6	2/5	2/6	2/4	1/5	1/5	1/5
Inertia												
Dancing	1/4	1/5	1/5	1/5	1/5	1/5	1/5	1/3	1/5	1/5	1/5	1/5
Distance Running	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	1/5	1/6	1/4
Sprinting	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	1/5	1/6	1/4
Light												
Hypnosis	2/5	1/3	2/5	1/3	1/3	1/3	1/4	1/2	1/4	2/5	2/4	3/7
Signaling	1/4	1/4	1/5	1/3	1/4	1/3	1/4	1/4	1/5	1/4	1/3	1/3
Sight Perception	2/6	2/6	2/6	1/5	2/6	2/6	2/6	1/6	2/6	1/6	1/5	1/6
Surveillance	1/5	1/5	2/5	1/5	1/5	1/5	2/6	1/2	1/6	2/5	2/4	2/5
Nether												
Advance Math	2/5	1/4	2/5	2/6	2/6	1/5	2/5	2/6	2/4	2/6	2/6	6/9
Basic Math	1/4	1/3	1/5	1/5	1/5	1/4	1/4	1/5	1/3	1/5	1/5	2/5
Physics	2/5	1/4	2/5	2/6	2/6	1/5	2/5	2/6	2/4	2/6	2/6	6/9

	Elemental Channeler	Elemental Enchanter	Elemental Healer	Elemental Summoner	High Element-alist	Mystical Element-alist	Evil Element-alist	Elemental Chanter	Elemental Physician	Elemental Hunter	Elemental Warrior	Rogue Element-alist
Nexus												
Circle Lore	1/3	1/3	1/4	1/2	1/3	1/2	1/3	1/3	1/4	1/6	2/5	5/8
Sense Realty Warp	1/2	1/3	2/5	1/2	1/2	1/3	1/3	1/3	2/6	2/5	2/7	2/5
Warding Lore	1/3	1/3	1/3	1/2	1/3	1/2	1/3	1/4	1/3	1/3	1/5	4/7
Plasma												
Animal Healing	1/4	1/4	1/2	1/5	1/5	1/5	1/5	2/5	1/2	1/4	1/5	1/5
Channeling	1/3	6/9	1/4	6/9	6/9	6/9	5/8	1/5	7	2/6	9	12
First Aid	1/4	1/4	1/2	1/5	1/5	1/5	1/5	2/5	1/2	1/3	1/5	1/5
Midwifery	1/5	3/7	1/2	3/7	3/7	3/7	2/6	3/7	1/5	1/5	3/7	3/7
Second Aid	2/5	2/5	1/4	2/6	2/6	2/6	2/6	2/6	1/4	1/4	2/6	2/6
Staves&Wands	1/4	1/2	2/6	1/3	1/3	1/3	1/4	1/4	1/5	5/8	2/6	5/8
Spirit												
Anthropology	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/5	1/5	5/8
Language	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	2/*	1/*	2/*
Meditation	4/7	5/8	4/7	5/8	5/8	5/8	4/7	1/4	2/6	1/3	2/6	1/4
Mnemonics	1/4	1/3	1/2	1/3	1/3	1/3	1/3	1/3	1/2	2/4	2/4	2/6
Sanity Lore Healing	1/4	1/4	1/3	1/4	1/4	1/4	1/3	1/2	1/3	1/4	3/7	7
Time												
Divination	1/4	1/3	1/4	1/3	1/3	1/3	1/3	1/3	1/4	2/4	2/5	2/4
Time Sense	1/3	1/2	1/2	1/3	1/3	1/3	1/3	1/2	1/2	1/2	1/4	2/4
Yado	4/7	5/8	6/9	5/8	5/8	5/8	5/8	5/8	6/9	3/7	2/6	2/5
Vacid												
Adrenal M. (Balance)	5/8	5/8	5/8	5/8	5/8	5/8	4/7	4/7	2/6	1/6	2/6	1/6
Martial Arts	5/8	8	5/8	8	8	8	5/8	8	2/6	3/7	2/7	2/6
Staves&Wands	1/4	1/2	2/6	1/3	1/3	1/3	1/4	1/4	1/5	5/8	2/6	5/8
Tightrope Walking	1/4	2/6	1/4	2/6	2/6	2/6	2/5	2/6	2/6	1/5	2/5	2/5
Vibration												
Feel Perception	2/6	2/6	2/6	1/5	2/6	2/6	2/6	1/6	2/6	1/6	1/5	1/6
Mimicry	1/6	1/5	1/6	1/3	1/5	1/5	1/5	1/5	1/5	1/5	1/5	1/5
Music	1/4	1/5	1/5	1/5	1/5	1/5	1/5	1/3	1/5	1/5	1/5	1/5
Play Instrument	1/4	1/5	1/5	1/5	1/5	1/5	1/5	1/5	1/5	1/5	1/5	1/5
Public Speaking	1/4	1/5	1/5	1/5	1/5	1/5	1/5	1/3	1/4	1/5	1/5	1/5
Silent Kill	8	5/8	8	4/7	5/8	5/8	7	3/7	8	3/7	3/7	1/5
Singing	1/4	1/5	1/5	1/5	1/5	1/5	1/5	1/3	1/5	1/5	1/5	1/5
Sound Perception	2/6	2/6	2/6	1/5	2/6	2/6	2/6	1/6	2/6	1/6	1/5	1/6
Stalk	4/7	5/8	5/8	4/7	4/7	4/7	4/7	2/6	5/8	1/6	1/6	1/3
Ventriloquism	2/6	2/5	2/6	2/5	2/5	2/5	2/5	1/4	2/6	2/5	2/5	2/4
Water												
Diving	1/4	2/6	1/4	2/6	2/6	2/6	2/5	2/6	2/6	1/4	1/5	1/3
Rowing	1/4	2/6	1/5	2/6	2/6	2/6	2/5	2/6	2/6	1/3	1/3	1/3
Sailing	1/3	2/6	1/4	2/6	2/6	2/6	2/5	2/6	2/6	1/4	2/6	1/5
Surfing	1/5	2/6	1/6	2/6	2/6	2/6	2/5	2/6	2/4	1/5	1/5	1/5
Swimming	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	1/5	1/4	1/2
Wind												
Flying/Gliding	1/6	2/6	1/6	2/6	2/6	2/6	2/6	2/6	2/6	1/5	1/4	1/5
Play Wind Instrument	1/4	1/5	1/5	1/5	1/5	1/5	1/5	1/5	1/5	1/5	1/5	1/5
Sailing	1/3	2/6	1/4	2/6	2/6	2/6	2/5	2/6	2/6	1/4	2/6	1/5
Smell Perception	2/6	2/6	2/6	1/5	2/6	2/6	2/6	1/6	2/6	1/6	1/5	1/6
Weather Watching	1/2	1/3	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/4	1/4	1/3

3.6 ELEMENTAL SKILLS — DP COST TABLE

Profession	Elemental Banishment	Repelling	Turning	Banishment	Dissolvement
Barbarian	25	25	25	25	25
Burglar	20	20	25	25	25
Dancer	20	20	25	25	25
Fighter	20	20	25	25	25
High Warr. Monk	20	20	25	25	25
Rogue	15	15	20	25	25
Scholar	20	20	25	25	25
Thief	20	20	25	25	25
Trader	15	15	20	25	25
Warrior Monk	20	20	25	25	25
No Profession	20	20	25	25	25
Bard	13	13	15	20	25
Beastmaster	13	13	15	20	25
Delver	13	13	15	20	25
Dervish	8	8	10	15	20
Monk	13	13	15	20	25
Nightblade	20	20	25	25	25
Paladin	5/8	5/8	7	11	15
Ranger	6/9	6/9	9	13	18
Warrior Mage	10	10	15	20	25
Archmage	3/6	3/6	4/7	5/8	6/9
Alchemist	5/8	5/8	6/9	8	10
Conjuror	4/7	4/7	5/8	6/9	8
Illusionist	6/9	6/9	8	11	13
Magician	3/6	3/6	4/7	5/8	6/9
Runemaster	4/7	4/7	5/8	6/9	8
Animist	8	8	11	15	20
Cleric	4/7	4/7	5/8	6/9	8
Druid	4/7	4/7	5/8	6/9	9
Healer	6/9	6/9	7	9	15
Shaman	4/7	4/7	5/8	6/9	8
Lay Healer	11	11	13	15	20
Sage	11	11	13	17	25
Mentalist	13	13	15	20	25
Seer	13	13	15	20	25
Astrologer	5/8	5/8	6/9	9	12
Crystal Mage	11	11	13	16	20
Mystic	11	11	13	16	20
Necromancer	5/8	5/8	6/9	10	15
Sorcerer	5/8	5/8	6/9	9	11
Warlock	4/7	4/7	5/8	6/9	9
Witch	3/7	3/7	4/8	5/9	7
Assassin	25	25	25	25	25
Bashkar	25	25	25	25	25
Bounty Hunter	25	25	25	25	25
Cavalier	20	20	25	25	25
Chaotic Lord	15	15	20	25	25
Crafter	20	20	25	25	25
Craftsman	20	20	25	25	25
Dream Lord	8	8	13	18	25
Duelist	25	25	25	25	25
Farmer	20	20	25	25	25
Gypsy	15	15	20	25	25
Macabre	20	20	25	25	25
Magus	13	13	15	18	20
Montebanc	15	15	20	25	25
Moon Mage	6/9	6/9	8	12	18
Noble Warrior	25	25	25	25	25
Profession	8	8	11	15	20
Sailor	15	15	20	25	25
Sleuth	11	11	15	20	25
Warrior	20	20	25	25	25

4.0 ELEMENTAL SPELL LISTS

As mentioned in Sections 2.0 and 3.0, a GM has several options for integrating the *Elemental Companion* material with the normal ***Rolemaster*** realms of power. The use of the spell lists presented in this section is heavily dependent upon which option is used.

OPTION 1

This option assumes that there is one "elemental realm of power" for each element. Only one set of elemental spell lists is presented in the *EC*, but in effect each elemental spell list is really many different elemental spell lists — at least one for each elemental realm of power. For example, each spell list is actually 22 spell lists, one for each elemental realm of power; e.g., Elemental Runes covers Water Elemental Runes, Heat Elemental Runes, Vacid Elemental Runes, etc.

Note: *A GM may wish to make further modifications to these guidelines. For example, he may wish to make certain lists non-element specific — in which case there might be only one Elemental Runes list that was usable for all elements.*

OPTION 2

This option assumes that there is one and only one "elemental realm of power", and all power for elemental spells comes from that realm. Use the same guidelines presented for Option 1 — spell lists must still be learned separately for each element.

OPTION 3

This option assumes that there is no "elemental realm of power", instead the normal realms provide the power that summons, controls, and manipulate the elements in the spells provided in the *EC* — the GM has two options:

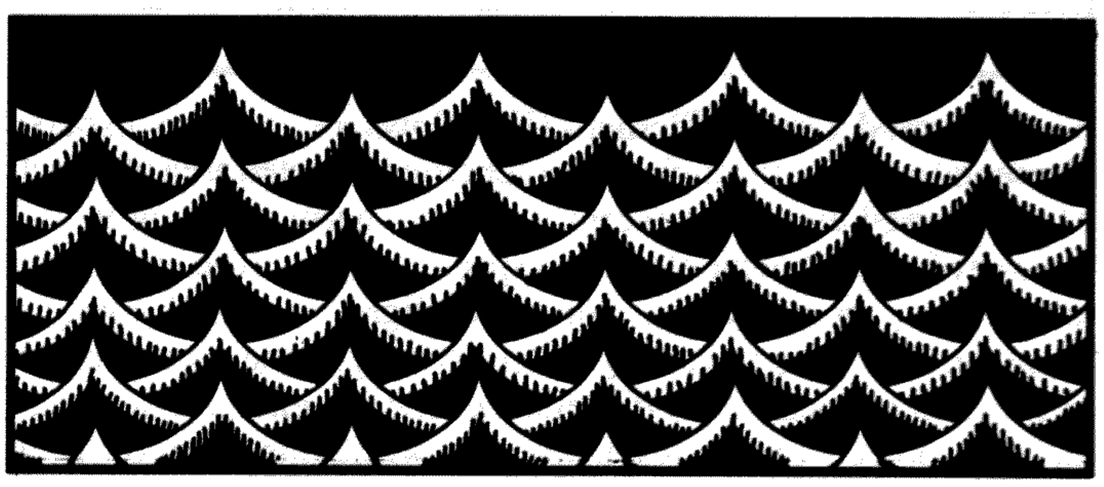
1) He may assign a realm(s) of power for each spell list. Then an elemental spell user would only have access to lists assigned to his realm of power. For a non-elemental profession, the open elemental lists assigned to his realm should be treated as being closed lists for all three realms **and** the closed elemental lists assigned to his realm should be treated as being arcane spell lists.
2) He may make the open and closed elemental lists available to all elemental professions regardless of the profession's realm. For non-elemental professions, the open elemental lists should be treated as being closed lists for all three realms **and** the closed elemental lists should be treated as being arcane spell lists.

OPEN SPELL LISTS (Section 4.1)

Elemental Chants 4.1.1
Elemental Detection 4.1.2
Elemental Glyphs 4.1.3
Elemental Lore 4.1.4
Elemental Runes 4.1.5
Elemental Senses 4.1.6
Elemental Symbols 4.1.7
Elemental Wards 4.1.8
Lesser Elemental Area Attacks 4.1.9
Lesser Elemental Attacks 4.1.10
Lesser Elemental Items 4.1.11
Lesser Elemental Mobile Barriers 4.1.12
Lesser Elemental Non-Mobile Barriers 4.1.13
Lesser Elemental Protection 4.1.14
Lesser Elemental Summoning 4.1.15

CLOSED SPELL LISTS (Section 4.2)

Delayed Spell Enhancement 4.2.1
Elemental Absorption 4.2.2
Elemental Attack Enhancement 4.2.3
Elemental Banishment 4.2.4
Elemental Continuation 4.2.5
Elemental Gates 4.2.6
Elemental Healing 4.2.7
Elemental Mastery 4.2.8
Elemental Molding 4.2.9
Elemental Pooling 4.2.10
Elemental Spirit Binding 4.2.11
Elemental Wall Enhancement 4.2.12
Enhanced Elemental Criticals 4.2.13
Enhanced Elemental Duration 4.2.14
Enhanced Elemental Radius 4.2.15
Enhanced Elemental Ranging 4.2.16
Enhanced Elemental Potency 4.2.17
Enhanced Elemental Targeting 4.2.18
Enhanced Proto-Elemental Poisoning 4.2.19
Greater Elemental Area Attacks 4.2.20
Greater Elemental Attacks 4.2.21
Greater Elemental Items 4.2.22
Greater Elemental Mobile Barriers 4.2.23
Greater Elemental Non-Mobile Barriers 4.2.24
Greater Elemental Protection 4.2.25
Greater Elemental Summoning 4.2.26



BASE SPELL LISTS (Section 4.3)

Elemental Area Curses 4.3.2
Elemental Personal Curses 4.3.3
Elemental Area Attack Law 4.3.4
Elemental Attack Law 4.3.5
Elemental Commune 4.3.6
Elemental Fires 4.3.7
Elemental Guardian 4.3.8
Elemental Item Law 4.3.9
Elemental Mobile Barrier Law 4.3.10
Elemental Non-Mobile Barrier Law 4.3.11
Elemental Summoning 4.3.12
Elemental Protection Law 4.3.13
Temperance 4.3.14
Elemental Summoning Law 4.3.15

4.1 OPEN ELEMENTAL SPELL LISTS

ELEMENTAL CHANTS (Open) (4.1.1)

Note: *The disperse spells will not cause proto-elemental poisoning.*

Note: *A disperse spell will not keep outside energies from effecting an object, item or being that it covers. Thus, a disperse spell provides no protection from magical or physical attacks.*

	Area of Effect	Duration	Range
1—			
2—			
3—Dispersed Type A Elem.	1'R/lvl	1 min/lvl	100'
4—			
5—			
6—Dispersed Type B Elem.	1'R/lvl	1 min/lvl	100'
7—			
8—			
9—Dispersed Type C Elem.	1'R/lvl	1 min/lvl	100'
10—Multi-Chant II	varies	3 rnds	self
11—Conc. Type A Elem.	1'R/lvl	1 min/lvl	100'
12—Dispersed Type D Elem.	1'R/lvl	1 min/lvl	100'
13—			
14—Conc. Type B Elem.	1'R/lvl	1 min/lvl	100'
15—Dispersed Type E Elem.	1'R/lvl	1 min/lvl	100'
16—Multi-Chant III	varies	3 rnds	self
17—Conc. Type C Elem.	1'R/lvl	1 min/lvl	100'
18—			
19—Conc. Type D Elem.	1'R/lvl	1 min/lvl	100'
20—Multi-Chant IV	varies	3 rnds	self
25—Conc. Type E Elem.	1'R/lvl	1 min/lvl	100'
30—Multi-Chant V	varies	3 rnds	self
50—Chant True	1'R/lvl	1 min/lvl	100'

3—Dispersed Type A Element (E) Allows the caster to disperse elemental energies throughout the specified targeted area of effect. The dispersed elemental energies will not harm anything within the area of effect, but the element's special effect will be visible and active (e.g., an elementalist disperses light elemental energies throughout an area; the area is filled with light, the special effect of the light element). The dispersed elemental energies surround all items, objects and beings (in the area) with a ultra fine covering. If a covered object, item or being moves outside the effected area, the elemental covering goes also. The dispersed elemental covering fades at the end of the spell duration **or** when the caster cancels the spell.

6—Dispersed Type B Element (E) As *Dispersed Type A Element* except type B elements may be dispersed.

9—Dispersed Type C Element (E) As *Dispersed Type A Element* except type C elements may be dispersed.

10—Multi-Chant II (U) Allows the caster to use multiple Disperse Element spells (from this list) within 1 round. The power point cost for this spell is the combined power points required for the two spells **or** 10 power points, which ever is higher. Both spell go off at the same time. The element type must be the same (e.g., both Disperse Element spells must disperse fire, both must disperse ice, etc.)

11—Concentrated Type A Element (E) As *Multi-Chant II* except two different *Disperse Type A Element* spells may co-exist in the same area at the same time. All items, objects and beings will essentially have both elemental energies as an outer covering. Unless they cancel each other, the special effects of both are active.

12—Dispersed Type D Element (E) As *Dispersed Type A Element* except type D elements may be dispersed.

14—Concentrated Type B Element (E) As *Concentrated Type A Element* except the elements may be: two type B **or** 1 type B and 1 type A.

15—Dispersed Type E Element (E) As *Dispersed Type A Element* except type E elements may be dispersed.

16—Multi-Chant III (U) As *Multi-Chant II* except three dispersed or two concentrated element spells (**not** a combination of the two types) may be used.

17—Concentrated Type C Element (E) As *Concentrated Type A Element* except the elements may be two type C **or** any two of: type C, type B, and/or type A.

19—Concentrated Type D Element (E) As *Concentrated Type A Element* except the elements may be two type D **or** any two of: type D, type C, type B, and/or type A.

20—Multi-Chant IV (U) As *Multi-Chant II* except four dispersed or three concentrated element spells (not a combination of the two types) may be used.

25—Concentrated Type E Element (E) As *Concentrated Type A Element* except the elements may be two of any type.

30—Multi-Chant V (U) As *Multi-Chant II* except five dispersed or four concentrated element spells (not a combination of the two types) may be used.

50—Chant True (U) Allows the caster to use 1 spell from this list each round for 50 rounds.

ELEMENTAL DETECTION (Open) (4.1.2)

	Area of Effect	Duration	Range
1—Detect Elemental Energy	5'R	1 min/lvl (C)	100'
2—Detect Essence	5'R	1 min/lvl (C)	100'
3—Detect Mentalism	5'R	1 min/lvl (C)	100'
4—Detect Channeling	5'R	1 min/lvl (C)	100'
5—Locate Elemental I	varies	1 min/lvl (C)	100'
6—			
7—Locate Elemental II	varies	1 min/lvl (C)	200'
8—			
9—Locate Elemental III	varies	1 min/lvl (C)	300'
10—Perceive Elem. Power I	5'R	1 min/lvl (C)	100'
11—Locate Elemental IV	varies	1 min/lvl (C)	400'
12—Perceive Elem. Power II	5'R	1 min/lvl (C)	200'
13—Locate Elemental V	varies	1 min/lvl (C)	500'
14—Perceive Elem. Power III	5'R	1 min/lvl (C)	300'
15—Locate Elemental VI	varies	1 min/lvl (C)	1000'
16—Perceive Elem. Power IV	5'R	1 min/lvl (C)	400'
17—Locate Elemental VII	varies	1 min/lvl (C)	3000'
18—Perceive Elem. Power V	5'R	1 min/lvl (C)	500'
19—Locate Elemental VIII	varies	1 min/lvl (C)	1 mile
20—Perceive Elem. Power VI	5'R	1 min/lvl (C)	1000'
25—Locate Elem. True	varies	1 min/lvl (C)	1 mi/lvl
30—Perceive Elem. Power VII	5'R	1 min/lvl (C)	1 mile
50—Perceive Elem. Power True	5'R	1 min/lvl (C)	1 mi/lvl

1—Detect Elemental Energy (P) Detect all active elemental energies within the area of effect. The spell outlines the elemental energies with a magical aura visible only to the caster. The aura has no benefit other than identify the elemental sources. Caster can concentrate on a 5'R each round.

2—Detect Essence (P) As *Detect Elemental Energies* except all active Essence energies.

3—Detect Mentalism (P) As *Detect Elemental Energies* except all active Mentalism energies.

4—Detect Channeling (P) As *Detect Elemental Energies* except all active Channeling energies.

5—Locate Elemental I (P) Gives the caster direction and distance to any specific elemental source that the caster is familiar with or has had described in detail. The elemental source must be an object, item, or being.

7—Locate Elemental II (P) As *Locate Elemental I* except range is 200'.

9—Locate Elemental III (P) As *Locate Elemental I* except range is 300'.

10—Perceive Elemental Power I (P) As *Locate Elemental I* except elemental source may be raw elemental energies that the caster is not specifically familiar with such as elemental gates, active elemental power spells (bolts, balls, etc.).

11—Locate Elemental IV (P) As *Locate Elemental I* except range is 400'.

12—Perceive Elemental Power II (P) As *Perceive Elemental Power I* except range is 200'.

13—Locate Elemental V (P) As *Locate Elemental I* except range is 500'.

14—Perceive Elemental Power III (P) As *Perceive Elemental Power I* except range is 300'.

15—Locate Elemental VI (P) As *Locate Elemental I* except range is 1000'.

16—Perceive Elemental Power IV (P) As *Perceive Elemental Power I* except range is 400'.

17—Locate Elemental VII (P) As *Locate Elemental I* except range is 3000'.

18—Perceive Elemental Power V (P) As *Perceive Elemental Power I* except range is 500'.

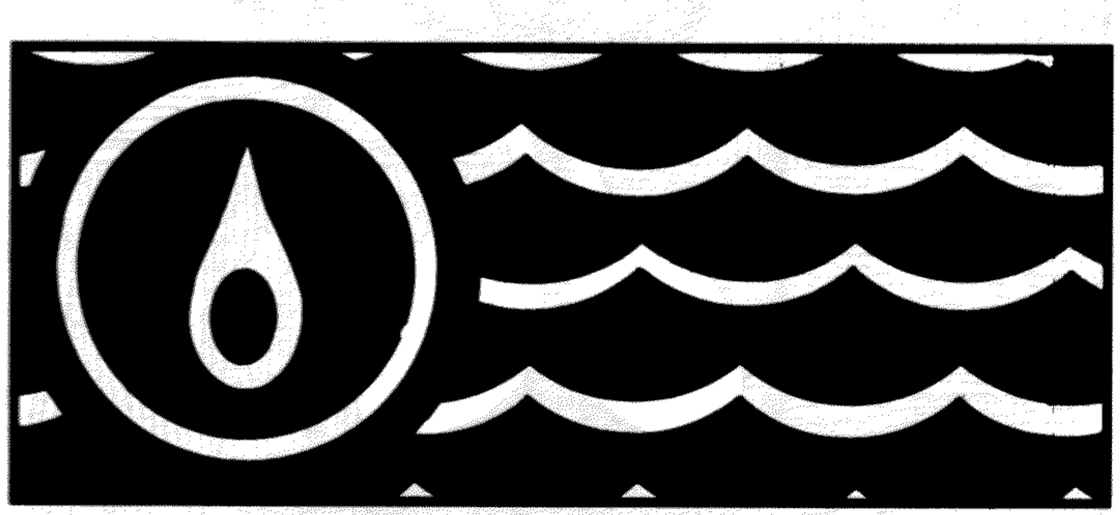
19—Locate Elemental VIII (P) As *Locate Elemental I* except range is 1 mile.

20—Perceive Elemental Power VI (P) As *Perceive Elemental Power I* except range is 1000'.

25—Locate Elemental True (P) As *Locate Elemental I* except range is 1 mile/lvl.

30—Perceive Elemental Power VII (P) As *Perceive Elemental Power I* except range is 1 mile.

50—Perceive Elemental Power True (P) As *Perceive Elemental Power I* except range is 1 mile/lvl.



ELEMENTAL GLYPHS (Open) (4.1.3)

Note: *Glyphs are "runes" that are 'traced' on an in-flux background (air, water, etc.) instead of rune paper. First the glyph spell must be cast and then the spell to be 'traced' must be cast. At this point the glyph is set, and its effects start when someone enters the 10'R area (can be smaller if caster desires) around the glyph* **or** *one round after it is 'traced' (caster's choice). Glyphs can be either normal spells or special glyphs.*

Note: *If a spell user that 'knows' this list sees a glyph created by someone else, he can 'learn' the glyph by using the 1st level spell, Research, or by studying the glyph for 1 hour/level of the glyph.*

Note: *All Glyph/Unglyph spells on this list refer to "Elemental Glyphs."*

	Area of Effect	Duration	Range
1—Research	varies	24 hrs	self
2—Glyph/Unglyph I	10'R/lvl	10 min/lvl	touch
3—Decipher Elem. Glyph	1 glyph	1 rnd/lvl	self
4—Glyph/Unglyph II	10'R/lvl	10 min/lvl	touch
5—			
6—Glyph/Unglyph III	10'R/lvl	10 min/lvl	touch
7—			
8—Glyph/Unglyph IV	10'R/lvl	10 min/lvl	touch
9—			
10—Glyph/Unglyph V	10'R/lvl	10 min/lvl	touch
11—Multi-Glyph II	10'R/lvl	varies	touch
12—Glyph/Unglyph VI	10'R/lvl	10 min/lvl	touch
13—			
14—Glyph/Unglyph VII	10'R/lvl	10 min/lvl	touch
15—Multi-Glyph III	10'R/lvl	varies	touch
16—Glyph/Unglyph VIII	10'R/lvl	10 min/lvl	touch
17—			
18—Glyph/Unglyph IX	10'R/lvl	10 min/lvl	touch
19—Multi-Glyph IV	10'R/lvl	varies	touch
20—Glyph/Unglyph X	10'R/lvl	10 min/lvl	touch
25—Multi-Glyph VI	10'R/lvl	varies	touch
30—Lord Glyph/Unglyph	10'R/lvl	10 min/lvl	touch
50—Multi-Glyph VII	10'R/lvl	varies	touch

1—Research (I) Allows the caster to know the origins of a glyph and 'learn' it as a part of his repertoire.

2—Glyph/Unglyph I (F) Allows caster to 'trace' a glowing visible glyph on an in-flux medium that will set off a given 1st level elemental spell when the area of influence is violated. Power points for both spell and glyph must be expended, but only casting/preparation time of the glyph is used. A glyph can be a spell or a special glyph which is basically a elemental power pattern. Alternatively, this spell can be used erase (i.e., 'untrace') a 1st level glyph.

3—Decipher Elemental Glyph (I) Allows the caster to decipher a glyph (it takes 1 round per level of the glyph) and know exactly what it does without setting it off. However, nothing is learned if the *Decipher* spell expires prior to completion of deciphering; this happens when the rune being deciphered is of a higher level than the decipher spell.

4—Glyph/Unglyph II (F) As *Glyph/Unglyph I* except a 2nd level glyph can be 'traced' or 'untraced'.

6—Glyph/Unglyph III (F) As *Glyph/Unglyph I* except a 3rd level glyph can be 'traced' or 'untraced'.

8—Glyph/Unglyph IV (F) As *Glyph/Unglyph I* except a 4th level glyph can be 'traced' or 'untraced'.

10—Glyph/Unglyph V (F) As *Glyph/Unglyph I* except a 5th level glyph can be 'traced' or 'untraced'.

11—Multi-Glyph II (F) Allows caster to 'trace' 2 glyphs simultaneously with the casting/preparation time of the highest level glyph. Basically a glyph 'phrase'.

12—Glyph/Unglyph VI (F) As *Glyph/Unglyph I* except a 6th level glyph can be 'traced' or 'untraced'.

14—Glyph/Unglyph VII (F) As *Glyph/Unglyph I* except a 7th level glyph can be 'traced' or 'untraced'.

15—Multi-Glyph III (F) As *Multi-Glyph II* except 3 glyphs may be used.

16—Glyph/Unglyph VIII (F) As *Glyph/Unglyph I* except an 8th level glyph can be 'traced' or 'untraced'.

18—Glyph/Unglyph IX (F) As *Glyph/Unglyph I* except a 9th level glyph can be 'traced' or 'untraced'.

19—Multi-Glyph IV (F) As *Multi-Glyph II* except 4 glyphs may be used.

20—Glyph/Unglyph X (F) As *Glyph/Unglyph I* except a 10th level glyph can be 'traced' or 'untraced'.

25—Multi-Glyph V (F) As *Multi-Glyph II* except 5 glyphs may be used.

30—Lord Glyph/Unglyph (F) As *Glyph/Unglyph I* except a 20th level glyph can be 'traced' or 'untraced'.

50—Multi-Glyph VI (F) As *Multi-Glyph II* except 6 glyphs may be used.

ELEMENTAL LORE (Open) (4.1.4)

	Area of Effect	Duration	Range
1—Solid Analysis	self	—	10'
2—Liquid Analysis	self	—	10'
3—Gas Analysis	self	—	10'
4—Text Analysis I	self	1 min/lvl (C)	10'
5—Type A Elem. Analysis	self	—	10'
6—Elem. Control Analysis	self	—	10'
7—Text Analysis II	self	1 min/lvl (C)	10'
8—Location Analysis	self	—	10'
9—Type B Elem. Analysis	self	—	10'
10—Delving	self	—	10'
11—Elem. Language Analysis	self	—	10'
12—Spell Analysis	self	—	10'
13—Elem. Environment Anal.	self	—	10'
14—Elem. Power Analysis	self	—	10'
15—Type C Elem. Analysis	self	—	10'
16—Elem. Rune Analysis	self	—	10'
17—Elem. Symbol Analysis	self	—	10'
18—Elem. Glyph Analysis	self	—	10'
19—Type D Elem. Analysis	self	—	10'
20—Analysis	self	—	10'
25—Type E Elem. Analysis	self	—	10'
30—Elem. Ward Analysis	self	—	10'
50—Element Lore Master	self	varies	10'

1—Solid Analysis (I) Gives nature and origin of elemental solids as well as when and how the solid was obtained and worked.

2—Liquid Analysis (I) As *Solid Analysis* except applies to liquids.

3—Gas Analysis (I) As *Solid Analysis* except applies to gases.

4—Text Analysis I (I) Caster can read text written in an unknown language, but only understands basic concepts from it.

5—Type A Element Analysis (I) Analyses type A elements: gives size, type, attack table, and the race.

6—Elemental Control Analysis (I) Gives the caster the exact type of elemental control spell need to control or master an elemental.

7—Text Analysis II (I) As *Text Analysis I* except gives a complete technical analysis (vocabulary and syntax), but not an understanding of idioms (jargon), implications, or cultural references.

8—Location Analysis (I) As *Solid Analysis* except applies to locations.

9—Type B Element Analysis (I) As *Type A Element Analysis* except applies to type B elements.

10—Delving (I) Gives significant details about an item's construction and purpose (not specific powers).

11—Elemental Language Analysis (I) As *Solid Analysis* except applies to elemental languages.

12—Spell Analysis (I) Provides analysis of an active or inactive spell, giving its duration, type, and the profession of its caster (not its level or exactly what spell it is).

13—Elemental Environment Analysis (I) Gives the caster the exact nature of the elemental environment. Essential for obtaining the correct '*Immolation*' spell.

14—Elemental Power Analysis (I) Gives the caster the level of an elemental creature/item/place. Also gives current strength (concussion hits), natural or magical (proto-elemental) in nature.

15—Type C Element Analysis (I) As *Type A Element Analysis* except applies to type C elements.

16—Elemental Rune Analysis (I) One rune may be safely examined (without setting it off) to determine its general purpose, approximate level, type, and general effect (general means just that, nothing specific).

17—Elemental Symbol Analysis (I) As *Elemental Rune Analysis* except applies to elemental symbols.

18—Elemental Glyph Analysis (I) As *Elemental Rune Analysis* except applies to elemental glyphs.

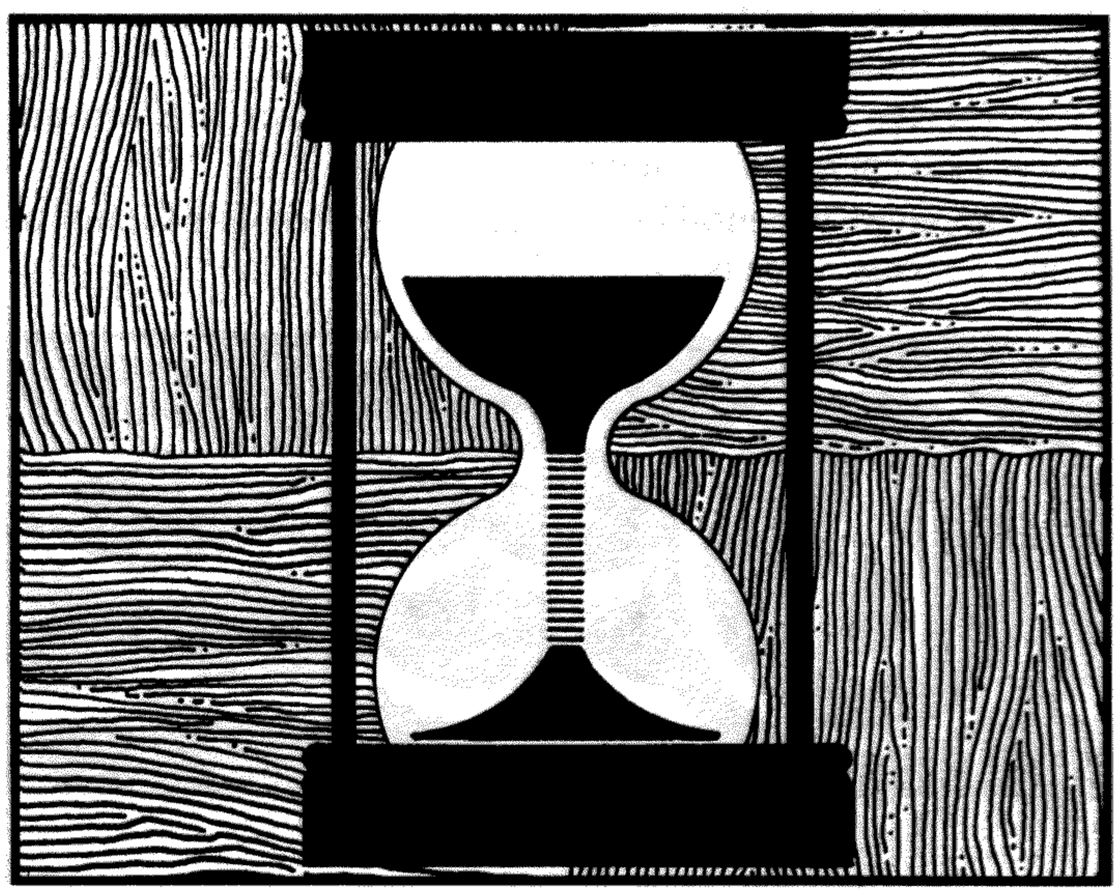
19—Type D Element Analysis (I) As *Type A Element Analysis* except applies to type D elements.

20—Analysis (I) Any of the lower level spells may be used together on one elemental item, creature, person or place.

25—Type E Element Analysis (I) As *Type A Element Analysis* except applies to type E elements.

30—Elemental Ward Analysis (I) As *Elemental Rune Analysis* except applies to elemental wards.

50—Elemental Lore Master (I) Gives an extremely detail analysis on one elemental item, creature, person or place.



ELEMENTAL RUNES (Open) (4.1.5)

Note: *All Rune/Unrune spells on this list refer to "Elemental Runes."*

	Area of Effect	Duration	Range
1—Research	varies	24 hrs	self
2—Rune/Unrune I	varies	until cast	touch
3—Decipher Rune	1 rune	1 rnd/lvl	self
4—Rune/Unrune II	varies	until cast	touch
5—Inscribe	varies	3 rnds	touch
6—Rune/Unrune III	varies	until cast	touch
7—			
8—Rune/Unrune IV	varies	until cast	touch
9—Inscribe True	varies	3 rnds	touch
10—Rune/Unrune V	varies	until cast	touch
11—Multi-Rune II	varies	3 rnds	touch
12—Rune/Unrune VI	varies	until cast	touch
13—			
14—Rune/Unrune VII	varies	until cast	touch
15—Multi-Rune III	varies	3 rnds	touch
16—Rune/Unrune VIII	varies	until cast	touch
17—			
18—Rune/Unrune IX	varies	until cast	touch
19—Multi-Rune IV	varies	3 rnds	touch
20—Rune/Unrune X	varies	until cast	touch
25—Multi-Rune VI	varies	3 rnds	touch
30—Lord Rune/Unrune	varies	until cast	touch
50—Multi-Rune VII	varies	3 rnds	touch

1—Research (I) Allows the caster to know the origins of an elemental rune and 'learn' it as a part of his repertoire.

2—Rune/Unrune I (F) Allows caster to inscribe an elemental spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once (see *ChL* Section 3.7). The caster expends the power points to cast the inscribed spell and the power points to cast the *Rune* spell. *Rune/Unrune I* can only 'inscribe' or 'unscribe' 1st level spells. The rune can be set to affect the reader. Rune paper can be reused.

3—Decipher Rune (I) Allows the caster to decipher an elemental rune (it takes 1 round per level of the rune) and know exactly what it does without setting it off. However, nothing is learned if the decipher spell expires prior to completion of deciphering; this happens when the rune being deciphered is of a higher level than the decipher spell.

4—Rune/Unrune II (F) As *Rune/Unrune I* except a 2nd level elemental rune can be 'inscribed' or 'unscribed'.

5—Inscribe (F) When cast with an *Rune/Unrune* spell **and** the spell to be inscribed, this spell allows the caster to 'inscribe' a Rune of that spell on a surface other than rune paper. The surface must be part of an item that is currently being forged/created; for example, a rune can be inscribed on metal surface of a shield that is being forged. The spells mentioned above must be cast once a day while the item is being created. Such a Rune is good for one reading at which point it must be recharged: power points must be expended equal to the level of the inscribed spell and for the level of the original Rune/Unrune spell **and** a 'hard' static maneuver must be successfully made (modified by the recharger's Rune skill bonus and by -5 per level of the inscribed spell).

6—Rune/Unrune III (F) As *Rune/Unrune I* except a 3rd level elemental rune can be 'inscribed' or 'unscribed'.

8—Rune/Unrune IV (F) As *Rune/Unrune I* except a 4th level elemental rune can be 'inscribed' or 'unscribed'.

9—Inscribe True (F) As *Inscribe* except a non-elemental spell may be 'inscribed'.

10—Rune/Unrune V (F) As *Rune/Unrune I* except a 5th level elemental rune can be 'inscribed' or 'unscribed'.

11—Multi-Rune II (F) Allows caster to 'inscribe' 2 elemental runes simultaneously with the casting/preparation time of the highest level rune. Basically a rune 'phrase'.

12—Rune/Unrune VI (F) As *Rune/Unrune I* except a 6th level elemental rune can be 'inscribed' or 'unscribed'.

14—Rune/Unrune VII (F) As *Rune/Unrune I* except a 7th level elemental rune can be 'inscribed' or 'unscribed'.

15—Multi-Rune III (F) As *Multi-Rune II* except 3 elemental runes may be used.

16—Rune/Unrune VIII (F) As *Rune/Unrune I* except an 8th level elemental rune can be 'inscribed' or 'unscribed'.

18—Rune/Unrune IX (F) As *Rune/Unrune I* except a 9th level elemental rune can be 'inscribed' or 'unscribed'.

19—Multi-Rune IV (F) As *Multi-Rune II* except 4 elemental runes may be used.

20—Rune/Unrune X (F) As *Rune/Unrune I* except a 10th level elemental rune can be 'inscribed' or 'unscribed'.

25—Multi-Rune V (F) As *Multi-Rune II* except 5 elemental runes may be used.

30—Lord Rune/Unrune (F) As *Rune/Unrune I* except a 20th level elemental rune can be 'inscribed' or 'unscribed':

50—Multi-Rune VI (F) As *Multi-Rune II* except 6 elemental runes may be used.

ELEMENTAL SENSES (Open) (4.1.6)

	Area of Effect	Duration	Range
1—			
2—			
3—			
4—Elem. Type A Sense I	1 target	1 min/lvl	100'
5—Elem. Type A Sense II	1 target	1 min/lvl	100'
6—Elem. Type A Sense III	1 target	1 min/lvl	100'
7—Elem. Type A Sense IV	1 target	1 min/lvl	100'
8—Elem. Type B Sense I	1 target	1 min/lvl	100'
9—Elem. Type B Sense II	1 target	1 min/lvl	100'
10—Elem. Type B Sense III	1 target	1 min/lvl	100'
11—Elem. Type B Sense IV	1 target	1 min/lvl	100'
12—Elem. Type C Sense I	1 target	1 min/lvl	100'
13—Elem. Type C Sense II	1 target	1 min/lvl	100'
14—Elem. Type C Sense III	1 target	1 min/lvl	100'
15—Elem. Type C Sense IV	1 target	1 min/lvl	100'
16—Elem. Type D Sense I	1 target	1 min/lvl	100'
17—Elem. Type D Sense II	1 target	1 min/lvl	100'
18—Elem. Type D Sense III	1 target	1 min/lvl	100'
19—Elem. Type D Sense IV	1 target	1 min/lvl	100'
20—Elem. Type E Sense I	1 target	1 min/lvl	100'
25—Elem. Type E Sense II	1 target	1 min/lvl	100'
30—Elem. Type E Sense III	1 target	1 min/lvl	100'
40—Elem. Type E Sense IV	1 target	1 min/lvl	100'
50—Elem. Sense Mastery	1 target	P	100'

4—Elemental Type A Sense I (U) Allows the target to "translate" a type A elemental environment's basic essence into a 'sensory' media which the target can grasp and understand. This allows the target to have one of their primary senses activated and functioning normally in such an environment (i.e., on an elemental plane). Consider: how does one see, hear, feel, smell, or taste when they are on an elemental plane that does not have light, air, earth, etc.

When this spell is activated the caster gives the target one of the following senses: sight – 100' range **or** 2) sound – 200' range **or** smell – 50' range **or** taste – touch **or** feel – touch **or** balance – touch. Ranges may be increased or decreased as to the intensity of the input of the 'sensory' media; thus, an overpowering or over abundance of the 'sensory' media should act as a range multiple in the form of x2, x2.5, x3, etc. This can also work in the opposite direction as a faint or scarce 'sensory' media could provide a range multiple of x.75, x.5, x.25, etc.

5—Elemental Type A Sense II (U) As *Elemental Type A Sense I* except two senses may be activated.

6—Elemental Type A Sense III (U) As *Elemental Type A Sense I* except three senses may be activated.

7—Elemental Type A Sense IV (U) As *Elemental Type A Sense I* except four senses may be activated.

8—Elemental Type B Sense (U) As *Elemental Type A Sense I* except one sense may be activated for a type B elemental environment.

9—Elemental Type B Sense II (U) As *Elemental Type B Sense I* except two senses may be activated.

10—Elemental Type B Sense III (U) As *Elemental Type B Sense I* except three senses may be activated.

11—Elemental Type B Sense IV (U) As *Elemental Type B Sense I* except four senses may be activated.

12—Elemental Type C Sense I (U) As *Elemental Type A Sense I* except one sense may be activated for a type C elemental environment.

13—Elemental Type C Sense II (U) As *Elemental Type C Sense I* except two senses may be activated.

14—Elemental Type C Sense III (U) As *Elemental Type C Sense I* except three senses may be activated.

15—Elemental Type C Sense IV (U) As *Elemental Type C Sense I* except four senses may be activated.

16—Elemental Type D Sense I (U) As *Elemental Type A Sense I* except one sense may be activated for a type D elemental environment.

17—Elemental Type D Sense II (U) As *Elemental Type D Sense I* except two senses may be activated.

18—Elemental Type D Sense III (U) As *Elemental Type D Sense I* except three senses may be activated.

19—Elemental Type D Sense IV (U) As *Elemental Type D Sense I* except four senses may be activated.

20—Elemental Type E Sense I (U) As *Elemental Type A Sense I* except one sense may be activated for a type E elemental environment.

25—Elemental Type E Sense II (U) As *Elemental Type E Sense I* except two senses may be activated.

30—Elemental Type E Sense III (U) As *Elemental Type E Sense I* except three senses may be activated.

40—Elemental Type E Sense IV (U) As *Elemental Type E Sense I* except four senses may be activated.

50—Elemental Sense Mastery (U) As *Elemental Type A Sense I* except six senses are activated for an elemental environment that is either type A, type B, type C, type D, or type E. Duration is permanent **or** until this spell is cast again for another elemental environment.

ELEMENTAL SYMBOLS (Open) (4.1.7)

Note: *All Symbol/Unsymbol spells on this list refer to "Elemental Symbols."*

	Area of Effect	Duration	Range
1—Research	varies	24 hrs	self
2—Symbol/Unsymbol I	varies	P	touch
3—Decipher Symbol	1 symbol	1 rnd/lvl	self
4—Symbol/Unsymbol II	varies	P	touch
5—Inscribe	varies	3 rnds	touch
6—Symbol/Unsymbol III	varies	P	touch
7—			
8—Symbol/Unsymbol IV	varies	P	touch
9—Inscribe True	varies	3 rnds	touch
10—Symbol/Unsymbol V	varies	P	touch
11—Multi-Symbol II	varies	3 rnds	touch
12—Symbol/Unsymbol VI	varies	P	touch
13—			
14—Symbol/Unsymbol VII	varies	P	touch
15—Multi-Symbol III	varies	3 rnds	touch
16—Symbol/Unsymbol VIII	varies	P	touch
17—			
18—Symbol/Unsymbol IX	varies	P	touch
19—Multi-Symbol IV	varies	3 rnds	touch
20—Symbol/Unsymbol X	varies	P	touch
25—Multi-Symbol VI	varies	3 rnds	touch
30—Lord Symbol/Unsymbol	varies	P	touch
50—Multi-Symbol VII	varies	3 rnds	touch

1—Research (I) Allows the caster to know the origins of a elemental symbol and 'learn' it as a part of his repertoire.

2—Symbol/Unsymbol I (F) As *Symbol I* or *Unsymbol I* on the Closed Channeling spell list, Symbolic Ways (*SL* 12.2); except only 1st level elemental spells may be emplaced or removed.

3—Decipher Symbol (I) Allows the caster to decipher an elemental symbol (it takes 1 round per level of the symbol) and know exactly what it does without setting it off. However, nothing is learned if the *Decipher* spell expires prior to completion of deciphering; this happens when the symbol being deciphered is of a higher level than the decipher spell.

4—Symbol/Unsymbol II (F) As *Symbol/Unsymbol I* except a 2nd level elemental symbol can be 'emplaced' or 'removed'.

5—Inscribe (F) As *Inscribe* on the Elemental Runes spell list, except as 'elemental symbol' may be 'emplaced'.

6—Symbol/Unsymbol III (F) As *Symbol/Unsymbol I* except a 3rd level elemental symbol can be 'emplaced' or 'removed'.

8—Symbol/Unsymbol IV (F) As *Symbol/Unsymbol I* except a 4th level elemental symbol can be 'emplaced' or 'removed'.

9—Inscribe True (F) As *Inscribe* except a non-elemental symbol may be 'emplaced'.

10—Symbol/Unsymbol V (F) As *Symbol/Unsymbol I* except a 5th level elemental symbol can be 'emplaced' or 'removed'.

11—Multi-Symbol II (F) Allows caster to 'emplace' 2 elemental symbols simultaneously with the casting/preparation time of the highest level symbol. Basically a symbol 'phrase'.

12—Symbol/Unsymbol VI (F) As *Symbol/Unsymbol I* except a 6th level elemental symbol can be 'emplaced' or 'removed'.

14—Symbol/Unsymbol VII (F) As *Symbol/Unsymbol I* except a 7th level elemental symbol can be 'emplaced' or 'removed'.

15—Multi-Symbol III (F) As *Multi-Symbol II* except 3 elemental symbols may be used.

16—Symbol/Unsymbol VIII (F) As *Symbol/Unsymbol I* except an 8th level elemental symbol can be 'emplaced' or 'removed'.

18—Symbol/Unsymbol IX (F) As *Symbol/Unsymbol I* except a 9th level elemental symbol can be 'emplaced' or 'removed'.

19—Multi-Symbol IV (F) As *Multi-Symbol II* except 4 elemental symbols may be used.

20—Symbol/Unsymbol X (F) As *Symbol/Unsymbol I* except a 10th level elemental symbol can be 'emplaced' or 'removed'.

25—Multi-Symbol V (F) As *Multi-Symbol II* except 5 elemental symbols may be used.

30—Lord Symbol/Unsymbol (F) As *Symbol/Unsymbol I* except a 20th level elemental symbol can be 'emplaced' or 'removed'.

50—Multi-Symbol VI (F) As *Multi-Symbol II* except 6 elemental symbols may be used.

ELEMENTAL WARDS (Open) (4.1.8)

Note: *Wards are like spell trip wires that can cover a large area. They may be 'triggered' by an event of the caster's choosing (e.g., time period, certain movement, certain sounds, touch, etc.). First the ward spell must be cast and then the spell to be 'set' must be cast. At this point the spell is 'set', and its effects start when someone 'triggers' it. Wards can be either normal spells or special wards. Normally, up to a 10'R/level may be 'warded'.*

Note: *All Ward/Unward spells on this list refer to "Elemental Wards."*

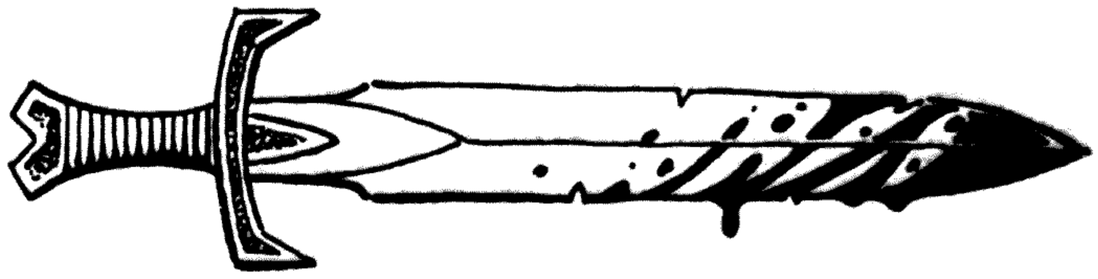
	Area of Effect	Duration	Range
1—Research	touch	24 hrs	self
2—Mold Ward	varies	24 hrs	touch
3—Ward/Unward I	varies	24 hrs	touch
4—Decipher Ward	1 ward	1 rnd/lvl	self
5—Inscribe	varies	3 rnds	touch
6—Ward/Unward II	varies	24 hrs	touch
7—Ward/Unward III	varies	24 hrs	touch
8—Ward/Unward IV	varies	24 hrs	touch
9—Inscribe True	varies	3 rnds	touch
10—Ward/Unward V	varies	24 hrs	touch
11—Multi-Ward II	varies	3 rnds	touch
12—Ward/Unward VI	varies	24 hrs	touch
13—			
14—Ward/Unward VII	varies	24 hrs	touch
15—Multi-Ward III	varies	3 rnds	touch
16—Ward/Unward VIII	varies	24 hrs	touch
17—			
18—Ward/Unward IX	varies	24 hrs	touch
19—Multi-Ward IV	varies	3 rnds	touch
20—Ward/Unward X	varies	24 hrs	touch
25—Multi-Ward VI	varies	3 rnds	touch
30—Lord Ward/Unward	varies	24 hrs	touch
50—Multi-Ward VII	varies	3 rnds	touch

1—Research (I) Allows the caster to know the origins of an elemental ward and 'learn' it as a part of his repertoire.

2—Mold Ward (D) If cast immediately after an elemental ward has been 'imbedded', the caster may conform the area 'warded' into any shape he desires (up to the 10'R/lvl limit).

3—Ward/Unward I (F) Allows caster to 'set' a 1st level elemental spell which is triggered when the warding system is broken. May also be used to 'unset' a 1st level ward. The caster expends the power points to cast the 'Ward' spell and the power points to cast the spell being 'set'.

4—Decipher Ward (I) Allows the caster to decipher an elemental ward (it takes 1 round per level of the ward) and know exactly what it does without setting it off. However, nothing is learned if the *Decipher* spell expires prior to completion of deciphering; this happens when the ward being deciphered is of a higher level than the decipher spell.



5—Inscribe (F) As *Inscribe* on the Elemental Runes spell list, except as 'elemental ward' may be 'inscribed'.

6—Ward/Unward II (F) As *Ward/Unward I* except a 2nd level elemental ward can be 'set' or 'unset'.

7—Ward/Unward III (F) As *Ward/Unward I* except a 3rd level elemental ward can be 'set' or 'unset'.

8—Ward/Unward IV (F) As *Ward/Unward I* except a 4th level elemental ward can be 'set' or 'unset'.

9—Inscribe True (F) As *Inscribe* except a non-elemental ward may be 'inscribed'.

10—Ward/Unward V (F) As *Ward/Unward I* except a 5th level elemental ward can be 'set' or 'unset'.

11—Multi-Ward II (F) Allows caster to 'inscribe' 2 elemental wards simultaneously with the casting/preparation time of the highest level ward. Basically a ward 'phrase'.

12—Ward/Unward VI (F) As *Ward/Unward I* except a 6th level elemental ward can be 'set' or 'unset'.

14—Ward/Unward VII (F) As *Ward/Unward I* except a 7th level elemental ward can be 'set' or 'unset'.

15—Multi-Ward III (F) As *Multi-Ward II* except 3 elemental wards may be used.

16—Ward/Unward VIII (F) As *Ward/Unward I* except an 8th level elemental ward can be 'set' or 'unset'.

18—Ward/Unward IX (F) As *Ward/Unward I* except a 9th level elemental ward can be 'set' or 'unset'.

19—Multi-Ward IV (F) As *Multi-Ward II* except 4 elemental wards may be used.

20—Ward/Unward X (F) As *Ward/Unward I* except a 10th level elemental ward can be 'set' or 'unscribed'.

25—Multi-Ward V (F) As *Multi-Ward II* except 5 elemental wards may be used.

30—Lord Ward/Unward (F) As *Ward/Unward I* except a 20th level elemental ward can be 'set' or 'unscribed'.

50—Multi-Ward VI (F) As *Multi-Ward II* except 6 elemental wards may be used.

LESSER ELEMENTAL AREA ATTACKS
(Open) **(4.1.9)**

	Area of Effect	Duration	Range
1—			
2—			
3—			
4—			
5—Lesser Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
6—			
7—Normal Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
8—Lesser Elem. Storm	100'R	1 min/lvl	100'
9—Greater Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
10—Normal Elem. Storm	100'R	1 min/lvl	100'
11—			
12—Greater Elem. Storm	100'R	1 min/lvl	100'
13—			
14—			
15—Lesser Elem. Field	100'R	1 rnd/lvl	100'
16—			
17—Normal Elem. Field	100'R	1 rnd/lvl	100'
18—			
19—Greater Elem. Field	100'R	1 rnd/lvl	100'
20—Minor Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
25—Minor Elem. Storm	100'R	1 min/lvl	100'
30—Minor Elem. Field	100'R	1 rnd/lvl	100'
50—Elemental Mastery	varies	30 rnds	100'

5—Lesser Elemental Cloud/Fog (E) Creates a 10'R cloud of elemental force, all within the radius take an 'A' critical each round. The critical type is appropriate to the type of elemental force being used (see Section 2.0). The cloud drifts when propelled by an outside force (e.g., wind, gravity, flowing water, etc.). The cloud takes one round to form, so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical; however, after that anyone within the radius while the spell is still active takes an 'A' critical (maximum of one per round).

7—Normal Elemental Cloud/Fog (E) As *Lesser Elemental Cloud/Fog* except delivers 'B' criticals.

8—Lesser Elemental Storm (E) Creates an elemental storm. Within the area of effect there are random elemental force winds (25-60 MPH) **and** random elemental force bolts. A target struck by elemental force winds takes an 'A' critical. A target struck by an elemental force bolt is subjected to an +25 large attack using the Lesser Elemental Force Attack Table 9.3. To determine if a target is hit during a given round, roll 1D10 — if the result is "1", the target has been hit by an elemental bolt; if the result is "2" or "3", the target has been hit by an elemental wind. The storm drifts when propelled by an outside force (e.g., wind, gravity, flowing water, etc.). The storm takes 1-5 rounds to form, so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking damage.

9—Greater Elemental Cloud/Fog (E) As *Lesser Elemental Cloud/Fog* except delivers 'C' criticals.

10—Normal Elemental Storm (E) As *Lesser Elemental Storm* except elemental winds inflict 'B' criticals **and** elemental bolt attacks use the Normal Elemental Force Attack Table 9.4.

12—Greater Elemental Storm (E) As *Lesser Elemental Storm* except elemental winds inflict 'C' criticals **and** elemental bolt attacks use the Greater Elemental Force Attack Table 9.5.

15—Lesser Elemental Field (E) Creates an elemental field that effects spells of the same "type" as the field (e.g., fire elemental spells in a fire field). When a caster is within the radius of the field, such a spell is treated as being one level lower (minimum of 1st level) than it actually is for the purposes of spell casting (i.e., PPs, preparation, ESF, etc.). For example, a *Lesser Elemental Cloud/Fog* for heat cast by a spell user in a *Lesser Elemental Field* for heat would be treated as a 4th level spell for the purposes of spell casting (5th level - 1 for being in a heat Field). While in the field, casters of other elemental type spells have the level of those spells *increased* by one.

Only one Field of a given element type may be applicable at one time in a given area; but, Fields of *different* elemental types may be applicable at the same time in the same area. In the example above, if the spell caster were also in a Lesser Elemental Field for earth, the spell would be treated as being 5th level (5th level - 1 for the heat Field + 1 for the earth Field).

17—Normal Elemental Field (E) As *Lesser Elemental Field* except the level change is 2.

19—Greater Elemental Field (E) As *Lesser Elemental Field* except the level change is 4.

20—Minor Elemental Cloud/Fog (E) As *Lesser Elemental Cloud/Fog* except inflicts 'D' criticals.

25—Minor Elemental Storm (E) As *Lesser Elemental Storm* except elemental winds inflict 'D' criticals **and** elemental bolt attacks use the Minor Elemental Force Attack Table 9.6.

30—Minor Elemental Field (E) As *Lesser Elemental Field* except the level change is 6.

50—Elemental Mastery (F) Caster can cast one 10th level or lower level spell on this list each round.

LESSER ELEMENTAL ATTACKS
(Open) **(4.1.10)**

	Area of Effect	Duration	Range
1—			
2—			
3—			
4—			
5—Lesser Elemental Bolt	1 target	——	100'
6—			
7—Normal Elemental Bolt	1 target	——	100'
8—Lesser Elemental Ball	10'R	——	100'
9—Greater Elemental Bolt	1 target	——	100'
10—Normal Elemental Ball	10'R	——	100'
11—			
12—Greater Elemental Ball	10'R	——	100'
13—			
14—			
15—Lesser Elemental Cone	varies	——	100'
16—			
17—Normal Elemental Cone	varies	——	100'
18—			
19—Greater Elemental Cone	varies	——	100'
20—Minor Elemental Bolt	1 target	——	100'
25—Minor Elemental Ball	10'R	——	100'
30—Minor Elemental Cone	varies	——	100'
50—Elemental Mastery	1 target	30 rnds	100'

5—Lesser Elemental Bolt (E) A bolt of elemental force is shot from the palm of the caster; results are determined on the Lesser Elemental Force Attack Table 9.3. Criticals are determined by the type of the elemental force being used. See Section 9.1 for guidelines for resolving such an attack.

7—Normal Elemental Bolt (E) As *Lesser Elemental Bolt* except the Normal Elemental Force Attack Table 9.4 is used.

8—Lesser Elemental Ball (E) A 1' ball of elemental force is shot from the palm of the caster, it explodes to affect a 10'R area; results are determined on the Lesser Elemental Force Attack Table 9.3 with a maximum result that is one lower than normal. Criticals are determined by the type of the elemental force being used. See Section 9.1 for guidelines for resolving such an attack.



9—Greater Elemental Bolt (E) As *Lesser Elemental Bolt* except the Greater Elemental Force Attack Table 9.5 is used.

10—Normal Elemental Ball (E) As *Lesser Elemental Ball* except the Normal Elemental Force Attack Table 9.4 is used.

12—Greater Elemental Ball (E) As *Lesser Elemental Ball* except the Greater Elemental Force Attack Table 9.5 is used.

15—Lesser Elemental Cone (E) An elemental force cone attack is shot from the palm of the caster; results are determined on the Lesser Elemental Force Attack Table 9.3 with a maximum result that is one lower than normal. Criticals are determined by the type of the elemental force being used. See Sections 12.0 and 9.1 for guidelines for resolving such an attack.

17—Normal Elemental Cone (E) As *Lesser Elemental Cone* except the Normal Elemental Force Attack Table 9.4 is used.

19—Greater Elemental Cone (E) As *Lesser Elemental Cone* except the Greater Elemental Force Attack Table 9.5 is used.

20—Minor Elemental Bolt (E) As *Lesser Elemental Bolt* except the Minor Elemental Force Attack Table 9.6 is used.

25—Minor Elemental Ball (E) As *Lesser Elemental Ball* except the Minor Elemental Force Attack Table 9.6 is used.

30—Minor Elemental Cone (E) As *Lesser Elemental Cone* except the Minor Elemental Force Attack Table 9.6 is used.

50—Elemental Mastery (F) Caster can use one 10th level or lower level spell on this list each round.

LESSER ELEMENTAL ITEMS

(Open) **(4.1.11)**

Note: *The effects of the spells with the same name on this list are non-cumulative (i.e., an individual may use one shield spell at a time, only one armor spell, and only one weapon spell).*

	Area of Effect	Duration	Range
1—			
2—			
3—			
4—			
5—Lesser Elemental Shield	1 item	1 min/lvl	touch
6—			
7—Normal Elemental Shield	1 item	1 min/lvl	touch
8—Lesser Elemental Armor	1 item	1 min/lvl	touch
9—Greater Elemental Shield	1 item	1 min/lvl	touch
10—Normal Elemental Armor	1 item	1 min/lvl	touch
11—			
12—Greater Elemental Armor	1 item	1 min/lvl	touch
13—			
14—			
15—Lesser Elemental Weapon	1 item	1 min/lvl	touch
16—			
17—Normal Elemental Weapon	1 item	1 min/lvl	touch
18—			
19—Greater Elemental Weapon	1 item	1 min/lvl	touch
20—Minor Elemental Shield	1 item	1 min/lvl	touch
25—Minor Elemental Armor	1 item	1 min/lvl	touch
30—Minor Elemental Weapon	1 item	1 min/lvl	touch
50—Elemental Mastery	varies	30 rnds	touch

5—Lesser Elemental Shield (F) Allows caster to enchant a shield with elemental force. This gives the shield a +5 bonus: to DB and against directed elemental attacks (e.g., bolts). If a shield bash attack with such a shield delivers a normal critical, it also inflicts an 'A' critical of the appropriate elemental type.

7—Normal Elemental Shield (F) As *Lesser Elemental Shield* except the bonus is +10 **and** a shield bash can inflict an additional 'B' critical.

8—Lesser Elemental Armor (F) Allows the caster to enchant armor with elemental force. This gives the armor a +5 bonus: to DB and against directed elemental attacks (e.g., bolts). If the wearer of such armor is casting a elemental spell of the exact same element type, he is not affected by the armor's ESF mods (see SL Section 10.9.2). For example, a spell user is wearing AT 9 that has a *Lesser Elemental Armor* spell for ice cast on it; if he then casts an *Ice Bolt* spell, he does not suffer the normal ESF mod of 15 for the AT 9.

9—Greater Elemental Shield (F) As *Lesser Elemental Shield* except the bonus is +15 **and** a shield bash can inflict an additional 'C' critical.

10—Normal Elemental Armor (F) As *Lesser Elemental Armor* except the bonus is +10.

12—Greater Elemental Armor (F) As *Lesser Elemental Armor* except the bonus is +15.

15—Lesser Elemental Weapon (F) Allows caster to enchant a weapon with elemental force. This gives the weapon an additional +5 OB. If an attack with such a weapon delivers a normal critical, it also inflicts an 'A' critical of the appropriate elemental type.

17—Normal Elemental Weapon (F) As *Lesser Elemental Weapon* except the bonus is +10 **and** the weapon can inflict an additional 'B' critical.

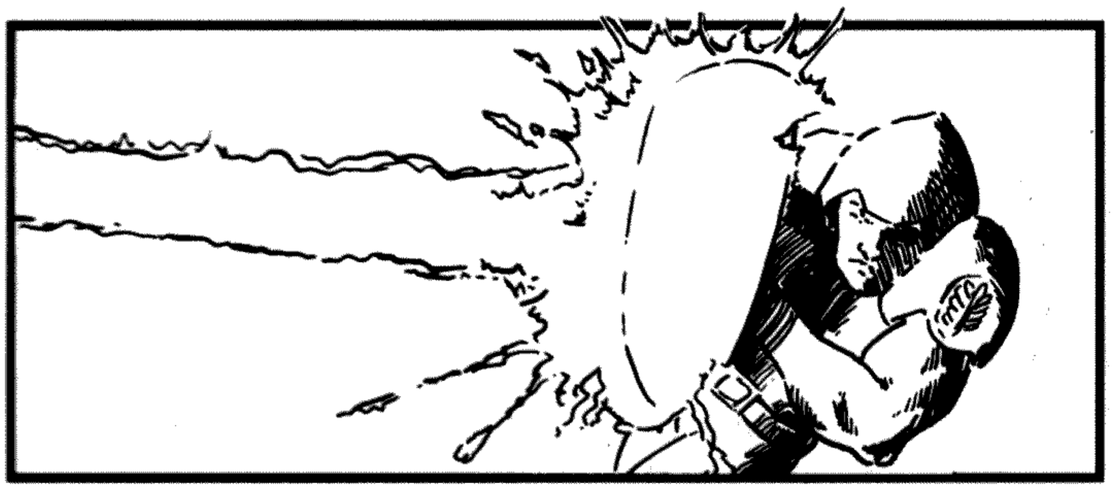
19—Greater Elemental Weapon (F) As *Lesser Elemental Weapon* except the bonus is +15 **and** the weapon can inflict an additional 'C' critical.

20—Minor Elemental Shield (F) As *Lesser Elemental Shield* except the bonus is +20 **and** a shield bash can inflict an additional 'D' critical.

25—Minor Elemental Armor (F) As *Lesser Elemental Armor* except the bonus is +20.

30—Minor Elemental Weapon (F) As *Lesser Elemental Weapon* except the bonus is +20 **and** the weapon can inflict an additional 'D' critical.

50—Elemental Mastery (F) Caster can use one 10th level or lower level spell on this list each round.



LESSER ELEMENTAL MOBILE BARRIERS (Open) (4.1.12)

	Area of Effect	Duration	Range
1—			
2—			
3—			
4—			
5—Lesser Elem. Touch	1 target	1 rnd/lvl	100'
6—			
7—Normal Elem. Touch	1 target	1 rnd/lvl	100'
8—Lesser Elem. Entangle	10'R	1 rnd/lvl	100'
9—Greater Elem. Touch	1 target	1 rnd/lvl	100'
10—Normal Elem. Entangle	20'R	1 rnd/lvl	100'
11—			
12—Greater Elem. Entangle	30'R	1 rnd/lvl	100'
13—			
14—			
15—Lesser Elem. Bond	1 target	1 rnd/lvl	100'
16—			
17—Normal Elem. Bond	1 target	1 rnd/lvl	100'
18—			
19—Greater Elem. Bond	1 target	1 rnd/lvl	100'
20—Minor Elem. Touch	1 target	1 rnd/lvl	100'
25—Minor Elem. Entangle	40'R	1 rnd/lvl	100'
30—Minor Elem. Bond	1 target	1 rnd/lvl	100'
50—Elemental Mastery	varies	30 rnds	100'

5—Lesser Elemental Touch (F) Allows the caster to surround a target (up to a 10'R in volume) with elemental force that conforms itself to the target's outer surface. Anyone or anything touching this "coating" will be subjected to a +50 small attack (elemental bolt attack) using the Lesser Elemental Force Attack Table 9.3. If the target is a creature or special item, it receives a RR roll to avoid being coated; if it fails, it is coated and at -25 to activity (but is not harmed by the coating).

7—Normal Elemental Touch (F) As *Lesser Elemental Touch* except it uses the Normal Elemental Force Attack Table 9.4.

8—Lesser Elemental Entangle (E) Creates a area/sphere of elemental "entanglement"; caster can determine its exact size and shape as long as it is no larger than a 10'R sphere. This "sphere" consists of a hollow interior surrounded by interlacing lines of elemental force (they are visible and pulsate with power). If the caster is within 100' and concentrates, he can move the sphere 10'/rnd; otherwise, the sphere drifts when propelled by an outside force (e.g., wind, gravity, flowing water, etc.). Anything/anyone inside the sphere will remain inside unless an active attempt to exit is made. Anyone/anything passing through the lines of elemental force will be subjected to a +75 medium attack (elemental bolt attack) using the Lesser Elemental Force Attack Table 9.3. The sphere takes one round to form, so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical.

9—Greater Elemental Touch (F) As *Lesser Elemental Touch* except it uses the Greater Elemental Force Attack Table 9.5.

10—Normal Elemental Entangle (E) As *Lesser Elemental Entangle* except the Normal Elemental Force Attack Table 9.4 is used **and** the size limit is a 20'R sphere.

12—Greater Elemental Entangle (E) As *Lesser Elemental Entangle* except the Greater Elemental Force Attack Table 9.5 is used **and** the size limit is a 30'R sphere.

15—Lesser Elemental Bond (F) Binds a target with elemental force lines. The elemental bonds restrict the movement of the target: for a humanoid, arms are pinned at sides (ESF rules apply), but legs may achieve a shuffled walk at half normal walking pace —objects may be "bound in place." If the bonds are severed, target is the center of a +20 medium elemental ball attack (10'R) using the Lesser Elemental Force Attack Table 9.3. If the target is a creature or special item, it receives a RR roll to avoid being bound.

17—Normal Elemental Bond (F) As *Lesser Elemental Bond* except the Normal Elemental Force Attack Table 9.4 is used.

19—Greater Elemental Bond (F) As *Lesser Elemental Bond* except the Greater Elemental Force Attack Table 9.5 is used.

20—Minor Elemental Touch (F) As *Lesser Elemental Touch* except it uses the Minor Elemental Force Attack Table 9.6..

25—Minor Elemental Entangle (E) As *Lesser Elemental Entangle* except the Minor Elemental Force Attack Table 9.6 is used **and** the size limit is a 40'R sphere..

30—Minor Elemental Bond (F) As *Lesser Elemental Bond* except the Minor Elemental Force Attack Table 9.6 is used..

50—Elemental Mastery (F) Caster can use one 10th level or lower level spell on this list each round.

LESSER ELEMENTAL NON-MOBILE BARRIER (Open) (4.1.13)

Note: *All the spells on this list are non-mobile.*

	Area of Effect	Duration	Range
1—			
2—			
3—			
4—			
5—Lesser Elem. Wall	10'x10'x2'	1 rnd/lvl	100'
6—			
7—Normal Elem. Wall	20'x10'x2'	1 rnd/lvl	100'
8—Lesser Elem. Circle	10'Rx10'x6"	1 rnd/lvl	self
9—Greater Elem. Wall	30'x10'x2'	1 rnd/lvl	100'
10—Normal Elem. Circle	20'Rx10'x6"	1 rnd/lvl	self
11—			
12—Greater Elem. Circle	30'Rx10'x6"	1 rnd/lvl	self
13—			
14—			
15—Lesser Elem. Enshroud	1 target	1 rnd/lvl	100'
16—			
17—Normal Elem. Enshroud	1 target	1 rnd/lvl	100'
18—			
19—Greater Elem. Enshroud	1 target	1 rnd/lvl	100'
20—Minor Elem. Wall	40'x10'x2'	1 rnd/lvl	100'
25—Minor Elem. Circle	40'Rx10'x6"	1 rnd/lvl	self
30—Minor Elem. Enshroud	1 target	1 rnd/lvl	100'
50—Elemental Mastery	varies	30 rnds	100'

5—Lesser Elemental Wall (E) Creates a wall composed of elemental force. Anyone passing through it takes an 'A' critical of the appropriate type for the elemental force being used. In addition, special effects for the element type of the wall are applicable (e.g., earth and ice walls stop normal movement, water and air walls slow movement, dark walls stop vision through them, etc.).

7—Normal Elemental Wall (E) As *Lesser Elemental Wall* except delivers 'B' criticals **and** length + height can be up to 30' (length may not exceed 20', height may not exceed 20'.

8—Lesser Elemental Circle (E) As *Lesser Elemental Wall* except the wall is 10' high and forms a 10'R cylinder (6" thick) with the caster at the center. The elemental circle inflicts an 'A' critical to anyone passing through it.

9—Greater Elemental Wall (E) As *Lesser Elemental Wall* except delivers 'C' criticals **and** length + height can be up to 40' (length may not exceed 30', height may not exceed 30'.

10—Normal Elemental Circle (E) As *Lesser Elemental Circle* except delivers 'B' criticals **and and** radius + height can be up to 30' (radius may not exceed 20', height may not exceed 20').

12—Greater Elemental Circle (E) As *Lesser Elemental Circle* except delivers 'C' criticals **and** radius + height can be up to 40' (radius may not exceed 30', height may not exceed 30').

15—Lesser Elemental Enshroud (F) Creates a 2'R elemental barrier around 1 target. Anyone passing through it takes a +50 medium elemental bolt attack using the Lesser Elemental Force Attack Table 9.3. In addition, special effects for the element type of the wall are applicable (e.g., earth and ice walls stop normal movement, water and air walls slow movement, dark walls stop vision through them, etc.). Any spells attempting to "cross" the barrier must make a RR versus the level of the Enshroud spell. If the target is a creature or special item, it receives a RR roll to avoid being enshrouded.

17—Normal Elemental Enshroud (F) As *Lesser Elemental Enshroud* except the Normal Elemental Force Attack Table 9.4 is used

19—Greater Elemental Enshroud (F) As *Lesser Elemental Enshroud* except the Greater Elemental Force Attack Table 9.5 is used

20—Minor Elemental Wall (E) As *Lesser Elemental Wall* except delivers 'D' criticals **and** length + height can be up to 50' (length may not exceed 40', height may not exceed 40').

25—Minor Elemental Circle (E) As *Lesser Elemental Circle* except delivers 'D' criticals **and** radius + height can be up to 50' (radius may not exceed 40', height may not exceed 40').

30—Minor Elemental Enshroud (F) As *Lesser Elemental Enshroud* except the Minor Elemental Force Attack Table 9.6 is used

50—Elemental Mastery (F) Caster can use one 10th level or lower level spell on this list each round.

LESSER ELEMENTAL PROTECTION (Open) (4.1.14)

Note: *The effects of spells with the same names on this list are non-cumulative.*

	Area of Effect	Duration	Range
1—			
2—			
3—			
4—			
5—Lesser Elem. Resistance	1 target	1 min/lvl	100'
6—			
7—Normal Elem. Resistance	1 target	1 min/lvl	100'
8—Lesser Elem. Protection	1 target	1 min/lvl	100'
9—Greater Elem. Resistance	1 target	1 min/lvl	100'
10—Normal Elem. Protection	1 target	1 min/lvl	100'
11—			
12—Greater Elem. Protection	1 target	1 min/lvl	100'
13—			
14—			
15—Lesser Elem. Immolation	1 target	1 min/lvl	100'
16—			
17—Normal Elem. Immolation	1 target	1 min/lvl	100'
18—			
19—Greater Elem. Immolation	1 target	1 min/lvl	100'
20—Minor Elem. Resistance	1 target	1 min/lvl	100'
25—Minor Elem. Protection	1 target	1 min/lvl	100'
30—Minor Elem. Immolation	1 target	1 min/lvl	100'
50—Elemental Mastery	1 target	30 rnds	100'

5—Lesser Elemental Resistance (D) Gives the target +5 RR bonus versus proto-elemental poisoning and elemental spells requiring RRs.

7—Normal Elemental Resistance (D) As *Lesser Elemental Resistance* except the bonus is +10.

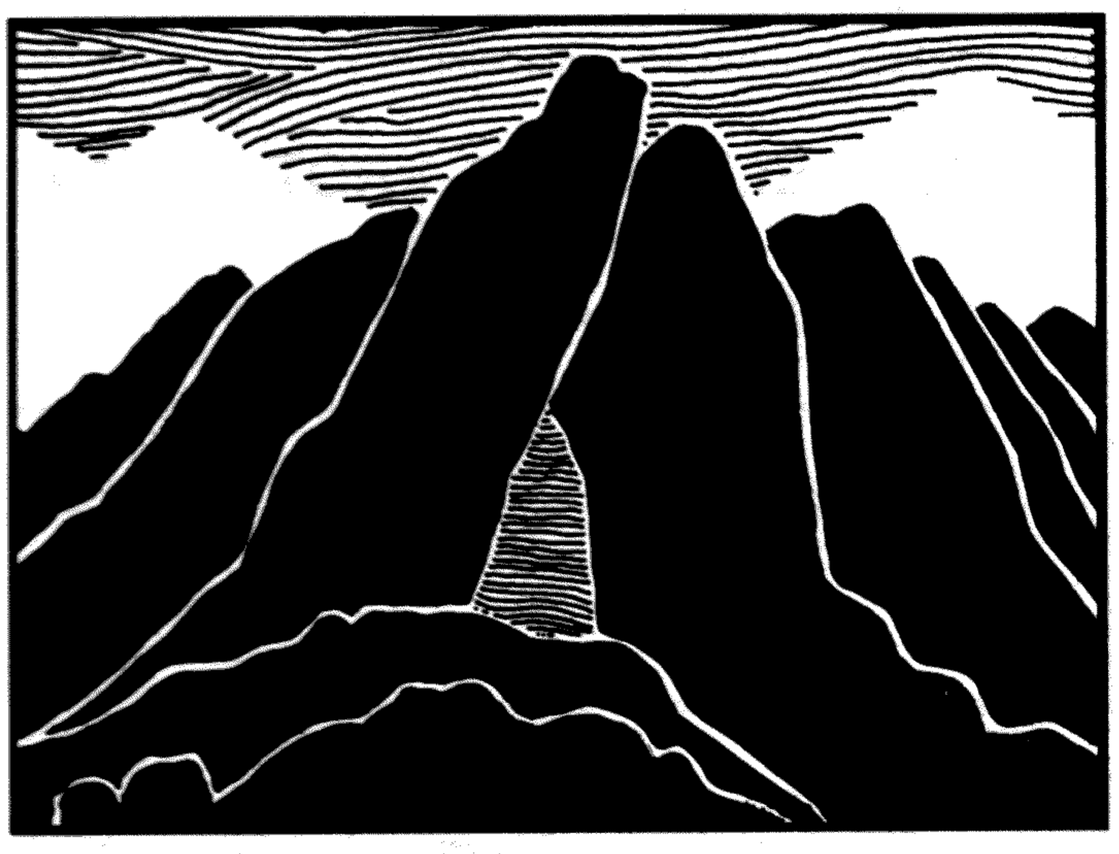
8—Lesser Elemental Protection (D) Gives the target a +10 bonus against all elemental attacks. All criticals resulting from elemental attacks using the exact same elemental force as this Protection spell are reduced by one severity level (i.e., 'A' criticals becomes no critical, 'B' criticals becomes 'A' criticals, etc.).

9—Greater Elemental Resistance (D) As *Lesser Elemental Resistance* except the bonus is +15.

10—Normal Elemental Protection (D) As *Lesser Elemental Protection* except the bonus is +15 **and** the critical severity is lowered two levels.

12—Greater Elemental Protection (D) As *Lesser Elemental Protection* except the bonus is +20 **and** the critical severity is lowered three levels.

15—Lesser Elemental Immolation (D) Helps the target survive in an elemental environment of the exact same element type as this spell: target can see normally, target can breathe normally, etc. The elemental environment is still poisonous to the target (see Section 15.0), but this spell also has the effects of as *Lesser Elemental Resistance* and *Lesser Elemental Protection.*



17—Normal Elemental Immolation (D) As *Lesser Elemental Immolation* except has the effects of *Normal Elemental Resistance* and *Normal Elemental Protection.*

19—Greater Elemental Immolation (D) As *Lesser Elemental Immolation* except has the effects of *Greater Elemental Resistance* and *Greater Elemental Protection.*

20—Minor Elemental Resistance (D) As *Lesser Elemental Resistance* except the bonus is +20.

25—Minor Elemental Protection (D) As *Lesser Elemental Protection* except the bonus is +25 **and** the critical severity is lowered four levels.

30—Minor Elemental Immolation (D) As *Lesser Elemental Immolation* except has the effects of *Minor Elemental Resistance* and *Minor Elemental Protection.*

50—Elemental Mastery (F) Caster can use one 10th level or lower level spell on this list each round.

LESSER ELEMENTAL SUMMONING

(Open) **(4.1.15)**

	Area of Effect	Duration	Range
1—Lesser Wispling	—	10 min/lvl	100'
2—			
3—Normal Wispling	—	10 min/lvl	100'
4—			
5—Lesser Server Elemental	—	10 min/lvl	100'
6—Greater Wispling	—	10 min/lvl	100'
7—Normal Server Elemental	—	10 min/lvl	100'
8—Lesser Elemental Beast	—	10 min/lvl	100'
9—Greater Server Elemental	—	10 min/lvl	100'
10—Normal Elemental Beast	—	10 min/lvl	100'
11—			
12—Greater Elemental Beast	—	10 min/lvl	100'
13—			
14—			
15—Lesser Elemental Being	—	10 min/lvl	100'
16—			
17—Normal Elemental Being	—	10 min/lvl	100'
18—			
19—Greater Elemental Being	—	10 min/lvl	100'
20—Minor Server Elemental	—	10 min/lvl	100'
25—Minor Elemental Beast	—	10 min/lvl	100'
30—Minor Elemental Being	—	10 min/lvl	100'
50—Elemental Mastery	varies	30 rnds	100'

1—Lesser Wispling (F) Summons a weak Wispling (see Section 6.0). The caster can then control the Wispling and/or view the world through its senses by concentrating on it. Wispling uses the Lesser Elemental Force Attack Table 9.3 (i.e., it does **not** consist of proto-elemental material).

3—Normal Wispling (F) As *Lesser Wispling* except summons a normal Wispling that uses the Normal Elemental Attack Table 9.4.

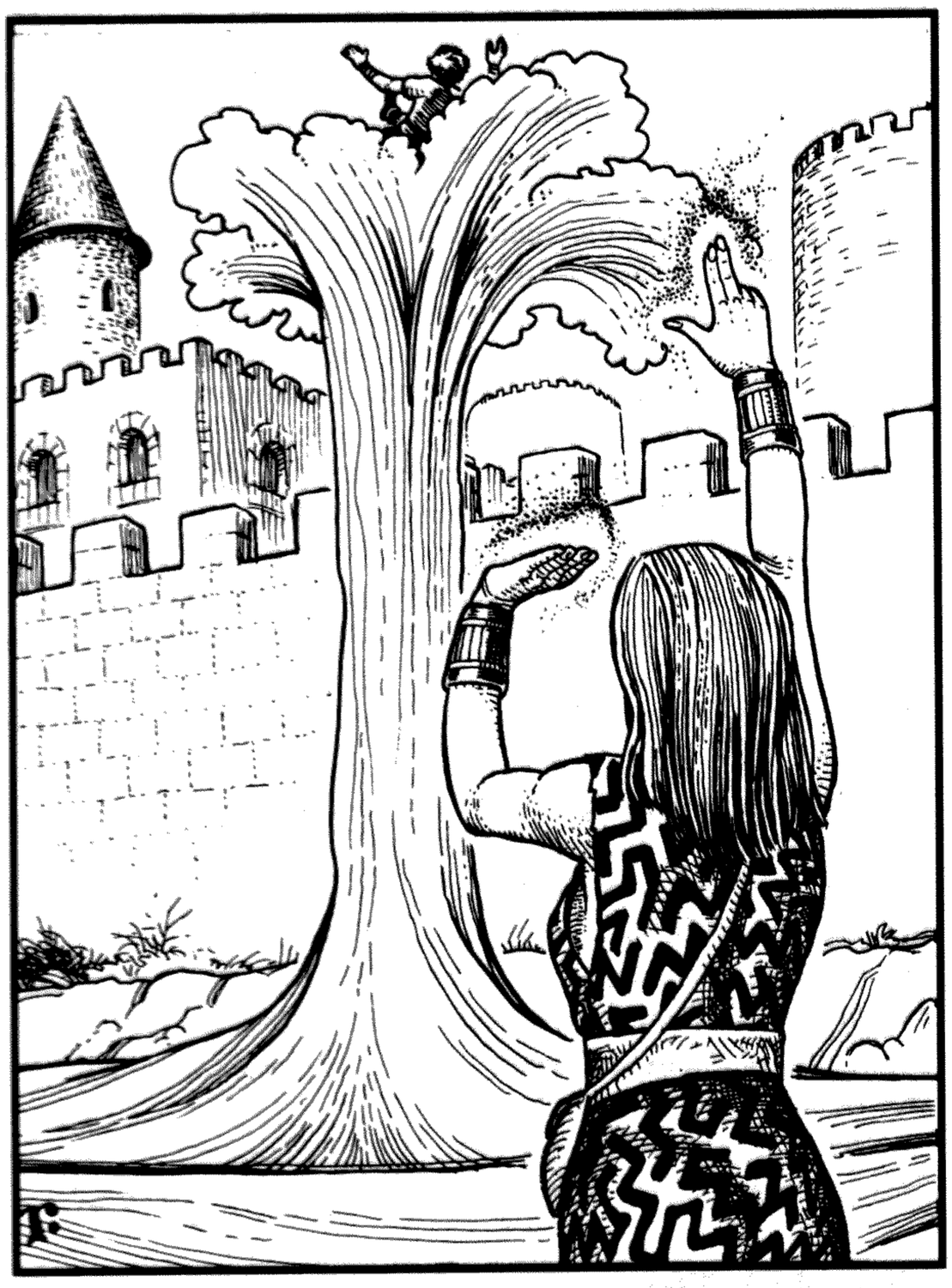
5—Lesser Server Elemental (F) As *Lesser Wispling* except summons a weak Riding Elemental **or** a weak Servant Elemental (caster's choice). Elemental uses the Lesser Elemental Force Attack Table 9.3 (i.e., it does **not** consist of proto-elemental material).

6—Greater Wispling (F) As *Lesser Wispling* except summons a strong Wispling that uses the Greater Elemental Attack Table 9.5.

7—Normal Server Elemental (F) As *Lesser Wispling* except summons a normal Riding Elemental **or** a normal Servant Elemental (caster's choice). Elemental uses the Normal Elemental Force Attack Table 9.4.

8—Lesser Elemental Beast (F) Summons a random weak elemental beast (i.e., non-intelligent): a non-intelligent elemental, a zephyr hound, a elemental serpent, etc. (see Section 6.0). The GM should roll to see what specific type of beast is summoned. The summoned beast is **not** under the caster's control unless some sort of control/master spell is successfully cast (e.g., *Control Type A Elemental, Master Type C Elemental*, etc.). Normally, the creature only disappears after the duration of the spell expires. The caster can determine the duration when the spell is cast, but he cannot 'cancel' the beast before the duration expires. Beast uses the Lesser Elemental Force Attack Table 9.3 (i.e., normally, it does **not** consist of proto-elemental material).

9—Greater Server Elemental (F) As *Lesser Wispling* except summons a strong Riding Elemental **or** a strong Servant Elemental (caster's choice). Elemental uses the Greater Elemental Force Attack Table 9.5.



10—Normal Elemental Beast (F) As *Lesser Elemental Beast* except summons a normal elemental beast. Beast uses the Normal Elemental Force Attack Table 9.4.

12—Greater Elemental Beast (F) As *Lesser Elemental Beast* except summons a strong elemental beast. Beast uses the Greater Elemental Force Attack Table 9.5.

15—Lesser Elemental Being (F) As *Lesser Elemental Beast* except summons a weak (or young) elemental being. Elemental being include: Dragons, elemental Giants, intelligent elementals, guardian elementals, etc. Being uses the Lesser Elemental Force Attack Table 9.3 (i.e., normally, it does **not** consist of proto-elemental material).

17—Normal Elemental Being (F) As *Lesser Elemental Being* except summons a normal (or mature) elemental being. Being uses the Normal Elemental Force Attack Table 9.4.

19—Greater Elemental Being (F) As *Lesser Elemental Being* except summons a strong (or old) elemental being. Being uses the Greater Elemental Force Attack Table 9.5.

20—Minor Server Elemental (F) As *Lesser Server Elemental* except server uses the Minor Elemental Force Attack Table 9.6 (i.e., normally, it does consist of proto-elemental material).

25—Minor Elemental Beast (F) As *Lesser Elemental Beast* except beast uses the Minor Elemental Force Attack Table 9.6 (i.e., normally, it does consist of proto-elemental material).

30—Minor Elemental Being (F) As *Lesser Elemental Being* except being uses the Minor Elemental Force Attack Table 9.6 (i.e., normally, it does consist of proto-elemental material).

50—Elemental Mastery (F) Caster can use one 10th level or lower level spell on this list each round.

4.2 CLOSED ELEMENTAL SPELL LISTS

DELAYED SPELL ENHANCEMENT

(Closed) **(4.2.1)**

	Area of Effect	Duration	Range
1—Delay I	varies	3 rnds	self
2—			
3—Delay II	varies	3 rnds	self
4—			
5—Delay III	varies	3 rnds	self
6—			
7—			
8—Delay IV	varies	3 rnds	self
9—			
10—Delay V	varies	3 rnds	self
11—			
12—Delay VI	varies	3 rnds	self
13—			
14—			
15—Delay VII	varies	3 rnds	self
16—			
17—Delay VIII	varies	3 rnds	self
18—			
19—			
20—Delay IX	varies	3 rnds	self
25—Delay X	varies	3 rnds	self
30—Delay True	varies	3 rnds	self
50—Delay Mastery	varies	3 rnds	self

1—Delay I (U) Allows the caster's next spell cast within three rounds to be delayed up to 1 hour; it can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, violent action, occurrence of a specific event, etc.

3—Delay II (U) As *Delay I* except delay can be up to 3 hrs.

5—Delay III (U) As *Delay I* except delay can be up to 6 hrs.

8—Delay IV (U) As *Delay I* except delay can be up to 12 hrs.

10—Delay V (U) As *Delay I* except delay can be up to 1 day.

12—Delay VI (U) As *Delay I* except delay can be up to 1 week.

15—Delay VII (U) As *Delay I* except delay can be up to 3 weeks.

17—Delay VIII (U) As *Delay I* except delay can be up to 1 month.

20—Delay IX (U) As *Delay I* except delay can be up to 6 months.

25—Delay X (U) As *Delay I* except delay can be up to 1 year.

30—Delay True (U) As *Delay I* except delay can be up to 1 year/lvl.

50—Delay Mastery (U) As *Delay I* except delay can be up to 10 year/lvl.



ELEMENTAL ABSORPTION
(Closed) **(4.2.2)**

	Area of Effect	Duration	Range
1—			
2—			
3—Control Element I	1'R	1 min/lvl	100'
4—			
5—			
6—			
7—Elem. Absorption I	2'R(≈33cu')	—	100'
8—			
9—			
10—Control Element II	10'R	1 min/lvl	100'
11—			
12—			
13—			
14—			
15—Elem. Absorption II	3'R(≈113cu')	—	100'
16—			
17—			
18—			
19—			
20—Control Element III	10'R/lvl	1 min/lvl	100'
25—Elem. Absorption III	4'R(≈269cu')	—	100'
30—Control Element True	100'R/lvl	1 min/lvl	100'
50—Elem. Absorption True	5'R(≈525cu')	—	100'

3—Control Element I (M) Allows the caster to control all raw or free floating elemental force of a specified type within a 1'R area. This control stops the elemental force from moving about, consuming material around it, giving critical damage, etc. For example, if this spell is cast for the fire element, the caster can stop a small fire from consuming material in an area up to 1'R. Note that this only stop more damage from happening, it does not undo damage that has already occurred.

7—Elemental Absorption I (F) Allows the caster to absorb a specified elemental force within a 1'R volume. This absorbed elemental energy may be used in one of two ways:

1 — Every 1 cu' of absorbed elemental force may be converted into a special, separate pool of power points: # of PPs = 1 PP per cu' absorbed. This pool of PPs may never exceed the caster's intrinsic power point total. PPs from this pool may only be used to cast elemental spells of the same element type as the absorbed elemental force. In addition, the absorbed elemental force flows around the caster's body, creating a glow which increases caster's Presence bonus for non-spell casting purposes by an amount equal to the PP increase (max. of +25) **and** it increases the caster's RR bonus versus proto-elemental poisoning (by *opposing* elemental forces) by an amount equal to the caster's level times the cu' absorbed. The caster loses 1 PP from this pool of PPs each round, thus the PPs, the presence bonus, and the RR bonus are decreased 1 point/round (in addition to PP lose due to spell casting). **Note:** *The caster is subject to proto-elemental poisoning from the elemental absorption (see Section 15.0) and should take appropriate precautionary measures.* **Note:** *A 2'R volume completely full of elemental force is ≈33.6 cu', rounded down to 33 cu' (volume of a sphere is (4π / 3) x radius).* For example, a 9th level High Elementalist of Ice with 27 intrinsic PPs uses this spell to absorb 30 cu' of elemental ice. This gives the caster a pool of 27 PPs for casting elemental spells of ice (he could have gotten 30, but he is limited by his intrinsic PPs), a +25 Presence bonus, and a +30 RR versus fire proto-elemental poisoning (fire is the opposing element of ice).

2 — The absorbed elemental force may be converted into hit points when absorbed by an *elemental creature* of the same elemental type. For every 1 cu' absorbed the elemental creature's concussion hit total increases by one. When an elemental creature's hit point total exceeds the maximum hit point total for its "size" (see Section 6.0), the elemental creature's size is increased. Thus if a weak ice elemental servant's hit total increases by 10, the weak ice elemental becomes a normal ice elemental servant. A strong elemental of a specified type can never increase its "size", it can only gain more concussion hits. An elemental may not increase its hits by more than 100% by using this technique.

10—Control Element II (M) As *Control Element I* except area of effect is a 10'R .

15—Elemental Absorption II (M) As *Elemental Absorption I* except area of effect is increased to 3'R (up to ≈113 cu').

20—Control Element III (M) As *Control Element I* except area of effect is a 10'R/lvl.

25—Elemental Absorption III (M) As *Elemental Absorption I* except area of effect is increased to 4'R (up to ≈269 cu').

30—Control Element True (M) As *Control Element I* except area of effect is a 100'R/lvl.

50—Elemental Absorption True (M) As *Elemental Absorption I* except area of effect is increased to 5'R (up to ≈525 cu').

ELEMENTAL ATTACK ENHANCEMENT
(Closed) **(4.2.3)**

Note: *"e-bolt" denotes an elemental bolt.*

	Area of Effect	Duration	Range
1—			
2—Enhance Attack I	varies	3 rnds	self
3—			
4—			
5—Enhance Attack Intensity I	varies	3 rnds	self
6—Enhance Attack II	varies	3 rnds	self
7—			
8—Multiple Bolt II	e-bolt	3 rnds	self
9—Enhance Attack Intensity II	varies	3 rnds	self
10—Enhance Attack III	varies	3 rnds	self
11—			
12—Multiple Bolt III	e-bolt	3 rnds	self
13—Boltlets I	e-bolt	3 rnds	self
14—Enhance Attack Intensity III	varies	3 rnds	self
15—Enhance Attack IV	varies	3 rnds	self
16—			
17—Multiple Bolt IV	e-bolt	3 rnds	self
18—Boltlets II	e-bolt	3 rnds	self
19—Enhance Attack Intensity IV	varies	3 rnds	self
20—Enhance Attack V	varies	3 rnds	self
25—Multiple Bolt V	e-bolt	3 rnds	self
30—Enhance Attack Intensity V	varies	3 rnds	self
35—Boltlets III	e-bolt	3 rnds	self
40—Multiple Bolt VI	e-bolt	3 rnds	self
45—Multiple Bolt VII	e-bolt	3 rnds	self
50—Multiple Bolt Mastery	e-bolt	3 rnds	self

2—Enhance Attack I (U) Causes the caster's next elemental bolt spell cast within 3 rounds to have an attack size of small (see Section 9.0).

5—Enhance Attack Intensity I (U) Causes the caster's next elemental bolt spell cast within 3 rounds to use the Normal Elemental Force Attack Table 9.4.

6—Enhance Attack II (U) As *Enhance Attack I* except attack size is medium.

8—Multiple Bolt II (U) Allows the caster's next elemental bolt spell cast within 3 rounds to make two bolt attacks. The first bolt attack is resolved normally; the additional bolt attack is resolved in the same way as the first, except that it does not get any directed spell skill bonus **and** it can be directed against any target that is within range and in the caster's field of vision.

9—Enhance Attack Intensity II (U) As *Enhance Attack Intensity I* except that the attack uses the Greater Elemental Force Attack Table 9.5.

10—Enhance Attack III (U) As *Enhance Attack I* except attack size is large.

12—Multiple Bolt III (U) As *Multiple Bolt II* except two additional bolt attacks are allowed.

13—Boltlets I (U) Caster's next elemental bolt spell produces multiple "boltlets" that attack a target like a shotgun blast. The attack size is reduced to small, but the number of attacks is equal to the caster's level divided by four (round down). These boltlets do not get the benefit of a directed spell skill bonus.

14—Enhance Attack Intensity III (U) As *Enhance Attack Intensity I* except that the attack uses the Minor Elemental Force Attack Table 9.6.

15—Enhance Attack IV (U) As *Enhance Attack I* except attack size is super large.

17—Multiple Bolt IV (U) As *Multiple Bolt II* except three additional bolt attacks are allowed.

18—Boltlets II (U) As *Boltlets I* except the number of boltlets is equal to the caster's level divided by three (round down).

19—Enhance Attack Intensity IV (U) As *Enhance Attack Intensity I* except that the attack uses the Major Elemental Force Attack Table 9.7.

20—Enhance Attack V (U) As *Enhance Attack I* except attack size is huge.

25—Multiple Bolt V (U) As *Multiple Bolt II* except four additional bolt attacks are allowed.

30—Enhance Attack Intensity V (U) As *Enhance Attack Intensity I* except that the attack uses the Superior Normal Elemental Force Attack Table 9.8.

35—Boltlets III (U) As *Boltlets I* except the number of boltlets is equal to the caster's level divided by two (round down).

40—Multiple Bolt VI (U) As *Multiple Bolt II* except five additional bolt attacks are allowed.

45—Multiple Bolt VII (U) As *Multiple Bolt II* except six additional bolt attacks are allowed.

50—Multiple Bolt Mastery (U) As *Multiple Bolt II* except 1 additional bolt attack per five levels of the caster are allowed.

ELEMENTAL BANISHMENT

(Closed) **(4.2.4)**

	Area of Effect	Duration	Range
1—Repel Weak Elemental	10'R	1 min/lvl	100'
2—			
3—			
4—Turn Weak Elemental	1 target	varies	100'
5—			
6—			
7—Banish Weak Elemental	1 target	varies	100'
8—			
9—			
10—Dissolve Weak Elemental	1 target	P	100'
11—			
12—Repel Normal Elemental	10'R	1 min/lvl	100'
13—			
14—Turn Normal Elemental	1 target	varies	100'
15—			
16—Banish Normal Elemental	1 target	varies	100'
17—			
18—Dissolve Normal Elemental	1 target	P	100'
19—			
20—Repel Strong Elemental	10'R	1 min/lvl	100'
25—Turn Strong Elemental	1 target	varies	100'
30—Banish Strong Elemental	1 target	varies	100'
50—Dissolve Strong Elemental	1 target	P	100'

1—Repel Weak Elemental (M) Weak elemental creatures may not enter the area of effect. The area of effect may be centered on a mobile target.

4—Turn Weak Elemental (M) Causes a weak elemental creature to flee for 1 round per 5% failure.

7—Banish Weak Elemental (M) Expels a weak elemental creature back to its home plane for 1 year per 5% failure.

10—Dissolve Weak Elemental (M) Causes a weak elemental creature to lose its internal integrity, i.e., the weak elemental dies.

12—Repel Normal Elemental (M) As *Repel Weak Elemental* except affects normal elemental creatures.

14—Turn Normal Elemental (M) As *Turn Weak Elemental* except affects normal elemental creatures.

16—Banish Normal Elemental (M) As *Banish Weak Elemental* except affects normal elemental creatures.

18—Dissolve Normal Elemental (M) As *Dissolve Weak Elemental* except affects normal elemental creatures.

20—Repel Strong Elemental (M) As *Repel Weak Elemental* except affects strong elemental creatures.

25—Turn Strong Elemental (M) As *Turn Weak Elemental* except affects strong elemental creatures.

30—Banish Strong Elemental (M) As *Banish Weak Elemental* except affects strong elemental creatures.

50—Dissolve Strong Elemental (M) As *Dissolve Weak Elemental* except affects strong elemental creatures.

ELEMENTAL CONTINUATION
(Closed) **(4.2.5)**

Note: *Normally, the spells on this list affect elemental force ball and cone attack spells.*

	Area of Effect	Duration	Range
1—			
2—			
3—Continuation I	varies	3 rnds	self
4—			
5—Continuation II	varies	3 rnds	self
6—			
7—Continuation III	varies	3 rnds	self
8—			
9—			
10—Continuation IV	varies	3 rnds	self
11—			
12—Continuation V	varies	3 rnds	self
13—			
14—			
15—Continuation VI	varies	3 rnds	self
16—			
17—Continuation VII	varies	3 rnds	self
18—			
19—			
20—Continuation VIII	varies	3 rnds	self
25—Continuation IX	varies	3 rnds	self
30—Continuation X	varies	3 rnds	self
50—Continuation Mastery	varies	3 rnds	self

3—Continuation I (U) Caster's next elemental force area attack spell (i.e., ball or cone spell) cast within three rounds will remain in effect for 1 addition round. This spell does not work with bolt spells. Thus, a ball or cone spell will remain in effect for two rounds, each round causing damage to those within the area of effect. A target in the area of effect may make a maneuver to get out of the area of effect.

5—Continuation II (U) As *Continuation I* except causes a 2 round extension.

7—Continuation III (U) As *Continuation I* except causes a 3 round extension.

10—Continuation IV (U) As *Continuation I* except causes a 4 round extension.

12—Continuation V (U) As *Continuation I* except causes a 5 round extension.

15—Continuation VI (U) As *Continuation I* except causes a 6 round extension.

17—Continuation VII (U) As *Continuation I* except causes a 7 round extension.

20—Continuation VIII (U) As *Continuation I* except causes a 8 round extension.

25—Continuation IX (U) As *Continuation I* except causes a 9 round extension.

30—Continuation X (U) As *Continuation I* except causes a 10 round extension.

50—Continuation Mastery (U) As *Continuation I* except causes an extension equal to the caster's level divided by 3 (round down).

ELEMENTAL GATES (Closed) (4.2.6)

Note: *If anyone uses a gate on this list to visit an elemental plane, they must use an appropriate 'Immolation' spell in order to operate and avoid damage (see Sections 4.1.14, 4.2.25, and 4.3.12).*

	Area of Effect	Duration	Range
1—Gauge Lock	1 lock	—	10'
2—Unlock Elemental Gate	1 gate	—	10'
3—Lock Elemental Gate	1 gate	P	10'
4—			
5—Type A Elemental Gate	10'R	1 min/lvl	10'
6—			
7—Control Type A Elem. Gate	1 gate	1 min/lvl	10'
8—			
9—			
10—Type B Elemental Gate	10'R	1 min/lvl	10'
11—Type A Elem. Gate True	10'R	until closed	10'
12—Control Type B Elem. Gate	1 gate	1 min/lvl	10'
13—Unlock Elem. Gate True	1 gate	—	10'
14—Lock Elem. Gate True	1 gate	P	10'
15—Type C Elemental Gate	10'R	1 min/lvl	10'
16—Type B Elem. Gate True	10'R	until closed	10'
17—Control Type C Elem. Gate	1 gate	1 min/lvl	10'
18—			
19—			
20—Type D Elemental Gate	10'R	1 min/lvl	10'
25—Type C Elem. Gate True	10'R	until closed	10'
30—Type E Elemental Gate	10'R	1 min/lvl	10'
35—Control Type D Elem. Gate	1 gate	1 min/lvl	10'
40—Control Type E Elem. Gate	1 gate	1 min/lvl	10'
50—Type D Elem. Gate True	10'R	until closed	10'
75—Type E Elem. Gate True	10'R	until closed	10'

1—Gauge Lock (PI) Allows the caster to gauge the level of a *Lock Elemental Gate* or a *Lock Elemental Gate True* spell. The chance of getting the exact level is 3% x caster's level; otherwise, the caster learns if the *Lock* spell level is equal to, lower than, or higher than the caster's level. This spell may only be cast once per *Lock* spell without a "significant event" happening.

2—Unlock Elemental Gate (F) Allows the caster to 'unlock' a *Lock Elemental Gate* spell. For success, the level at which this spell is cast (i.e., for ESF and PP purposes) must be at least one level higher than the level of the *Lock* spell. For example, to unlock a 7th level *Lock Elemental Gate* spell, this spell would be treated as being at least 8th level **and** would cost 8 PPs to cast.

3—Lock Elemental Gate (F) 'Locks' an elemental gate; nothing can pass through the gate until this spell is cancelled **or** until an appropriate level *Unlock Elemental Gate* spell is cast on this spell. The level of the lock equals the level of the caster.

5—Type A Elemental Gate (F) Allows the caster to create a gate to a type A elemental plane. The size can be up to a 10'R. Once the gate is open, the environments of the two planes can interact. Basically, this is your big hole from one dimension to another; normally, there is free passage from one side to the other. As with any spell, the caster can cancel this spell at any time (i.e., close the gate).

7—Control Type A Elemental Gate (F) Allows the caster to control passage through a type A elemental gate. Anything attempting to pass must make a successful RR versus this control spell. The caster will know immediately if such an attempt is being made.

10—Type B Elemental Gate (F) As *Type A Elemental Gate* except it opens a gate to a type B elemental plane.

11—Type A Elemental Gate True (F) As *Type A Elemental Gate* except duration is 1 day/level of caster.

12—Control Type B Elemental Gate (F) As *Control Type A Elemental Gate* except it controls a type B elemental gate.

13—Unlock Elemental Gate True (F) As *Unlock Elemental Gate* except it will unlock a *Lock Elemental Gate True* spell **or** a *Lock Elemental Gate* spell.

14—Lock Elemental Gate True (F) 'Locks' an elemental gate; nothing can pass through the gate until this spell is cancelled **or** until an appropriate level *Unlock Elemental Gate True* spell is cast on this spell.

15—Type C Elemental Gate (F) As *Type A Elemental Gate* except it opens a gate to a type C elemental plane.

16—Type B Elemental Gate True (F) As *Type B Elemental Gate* except duration is 1 day/level of caster.

17—Control Type C Elemental Gate (F) As *Control Type A Elemental Gate* except it controls a type C elemental gate.

20—Type D Elemental Gate (F) As *Type A Elemental Gate* except it opens a gate to a type D elemental plane.

25—Type C Elemental Gate True (F) As *Type C Elemental Gate* except duration is 1 day/level of caster.

30—Type E Elemental Gate (F) As *Type A Elemental Gate* except it opens a gate to a type E elemental plane.

35—Control Type D Elemental Gate (F) As *Control Type A Elemental Gate* except it controls a type D elemental gate.

40—Control Type E Elemental Gate (F) As *Control Type A Elemental Gate* except it controls a type E elemental gate.

50—Type D Elemental Gate True (F) As *Type D Elemental Gate* except duration is 1 day/level of caster.

75—Type E Elemental Gate True (F) As *Type E Elemental Gate* except duration is 1 day/level of caster.

ELEMENTAL HEALING (Closed) (4.2.7)

	Area of Effect	Duration	Range
1—Purify Elemental I	1 target	P	10'
2—Taint Resistance I	1 target	1 min/lvl	10'
3—Elemental Healing I	1 target	P	10'
4—Taint Resistance II	1 target	1 min/lvl	10'
5—Preserve Elemental I	1 target	1 hr/lvl	10'
6—Purify Elemental II	2 target	P	10'
7—Taint Resistance III	1 target	1 min/lvl	10'
8—Elemental Healing II	1 target	P	10'
9—Preserve Elemental II	1 target	1 day/lvl	10'
10—Stabilize Elemental I	1 target	1 hr/lvl	10'
11—Purify Elemental III	3 target	P	10'
12—Taint Resistance V	1 target	1 min/lvl	10'
13—Regenerate Elemental I	1 target	P	10'
14—Preserve Elemental III	1 target	1 wk/lvl	10'
15—Untaint	1 target	P	10'
16—Elemental Healing III	1 target	P	10'
17—Regenerate Elemental II	1 target	P	10'
18—Stabilize Elemental II	1 target	1 day/lvl	10'
19—Lord Purify Elemental	varies	P	10'
20—Elemental Healing IV	1 target	P	10'
25—Regenerate Elemental III	1 target	P	10'
30—Preserve Elemental IV	1 target	1 mo/lvl	10'
50—Elemental Healing True	1 target	P	10'

1—Purify Elemental I (EH) Allows the caster to cleanse one elemental creature of any "taint" to its "wholeness" and "oneness." Note that this spell only removes the taint and thus keeps it from spreading; damage already sustained is not cured.

2—Taint Resistance I (EH) Target elemental creature gets an additional RR versus any "taint." If the RR is successful, the taint is removed/neutralized.

3—Elemental Healing I (EH) Heal 1-10 hits of damage on an elemental creature.

4—Taint Resistance II (EH) As *Taint Resistance I* except that target gets two additional RRs.

5—Preserve Elemental I (EH) The caster may "preserve" a elemental creatures form and nature (e.g., it will not suffer further damage or deterioration from existing "wounds"). The elemental is in a "stasis" and may not act except to return to it's native elemental plane when released from a summoning or mastery spell.

6—Purify Elemental II (EH) As *Purify Elemental I* except that it may affect two targets.

7—Taint Resistance III (EH) As *Taint Resistance I* except that target gets three additional RRs.

8—Elemental Healing II (EH) As *Elemental Healing I* except that 3-30 hits are healed.

9—Preserve Elemental II (EH) As *Preserve Elemental I* except duration is 1 day/lvl.

10—Stabilize Elemental I (EH) Stops outside environmental influences from reacting with an elemental creature. If left unattended, such influences would continue to eat away at an elemental creature until it died. This is a special immolation spell usable only on elemental creatures (see Section 14.1.14).

11—Purify Elemental III (EH) As *Purify Elemental I* except that it may affect three targets.

12—Taint Resistance V (EH) As *Taint Resistance I* except that target gets five additional RRs.

13—Regenerate Elemental I (EH) Rejuvenates an elemental creature's minor losses: up to 30% of the elemental's integral wholeness. This spell will not correct for purity imbalances.

14—Preserve Elemental III (EH) As *Preserve Elemental I* except duration is 1 week/level.

15—Untaint (EH) If an elemental creature fails to resist this spell, any taint is fully removed.

16—Elemental Healing III (EH) As *Elemental Healing I* except that 10-100 hits are healed.

17—Regenerate Elemental II (EH) As *Regenerate Elemental I* except this spell will regenerate moderate losses (31% to 60%) of integrity.

18—Stabilize Elemental II (EH) As *Stabilize Elemental I* except duration is 1 day/level.

19—Lord Purify Elemental (EH) As *Purify Elemental I* except that it may affect 1 target/level of caster.

20—Elemental Healing IV (EH) As *Elemental Healing I* except that 20-200 hits are healed.

25—Regenerate Elemental III (EH) As *Regenerate Elemental I* except this spell will regenerate major losses (61% to 100%) of integrity — including core areas, as long as at least part of the original elemental creature is present.

30—Preserve Elemental IV (EH) As *Preserve Elemental I* except duration is 1 month/level.

50—Elemental Healing True (EH) As *Elemental Healing I* except that all the damage is healed.

ELEMENTAL MASTERY (Closed) (4.2.8)

Note: *The spells on this list do not affect Dragons and Elemental Giants; a GM may also wish to restrict these spells so they do not affect Elemental Serpents and Zephyr Hounds.*

Note: *The Analysis, Information, and Search spells on this list only affect Guardian Elementals and Intelligent Elementals.*

Note: *Elemental creatures gain information by common knowledge among elemental creatures, by contacting other elemental creatures, or by observing the "normal/human" plane (mentally and physically).*

	Area of Effect	Duration	Range
1—Elemental Familiar	self	P	10'
2—Force Analysis I *	1 target	1 item	10'
3—Control Type A Elem. *	1 target	C	10'/lvl
4—Force Information I *	1 target	1 item	10'
5—Force Analysis II *	1 target	1 question	10'
6—Master Type A Elem. *	1 target	P	10'/lvl
7—Control Type B Elem. *	1 target	C	10'/lvl
8—Force Search I *	1 target	1 search	10'
9—Master Type B Elem. *	1 target	P	10'/lvl
10—Control Type C Elem. *	1 target	C	10'/lvl
11—Force Information II *	1 target	1 item	10'
12—Force Analysis III *	1 target	1 question	10'
13—Master Type C Elem. *	1 target	P	10'/lvl
14—Control Type D Elem. *	1 target	C	10'/lvl
15—Force Search II *	1 target	1 item	10'
16—Master Type D Elem. *	1 target	P	10'/lvl
17—Force Information III *	1 target	1 question	10'
18—Control Type E Elem. *	1 target	C	10'/lvl
19—Force Analysis IV *	1 target	1 search	10'
20—Master Type E Elem. *	1 target	P	10'/lvl
25—Force Search III *	1 target	1 item	10'
30—Force Information IV *	1 target	1 question	10'
50—Force Search IV *	1 target	1 search	10'

1—Elemental Familiar (M) The caster can attune himself to a elemental Wispling (to be called his familiar). The caster must obtain the Wispling (can be no more than 10% of caster's own mass) and cast the spell on the Wispling once/day for 1 week (concentrating for 2 hours/day). The caster can then control the familiar and view the world through its senses by concentrating on it (must be within 50'/level). If the Wispling dies, the caster will have a -30 to all actions for one week, -20 to all actions for a 2nd week, and -10 to all actions for a 3rd week.

2—Force Analysis I (M*) Forces an elemental that is present to analyze one item, the chance of the elemental successfully analyzing each property of the item is: type A (10%), type B (10%), type C (10%), type D elemental (30%) and type E (60%). If target's exact element type is not the same as the caster's primary element type, there is a standard [1% x target type] unmodified chance of failure (type A = 1%, type B = 2%, etc.); otherwise, the chance is only 1%. If a failure results, target will attempt to take the item or attack (GM discretion).

3—Control Type A Elemental (M*) Allows the caster to totally control a type A elemental. The elemental leaves when the caster stops concentrating. The elemental will not speak to the summoner unless "Forced" to do so. If target's exact element type is not the same as the caster's primary element type, there is a standard [4% x target type] unmodified chance of failure (type A = 4%, type B = 8%, etc.); otherwise, the chance is only 2%. If a failure results, the target will attempt to attack (GM discretion).

4—Force Information I (M*) As *Force Analysis I* except target can be forced to answer one yes or no question, whose answer exists in someone's unshielded mind. There is the same chance of ability to answer, but the non-primary element type failure chance is [2% x target type].

5—Force Analysis II (M*) As *Force Analysis I* except chances are: type A (10%), type B (10%), type C (30%), type D (60%) and type E (90%).

6—Master Type A Elemental (M*) As *Control Type A Elemental* except no concentration is necessary to control the elemental. The failure chance is [5% x target type]; but always 5% for an elemental of caster's primary element type. The elemental will remain and obey the caster until: the caster is killed **or** the elemental is outside the range limit **or** the caster releases it. The maximum number of elementals that a caster can 'master' at one time is equal to the caster's level divided by 5 (round down).

7—Control Type B Elemental (M*) As *Control Type A Elemental* except caster can control a type A or a type B elemental.

8—Force Search I (M*) As *Force Analysis I* except elemental can be forced to conduct a search for a specific person, place or thing; the elemental searches but not on our plane of existence. There is the same chance of ability to answer, but the non-primary element type failure chance is [3% x target type].

9—Master Type B Elemental (M*) As *Master Type A Elemental* except caster can master a type A or a type B elemental creature.

10—Control Type C Elemental (M*) As *Control Type A Elemental* except caster can control a type A, a type B, or a type C elemental creature.

11—Force Information II (M*) As *Force Information I* except success chances are as in *Force Analysis II*.

12—Force Analysis III (M*) As *Force Analysis I* except success chances are: type A elemental (10%), type B elemental (30%), type C elemental (60%), type D elemental (90%) and type E elemental (90%).

13—Master Type C Elemental (M*) As *Master Type A Elemental* except caster can master a type A, a type B, or a type C elemental creature.

14—Control Type D Elemental (M*) As *Control Type A Elemental* except caster can control a type A, a type B, a type C, or a type D elemental creature.

15—Force Search II (M*) As *Force Search I* except success chances are as in *Force Analysis II*.

16—Master Type D Elemental (M*) As *Master Type A Elemental* except caster can master a type A, a type B, a type C, or a type D elemental creature.

17—Force Information III (M*) As *Force Information I* except success chances are as in *Force Analysis III*.

18—Control Type E Elemental (M*) As *Control Type A Elemental* except caster can control a type A, a type B, a type C, a type D, or a type E elemental creature.

19—Force Analysis IV (M*) As *Force Analysis I* except success chances are: type A elemental (30%), type B elemental (60%), type C elemental (90%), type D elemental (90%) and type E elemental (90%).

20—Master Type E Elemental (M*) As *Master Type A Elemental* except caster can master a type A, a type B, a type C, a type D, or a type E elemental creature.

25—Force Search III (M*) As *Force Search I* except success chances are as in *Force Analysis III*.

30—Force Information IV (M*) As *Force Information I* except success chances are as in *Force Analysis IV*.

50—Force Search IV (M*) As *Force Search I* except success chances are as in *Force Analysis IV*.

ELEMENTAL MOLDING (Closed) (4.2.9)

Note: *The spells on this list must be used in conjunction with spells on other lists to create "elemental items." See Section 16.2 for a complete discussion of the exact procedure required to create an elemental item.*

	Area of Effect	Duration	Range
1—			
2—Elemental Pattern I	varies	varies	touch
3—			
4—Mold Element I	varies	24 hrs	touch
5—Work Type A Element	varies	10 min/lvl	touch
6—			
7—			
8—Elemental Pattern II	varies	varies	touch
9—Mold Element II	varies	10 min/lvl	touch
10—Work Type B Element	varies	10 min/lvl	touch
11—			
12—			
13—Mold Element III	varies	10 min/lvl	touch
14—			
15—Work Type C Element	varies	10 min/lvl	touch
16—			
17—Elemental Pattern True	varies	varies	touch
18—			
19—Mold Element IV	varies	10 min/lvl	touch
20—Work Type D Element	varies	10 min/lvl	touch
25—Work Type E Element	varies	10 min/lvl	touch
30—Mold Element True	varies	10 min/lvl	touch
50—Elemental Mold Mastery	varies	—	touch

2—Elemental Pattern I (P) Allows caster to "store" the physical, non-magical "image" of an object (e.g., shape, texture, size, etc.) to be used later with a *Mold Element* spell.

4—Mold Element I (U) Allows the caster to mold and shape raw elemental material into a "stored" elemental pattern. The elemental item will have +5 bonus.

5—Work Type A Element (F) Allows the caster to work raw type A elemental material.

8—Elemental Pattern II (P) As *Elemental Pattern I* except the "power pattern" of the object is also obtained.

9—Mold Element II (U) As *Mold Element I* except the item may have one of the following properties: +10 bonus **or** delivers an additional 'A' elemental critical when it delivers a normal critical **or** +1 spell adder.

10—Work Type B Element (F) Allows the caster to work raw type A and type B elemental material.

13—Mold Element III (U) As *Mold Element II* except the item may have one of the following properties: +15 bonus **or** +5 bonus and delivers an additional 'A' elemental critical **or** delivers an additional 'B' elemental critical **or** x1.5 PP multiplier **or** +1 spell adder and +5 bonus **or** +2 spell adder.

15—Work Type C Element (F) Allows the caster to work raw type A, type B, and type C elemental material.

17—Elemental Pattern True (P) As *Elemental Pattern I* except the physical form of living objects may be stored (elemental creatures).

19—Mold Element IV (U) As *Mold Element II* except the item may have one of the following properties: +20 bonus **or** +10 bonus and delivers an additional 'A' elemental critical **or** +5 bonus and delivers an additional 'B' elemental critical **or** delivers an additional 'C' elemental critical **or** +5 bonus and x1.5 PP multiplier **or** x2 PP multiplier **or** +10 bonus and +1 spell adder **or** +5 bonus and +2 spell adder **or** +3 spell adder.

20—Work Type D Element (F) Allows the caster to work raw type A, type B, type C, and type D elemental material.

25—Work Type E Element (F) Allows the caster to work raw type A, type B, type C, type D, and type E elemental material.

30—Mold Element True (U) As *Mold Element II* except the item may have one of the following properties: +25 bonus **or** +15 bonus and delivers an additional 'A' elemental critical **or** +10 bonus and delivers an additional 'B' elemental critical **or** +5 bonus and delivers an additional 'C' elemental critical **or** delivers an additional 'D' elemental critical **or** +10 bonus and x1.5 PP multiplier **or** +5 bonus and x2 PP multiplier **or** x3 PP multiplier **or** +15 bonus and +1 spell adder **or** +10 bonus and +2 spell adder **or** +5 bonus and +3 spell adder **or** +4 spell adder.

50—Elemental Mold Mastery (U) As *Mold Element II* except the item may have one of the following properties: +30 bonus **or** +20 bonus and delivers an additional 'A' elemental critical **or** +15 bonus and delivers an additional 'B' elemental critical **or** +10 bonus and delivers an additional 'C' elemental critical **or** +5 bonus and delivers an additional 'D' elemental critical **or** delivers an additional 'E' elemental critical **or** +15 bonus and x1.5 PP multiplier **or** +10 bonus and x2 PP multiplier **or** +5 bonus and x3 PP multiplier **or** x4 PP multiplier **or** +20 bonus and +1 spell adder **or** +15 bonus and +2 spell adder **or** +10 bonus and +3 spell adder **or** +5 bonus and +4 spell adder **or** +5 spell adder.

ELEMENTAL POOLING (Closed) (4.2.10)

Note: *The spells on this list must be used in conjunction with spells on other lists to create "elemental items." See Section 16.2 for a complete discussion of the exact procedure required to create an elemental item.*

Note: *The spells on this list normally only apply to the caster's primary and secondary element type, but a GM could allow this list to be learned multiple times to cover other element types.*

	Area of Effect	Duration	Range
1—Vessel I	1 item	10 min/lvl	touch
2—Pool Type A Element I	1 cu'	10 min/lvl	10'
3—Pool Type B Element I	1 cu'	10 min/lvl	10'
4—Pool Type A Element III	3 cu'	10 min/lvl	10'
5—Vessel II	1 item	10 min/lvl	touch
6—Pool Type B Element III	3 cu'	10 min/lvl	10'
7—Pool Type A Element V	5 cu'	10 min/lvl	10'
8—Pool Type C Element I	1 cu'	10 min/lvl	10'
9—Pool Type B Element V	5 cu'	10 min/lvl	10'
10—Vessel III	1 item	10 min/lvl	touch
11—Pool Type D Element I	1 cu'	10 min/lvl	10'
12—Pool Type C Element III	3 cu'	10 min/lvl	10'
13—Pool Type A Element X	10 cu'	10 min/lvl	10'
14—Pool Type E Element I	1 cu'	10 min/lvl	10'
15—Pool Type D Element III	3 cu'	10 min/lvl	10'
16—Pool Type C Element V	5 cu'	10 min/lvl	10'
17—Pool Type B Element X	10 cu'	10 min/lvl	10'
18—Pool Type E Element III	3 cu'	10 min/lvl	10'
19—Pool Type D Element V	5 cu'	10 min/lvl	10'
20—Pool Type C Element X	10 cu'	10 min/lvl	10'
25—Pool Type E Element V	5 cu'	10 min/lvl	10'
30—Pool Type D Element X	10 cu'	10 min/lvl	10'
50—Pool Type E Element X	10 cu'	10 min/lvl	10'

1—Vessel I (U) Enchants an inorganic bowl or other similar container with a magical protective barrier which will hold up to 1 cu' of a specified type of raw elemental force. The raw elemental material will simply sit inside the container waiting to be worked.

2—Pool Type A Element I (E) Allows the caster to create (i.e., pool) 1 cu' of a specified type A elemental material.

3—Pool Type B Element I (E) As *Pool Type A Element I* except type B elemental force may be created.

4—Pool Type A Element III (E) As *Pool Type A Element I* except up to 3 cu' may be created.

5—Vessel II (U) As *Vessel I* except vessel will hold up to 5 cu'.

6—Pool Type B Element III (E) As *Pool Type B Element I* except up to 3 cu' may be created.

7—Pool Type A Element V (E) As *Pool Type A Element I* except up to 5 cu' may be created.

8—Pool Type C Element I (E) As *Pool Type A Element I* except type C elemental force may be created.

9—Pool Type B Element V (E) As *Pool Type B Element I* except up to 5 cu' may be created.

10—Vessel III (U) As *Vessel I* except vessel will hold up to 10 cu'.

11—Pool Type D Element I (E) As *Pool Type A Element I* except type D elemental material may be created.

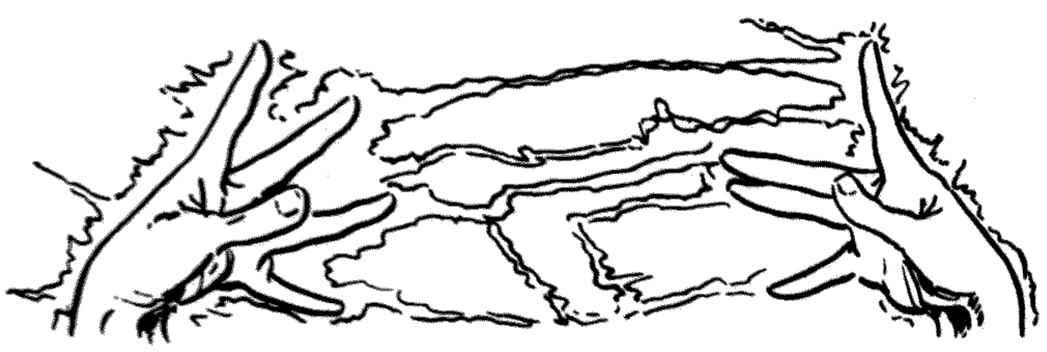
12—Pool Type C Element III (E) As *Pool Type C Element I* except up to 3 cu' may be created.

13—Pool Type A Element X (E) As *Pool Type A Element I* except up to 10 cu' may be created.

14—Pool Type E Element I (E) As *Pool Type A Element I* except type E elemental material may be created.

15—Pool Type D Element III (E) As *Pool Type D Element I* except up to 3 cu' may be created.

16—Pool Type C Element V (E) As *Pool Type C Element I* except up to 5 cu' may be created.



17—Pool Type B Element X (E) As *Pool Type B Element I* except up to 10 cu' may be created.

18—Pool Type E Element III (E) As *Pool Type E Element I* except up to 3 cu' may be created.

19—Pool Type D Element V (E) As *Pool Type D Element I* except up to 5 cu' may be created.

20—Pool Type C Element X (E) As *Pool Type C Element I* except up to 10 cu' may be created.

25—Pool Type E Element V (E) As *Pool Type E Element I* except up to 5 cu' may be created.

30—Pool Type D Element X (E) As *Pool Type D Element I* except up to 10 cu' may be created.

50—Pool Type E Element X (E) As *Pool Type E Element I* except up to 10 cu' may be created.

ELEMENTAL SPIRIT BINDING

(Closed) (4.2.11)

Note: Elemental Spirits know and are able to cast many elemental spells up to their level (GM discretion).

Note: For more on Elemental Spirits see RMCII Section 6.2 and 9.4.2).

	Area of Effect	Duration	Range
1—			
2—			
3—Bond Minor Elem. Spirit	1 spirit	1 day/lvl	100'
4—			
5—			
6—Bind Minor Elem. Spirit	1 spirit	1 day/lvl	100'
7—			
8—			
9—			
10—Bond Lesser Elem. Spirit	1 spirit	1 day/lvl	100'
11—			
12—			
13—			
14—			
15—Bind Lesser Elem. Spirit	1 spirit	1 day/lvl	100'
16—			
17—			
18—			
19—			
20—Bond Standard Elem. Spirit	1 spirit	1 day/lvl	100'
25—Bind Standard Elem. Spirit	1 spirit	1 day/lvl	100'
30—Bond Greater Elem. Spirit	1 spirit	1 day/lvl	100'
50—Bind Greater Elem. Spirit	1 spirit	1 day/lvl	100'

3—Bond Minor Elemental Spirit (M) Allows the caster to make a pact with one 'minor' elemental spirit (see *RMCII* Section 6.2). The pact is one of friendship and mutual aid, and the elemental spirit will kill or even sacrifice its own life to fulfill its end of the pact. If either party is killed during the duration of the spell, the survivor will be at -50 for 1 week, -40 for the next week, -30 for the next week, -20 the next, and finally -10 for one final week. This spell takes 1 hour/lvl of the spirit to complete. A caster may only have one elemental spirit bonded at any one time. The term 'minor' here doesn't refer to Minor Elemental Force, instead it is the term used in *RMCII*.

6—Bind Minor Elemental Spirit (M) Allows the caster to force a minor elemental spirit into a binding pact. The elemental spirit is compelled to do just as the caster directs it to do; no more or no less. The elemental spirit will die trying to fulfill the pact/directives. Like *Bond Minor Elemental Spirit* in all other aspects.

10—Bond Lesser Elemental Spirit (M) As *Bond Minor Elemental Spirit* except bonds a lesser elemental spirit.

15—Bind Lesser Elemental Spirit (M) As *Bind Minor Elemental Spirit* except bonds a lesser elemental spirit.

20—Bond Standard Elemental Spirit (M) As *Bond Minor Elemental Spirit* except bonds a standard elemental spirit.

25—Bind Standard Elemental Spirit (M) As *Bind Minor Elemental Spirit* except bonds a standard elemental spirit.

30—Bond Greater Elemental Spirit (M) As *Bond Minor Elemental Spirit* except bonds a greater elemental spirit.

50—Bind Greater Elemental Spirit (M) As *Bind Minor Elemental Spirit* except binds a greater elemental spirit.

ELEMENTAL WALL ENHANCEMENT
(Closed) (4.2.12)

Note: *The spells on this spell list only effect elemental barrier spells (mobile or non-mobile). See Sections 4.1.12, 4.1.13, 4.2.23, 4.2.24, 4.3.10, and 4.3.11.*

	Area of Effect	Duration	Range
1—			
2—Harden Wall I	varies	3 rnds	self
3—			
4—			
5—Curved Wall I	varies	3 rnds	self
6—Harden Wall II	varies	3 rnds	self
7—Dome Wall	varies	3 rnds	self
8—Stabilize Wall	varies	3 rnds	self
9—Harden Wall III	varies	3 rnds	self
10—Meld Wall	varies	3 rnds	self
11—Harden Wall IV	varies	3 rnds	self
12—Magical Harden Wall I	varies	3 rnds	self
13—Curved Wall II	varies	3 rnds	self
14—Harden Wall V	varies	3 rnds	self
15—Magical Harden Wall II	varies	3 rnds	self
16—Harden Wall VI	varies	3 rnds	self
17—			
18—Harden Wall VII	varies	3 rnds	self
19—Meld Wall True	varies	3 rnds	self
20—Harden Wall VIII	varies	3 rnds	self
25—Magical Harden Wall True	varies	3 rnds	self
30—Harden Wall True	varies	3 rnds	self
50—Wall Mastery	varies	30 rnds	self

2—Harden Wall I (U) Causes the caster's next elemental force barrier spell cast within three rounds to become more substantial (can also be used on an already existing barrier). If the barrier was non-substantial, this spell gives it substance; for these purposes, this spell increases the hits that the barrier can take by +25 hits. For example, an *Airwall* could normally be "walked through", but a 'Hardened' *Airwall* must be given 25 hits before it can be walked through.

5—Curved Wall I (U) Causes the caster's next elemental wall spell cast within three rounds may be curved up to a semicircle (1/2 circle).

6—Harden Wall II (U) As *Harden Wall I* except barrier has +50 hits.

7—Dome Wall (U) Causes the caster's next elemental wall spell to form a 10'R dome (it may be placed a top of a prepared structure).

8—Stabilize Wall (U) Causes the caster's next elemental force barrier spell to become stable and keeps the elemental force from deteriorating and expiring at the duration of the spell (can also be used on an already existing barrier). The spell is linked to the caster and will remain in effect until canceled **or** until dispelled **or** until the caster dies.

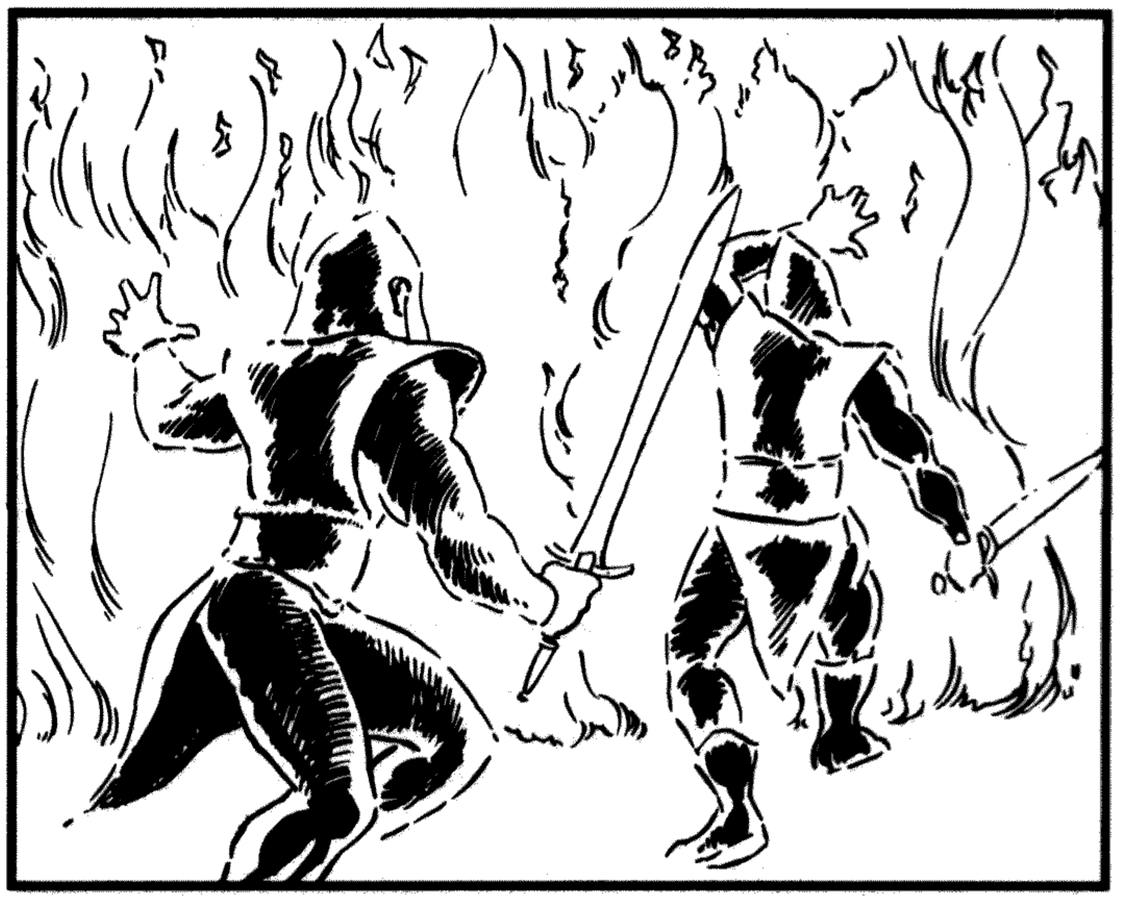
9—Harden Wall III (U) As *Harden Wall I* except barrier has +100 hits.

10—Meld Wall (U) Causes the caster's next elemental barrier spell to fuse together with another barrier already in place (can also be used on an already existing barrier).

11—Harden Wall IV (U) As *Harden Wall I* except barrier has +200 hits.

12—Magical Harden Wall I (U) Causes the caster's next elemental force barrier spell to repel spells from one realm of power; a repelled spell gets a RR to avoid being dispelled (realm must be chosen when spell is cast). This spell can also be used on an already existing barrier.

13—Curved Wall II (U) As *Curved Wall I* except curved up into 3/4 of a circle.



14—Harden Wall V (U) As *Harden Wall I* except barrier has +300 hits.

15—Magical Harden Wall II (U) As *Magical Harden Wall I* except two realms of power may be repelled.

16—Harden Wall VI (U) As *Harden Wall I* except barrier has +400 hits.

18—Harden Wall VII (U) As *Harden Wall I* except barrier has +500 hits.

19—Meld Wall True (U) As *Meld Wall* except that this spell will fuse together all seams in a structure consisting of elemental walls. Any 'wall' spell that is placed next to a group of walls that have already been enchanted with *Meld Wall True* may automatically be fused if the the caster concentrates for one round.

20—Harden Wall VIII (U) As *Harden Wall I* except barrier has +600 hits.

25—Magical Harden Wall True (U) As *Magical Harden Wall I* except three realms of power are repelled.

30—Harden Wall True (U) As *Harden Wall I* except barrier has +1000 hits.

50—Wall Mastery (U) Each round caster can cast one 1st-10th level spell from this list.

ENHANCE ELEMENTAL CRITICALS

(Closed) **(4.2.13)**

	Area of Effect	Duration	Range
1—Crit Bonus I	varies	3 rnds	self
2—			
3—			
4—			
5—Crit Bonus II	varies	3 rnds	self
6—Intensify Critical I	varies	3 rnds	self
7—			
8—			
9—			
10—Crit Bonus III	varies	3 rnds	self
11—Double Criticals	varies	3 rnds	self
12—Intensify Critical II	varies	3 rnds	self
13—			
14—			
15—Crit Bonus IV	varies	3 rnds	self
16—Intensify Critical III	varies	3 rnds	self
17—			
18—Triple Criticals	varies	3 rnds	self
19—			
20—Crit Bonus V	varies	3 rnds	self
25—Quadruple Criticals	varies	3 rnds	self
30—Intensify Critical IV	varies	3 rnds	self
50—Critical Mastery	varies	3 rnds	self

1—Crit Bonus I (U) If caster's next elemental attack spell (must be cast within three rounds) inflicts a normal critical of 'B' or greater severity, this spell causes an additional 'A' critical of the appropriate type.

5—Crit Bonus II (U) As *Crit Bonus I* except the additional critical is one severity less than the normal critical inflicted, with the maximum severity of the additional critical being: 'B'.

6—Intensify Critical I (U) Caster's next elemental attack spell (must be cast within three rounds) has the severity of any criticals increased by one (i.e., 'A' criticals become 'B' criticals, 'B' criticals become 'C' criticals, etc.).

10—Crit Bonus III (U) As *Crit Bonus II* except the maximum severity of the additional critical is 'C'.

11—Double Criticals (U) Each critical resulting from caster's next elemental attack spell (must be cast within three rounds) is rolled for twice, with both sets of damage being applied to the target..

12—Intensify Critical II (U) As *Intensify Critical I* except critical severity level is increased by two.

15—Crit Bonus IV (U) As *Crit Bonus I* except the maximum severity of the additional critical is 'D'.

16—Intensify Critical III (U) As *Intensify Critical I* except critical severity level is increased by three.

18—Triple Criticals (U) As *Double Criticals* except each critical inflicted is rolled for three times.

20—Crit Bonus V (U) As *Crit Bonus I* except the maximum severity of the additional critical is 'E'.

25—Quadruple Criticals (U) As *Double Criticals* except each critical inflicted is rolled for four times.

30—Intensify Critical IV (U) As *Intensify Critical I* except critical severity level is increased by four.

50—Critical Mastery (U) As *Double Criticals* except each critical inflicted is rolled for five times.

ENHANCE ELEMENTAL DURATION

(Closed) **(4.2.14)**

	Area of Effect	Duration	Range
1—Extension (1.5x)	varies	3 rnds	self
2—			
3—Extension (2x)	varies	3 rnds	self
4—			
5—Extension (2.5x)	varies	3 rnds	self
6—Extension (3x)	varies	3 rnds	self
7—			
8—Extension (3.5x)	varies	3 rnds	self
9—			
10—Extension (4x)	varies	3 rnds	self
11—			
12—Extension (4.5x)	varies	3 rnds	self
13—			
14—Extension (5x)	varies	3 rnds	self
15—			
16—Extension (5.5x)	varies	3 rnds	self
17—			
18—Extension (6x)	varies	3 rnds	self
19—			
20—Extension (7x)	varies	3 rnds	self
25—Extension (8x)	varies	3 rnds	self
30—Extension (9x)	varies	3 rnds	self
50—Extension (10x)	varies	3 rnds	self

1—Extension (1.5x) (U) Causes the caster's next elemental spell cast within three rounds to have 1.5x normal duration.

3—Extension (2x) (U) As *Extension I* except duration is 2x normal.

5—Extension (2.5x) (U) As *Extension I* except duration is 2.5x normal.

6—Extension (3x) (U) As *Extension I* except duration is 3x normal.

8—Extension (3.5x) (U) As *Extension I* except duration is 3.5x normal.

10—Extension (4x) (U) As *Extension I* except duration is increased by X4.

12—Extension (4.5x) (U) As *Extension I* except duration is 4.5x normal.

14—Extension (5x) (U) As *Extension I* except duration is 4x normal.

16—Extension (5.5x) (U) As *Extension I* except duration is 5.5x normal.

18—Extension (6x) (U) As *Extension I* except duration is 6x normal.

20—Extension (7x) (U) As *Extension I* except duration is 7x normal.

25—Extension (8x) (U) As *Extension I* except duration is 8x normal.

30—Extension (9x) (U) As *Extension I* except duration is 9x normal.

50—Extension (10x) (U) As *Extension I* except duration is 10x normal.

ENHANCE ELEMENTAL RADIUS
(Closed) **(4.2.15)**

	Area of Effect	Duration	Range
1—			
2—Expansion (1.5x)	varies	3 rnds	self
3—			
4—			
5—Expansion (2x)	varies	3 rnds	self
6—			
7—Expansion (2.5x)	varies	3 rnds	self
8—			
9—			
10—Expansion (3x)	varies	3 rnds	self
11—Expansion (3.5x)	varies	3 rnds	self
12—			
13—Expansion (4x)	varies	3 rnds	self
14—			
15—Expansion (4.5x)	varies	3 rnds	self
16—Expansion (5x)	varies	3 rnds	self
17—			
18—Expansion (5.5x)	varies	3 rnds	self
19—			
20—Expansion (6x)	varies	3 rnds	self
25—Expansion (7x)	varies	3 rnds	self
30—Expansion (8x)	varies	3 rnds	self
50—Expansion (10x)	varies	3 rnds	self

2—Expansion (1.5x) (U) Causes the caster's next elemental spell cast within three rounds to have 1.5x normal radius (i.e., normally the area of effect).

5—Expansion (2x) (U) As *Expansion I* except radius is 2x normal.

7—Expansion (2.5x) (U) As *Expansion I* except radius is 2.5x normal.

10—Expansion (3x) (U) As *Expansion I* except radius is 3x normal.

11—Expansion (3.5x) (U) As *Expansion I* except radius is 3.5x normal.

13—Expansion (4x) (U) As *Expansion I* except radius is 4x normal.

15—Expansion (4.5x) (U) As *Expansion I* except radius is 4.5x normal.

16—Expansion (5x) (U) As *Expansion I* except radius is 5x normal.

18—Expansion (5.5x) (U) As *Expansion I* except radius is 5.5x normal.

20—Expansion (6x) (U) As *Expansion I* except radius is 6x normal.

25—Expansion (7x) (U) As *Expansion I* except radius is 7x normal.

25—Expansion (8x) (U) As *Expansion I* except radius is 8x normal.

50—Expansion (10x) (U) As *Expansion I* except radius is 10x normal.

ENHANCE ELEMENTAL RANGING
(Closed) **(4.2.16)**

	Area of Effect	Duration	Range
1—Ranging (touch)	varies	3 rnds	self
2—			
3—Ranging (5')	varies	3 rnds	self
4—			
5—Ranging (+50')	varies	3 rnds	self
6—			
7—Ranging (+75')	varies	3 rnds	self
8—			
9—			
10—Ranging (+100')	varies	3 rnds	self
11—			
12—			
13—Ranging (+150')	varies	3 rnds	self
14—			
15—Ranging (+200')	varies	3 rnds	self
16—			
17—Ranging (+300')	varies	3 rnds	self
18—			
19—			
20—Ranging (+500')	varies	3 rnds	self
25—Ranging (+1000')	varies	3 rnds	self
30—Ranging (+2000')	varies	3 rnds	self
50—Ranging (+1000'/lvl)	varies	3 rnds	self

1—Ranging (touch) (U) Causes the caster's next elemental spell that is cast within 3 rounds to have its casting range changed from 'self' to 'touch'.

3—Ranging (5') (U) As *Ranging I* except range is changed from 'touch' to 5'.

5—Ranging (+50') (U) As *Ranging I* except range is increased by +50'.

7—Ranging (+75') (U) As *Ranging I* except range is increased by +75'.

10—Ranging (+100') (U) As *Ranging I* except range is increased by +100'.

13—Ranging (+150') (U) As *Ranging I* except range is increased by +150'.

15—Ranging (+200') (U) As *Ranging I* except range is increased by +200'.

17—Ranging (+300') (U) As *Ranging I* except range is increased by +300'.

20—Ranging (+500') (U) As *Ranging I* except range is increased by +500'.

25—Ranging (+1000') (U) As *Ranging I* except range is increased by +1000'.

30—Ranging (+2000') (U) As *Ranging I* except range is increased by +2000'.

50—Ranging (+1000'/lvl) (U) As *Ranging I* except range is increased by +1000'/lvl.

ENHANCE ELEMENTAL POTENCY
(Closed) **(4.2.17)**

	Area of Effect	Duration	Range
1—			
2—Enhance Potency (1.5x)	varies	3 rnds	self
3—			
4—			
5—Enhance Potency (2x)	varies	3 rnds	self
6—			
7—Enhance Potency (2.5x)	varies	3 rnds	self
8—			
9—			
10—Enhance Potency (3x)	varies	3 rnds	self
11—			
12—Enhance Potency (3.5x)	varies	3 rnds	self
13—			
14—			
15—Enhance Potency (4x)	varies	3 rnds	self
16—			
17—Enhance Potency (4.5x)	varies	3 rnds	self
18—			
19—			
20—Enhance Potency (5x)	varies	3 rnds	self
25—Enhance Potency (6x)	varies	3 rnds	self
30—Enhance Potency (7x)	varies	3 rnds	self
50—Enhance Potency (10x)	varies	3 rnds	self

2—Enhance Potency (1.5x) (U) Causes the caster's next elemental attack spell cast within three rounds to inflicted 1.5x more concussion damage.

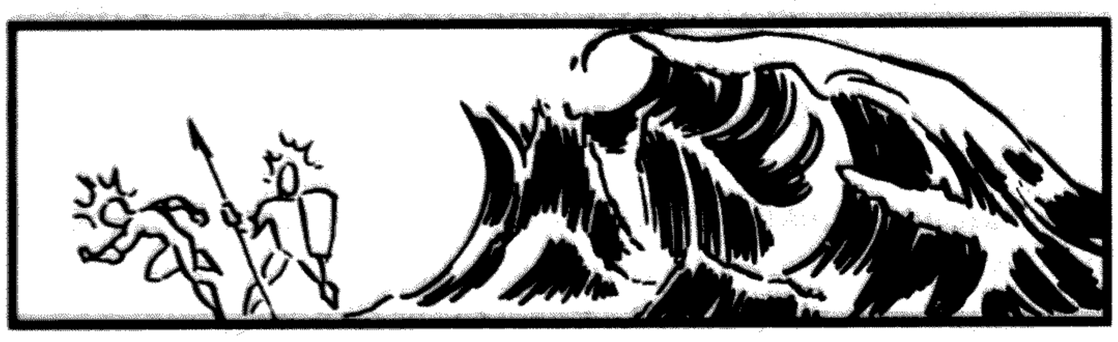
5—Enhance Potency (2x) (U) As *Enhance Potency I* except concussion damage multiple is 2x.

7—Enhance Potency (2.5x) (U) As *Enhance Potency I* except concussion damage multiple is 2.5x.

10—Enhance Potency (3x) (U) As *Enhance Potency I* except concussion damage multiple is 3x.

12—Enhance Potency (3.5x) (U) As *Enhance Potency I* except concussion damage multiple is 3.5x.

15—Enhance Potency (4x) (U) As *Enhance Potency I* except concussion damage multiple is 4x.



17—Enhance Potency (4.5x) (U) As *Enhance Potency I* except concussion damage multiple is 4.5x.

20—Enhance Potency (5x) (U) As *Enhance Potency I* except concussion damage multiple is 5x.

25—Enhance Potency (6x) (U) As *Enhance Potency I* except concussion damage multiple is 6x.

30—Enhance Potency (7x) (U) As *Enhance Potency I* except concussion damage multiple is 7x.

50—Enhance Potency (10x) (U) As *Enhance Potency I* except concussion damage multiple is 10x.

ENHANCED ELEMENTAL TARGETING
(Closed) **(4.2.18)**

	Area of Effect	Duration	Range
1—Targeting I	varies	3 rnds	self
2—			
3—Targeting II	varies	3 rnds	self
4—			
5—Targeting III	varies	3 rnds	self
6—			
7—Targeting IV	varies	3 rnds	self
8—			
9—Targeting V	varies	3 rnds	self
10—Cornering	varies	3 rnds	self
11—Targeting VI	varies	3 rnds	self
12—			
13—Targeting VII	varies	3 rnds	self
14—Following	varies	3 rnds	self
15—Targeting VIII	varies	3 rnds	self
16—Tracking	varies	3 rnds	self
17—Targeting IX	varies	3 rnds	self
18—			
19—Targeting X	varies	3 rnds	self
20—Tracking True	varies	3 rnds	self
25—Targeting True	varies	3 rnds	self
30—Teleport Tracking	varies	3 rnds	self
50—Teleport Tracking True	varies	3 rnds	self

1—Targeting I (E) Gives caster's next elemental attack spell cast within three rounds an additional +5 bonus to its normal directed spell bonus.

3—Targeting II (E) As *Targeting I* except bonus is +10.

5—Targeting III (E) As *Targeting I* except bonus is +15.

7—Targeting IV (E) As *Targeting I* except bonus is +20.

9—Targeting V (E) As *Targeting I* except bonus is +25.

10—Cornering (E) Allows caster's next elemental attack spell cast within three rounds to make one 90 degree turn before striking the target. Caster must know target's exact location and any directed spell bonus is halved. Range is increased to 200'.

11—Targeting VI (E) As *Targeting I* except bonus is +30.

13—Targeting VII (E) As *Targeting I* except bonus is +35.

14—Following (E) As *Cornering* except the attack may make as many turns as necessary (caster must be aware of where the turns need to be made) **and** the attack can go through openings of 6" radius or larger. Range is increased to 250'.

15—Targeting VIII (E) As *Targeting I* except bonus is +40.

16—Tracking (E) As *Following* except the caster must be in possession of an object/material that the target was 'in contact' with (wore, held, was within 1' of for at least 1 hour within the past year). Target does not need be within the sight of the caster; but if the target is within sight of the caster, the caster's directed spell bonus is not halved. If the caster has in his possession a sample of the target's blood, nail clippings, or strands of hair, the caster gets to use his full directed spell bonus with an additional +50 bonus and the severity of any criticals delivered is increased by one degree (i.e., an 'A' becomes a 'B', a 'B' becomes a 'C', etc.). If the target is in an enclosed area that does not have an opening of 6 inches or greater, the attack hits the enclosure. Range is increased to 300'.

17—Targeting IX (E) As *Targeting I* except bonus is +45.

19—Targeting X (E) As *Targeting I* except bonus is +50.

20—Tracking True (E) As *Tracking* except range is 500'.

25—Targeting True (E) As *Targeting I* except bonus is +75.

30—Teleport Tracking (E) As *Tracking True* except the attack teleports to the target's location and then attacks; thus, enclosures don't stop this spell.

50—Teleport Tracking True (E) As *Teleport Tracking* except the range is 100'/lvl.

ENHANCE PROTO-ELEMENTAL POISONING (Closed) (4.2.19)

Note: *P-E denotes Proto-Elemental. Normally, proto-elemental spells are elemental attack spells that use the Minor Force Attack Table 9.6, Major Force Attack Table 9.7, or Superior Force Attack Table 9.8.*

	Area of Effect	Duration	Range
1—			
2—Enhance P-E Poisoning I	varies	3 rnds	self
3—			
4—			
5—Enhance P-E Poisoning II	varies	3 rnds	self
6—			
7—Enhance P-E Poisoning III	varies	3 rnds	self
8—			
9—			
10—Enhance P-E Poisoning IV	varies	3 rnds	self
11—			
12—Enhance P-E Poisoning V	varies	3 rnds	self
13—			
14—			
15—Enhance P-E Poisoning VI	varies	3 rnds	self
16—			
17—Enhance P-E Poisoning VII	varies	3 rnds	self
18—			
19—			
20—Enhance P-E Poisoning VIII	varies	3 rnds	self
25—Enhance P-E Poisoning IX	varies	3 rnds	self
30—Enhance P-E Poisoning X	varies	3 rnds	self
50—Enh. P-E Poisoning Mastery	varies	3 rnds	self

2—Enhance P-E Poisoning I (F) Causes the caster's next proto-elemental spell to have an increased poisoning potency — target's RR has a -5 mod applied to it.

5—Enhance P-E Poisoning II (F) As *Enhance P-E Poisoning I* except target's RR is modified by -10.

7—Enhance P-E Poisoning III (F) As *Enhance P-E Poisoning I* except target's RR is modified by -15.

10—Enhance P-E Poisoning IV (F) As *Enhance P-E Poisoning I* except target's RR is modified by -20.

12—Enhance P-E Poisoning V (F) As *Enhance P-E Poisoning I* except target's RR is modified by -25.

15—Enhance P-E Poisoning VI (F) As *Enhance P-E Poisoning I* except target's RR is modified by -30.

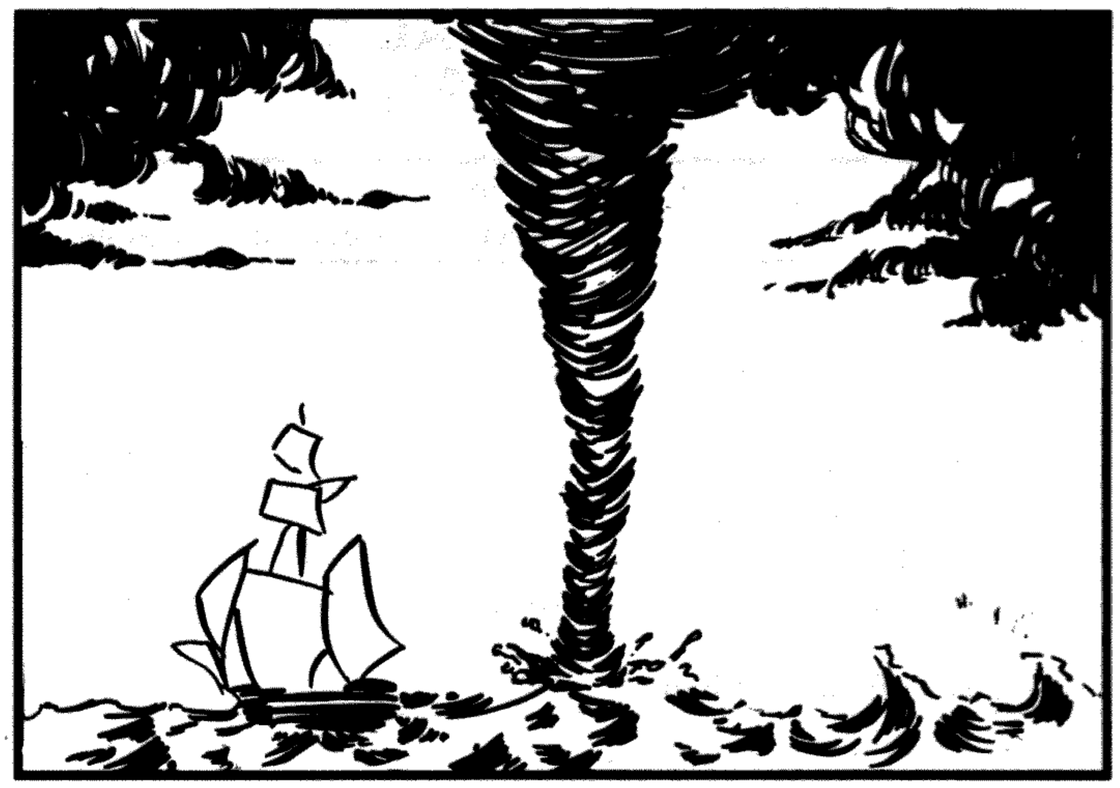
17—Enhance P-E Poisoning VII (F) As *Enhance P-E Poisoning I* except target's RR is modified by -35.

20—Enhance P-E Poisoning VIII (F) As *Enhance P-E Poisoning I* except target's RR is modified by -40.

25—Enhance P-E Poisoning IX (F) As *Enhance P-E Poisoning I* except target's RR is modified by -45.

30—Enhance P-E Poisoning X (F) As *Enhance P-E Poisoning I* except target's RR is modified by -50.

50—Enhance P-E Poisoning Mastery (F) As *Enhance P-E Poisoning I* except target's RR is modified by - (caster's level + 25).



GREATER ELEMENTAL AREA ATTACKS (Closed) (4.2.20)

	Area of Effect	Duration	Range
1—			
2—			
3—Lesser Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
4—			
5—Normal Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
6—Lesser Elem. Storm	100'R	1 min/lvl	100'
7—Greater Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
8—Normal Elem. Storm	100'R	1 min/lvl	100'
9—			
10—Greater Elem. Storm	100'R	1 min/lvl	100'
11—Lesser Elem. Field	100'R	1 rnd/lvl	100'
12—			
13—Normal Elem. Field	100'R	1 rnd/lvl	100'
14—			
15—Greater Elem. Field	100'R	1 rnd/lvl	100'
16—Minor Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
17—Major Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
18—Minor Elem. Storm	100'R	1 min/lvl	100'
19—			
20—Major Elem. Storm	100'R	1 min/lvl	100'
25—Minor Elem. Field	100'R	1 rnd/lvl	100'
30—Major Elem. Field	100'R	1 rnd/lvl	100'
50—Elemental Mastery	varies	30 rnds	100'

3 to 16, 18, 25, and 50 — As the spells by the same names on Lesser Elemental Area Attacks 4.1.9 (Open Elemental List).

17—Major Elemental Cloud/Fog (E) As *Lesser Elemental Cloud/Fog* on the Lesser Elemental Area Attacks 4.1.9 spell list, except inflicts 'E' criticals.

20—Major Elemental Storm (E) As *Lesser Elemental Storm* on the Lesser Elemental Area Attacks 4.1.9 spell list, except elemental winds inflicts 'E' criticals **and** elemental bolt attacks use the Major Elemental Force Attack Table 9.7.

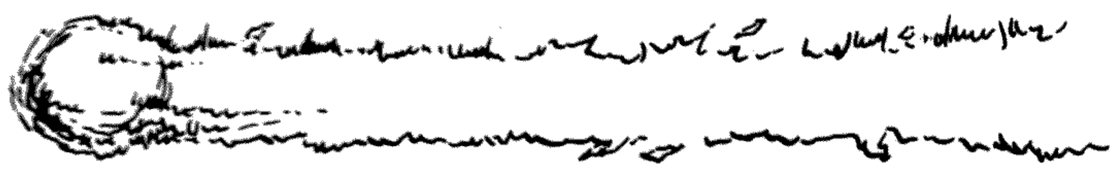
30—Major Elemental Field (E) As *Lesser Elemental Field* on the Lesser Elemental Area Attacks 4.1.9 spell list, except the level change is 8.

GREATER ELEMENTAL ATTACKS
(Closed) (4.2.21)

	Area of Effect	Duration	Range
1—			
2—			
3—Lesser Elemental Bolt	1 target	—	100'
4—			
5—Normal Elemental Bolt	1 target	—	100'
6—Lesser Elemental Ball	10'R	—	100'
7—Greater Elemental Bolt	1 target	—	100'
8—Normal Elemental Ball	10'R	—	100'
9—			
10—Greater Elemental Ball	10'R	—	100'
11—Lesser Elemental Cone	varies	—	100'
12—			
13—Normal Elemental Cone	varies	—	100'
14—			
15—Greater Elemental Cone	varies	—	100'
16—Minor Elemental Bolt	1 target	—	100'
17—Major Elemental Bolt	1 target	—	100'
18—Minor Elemental Ball	10'R	—	100'
19—			
20—Major Elemental Ball	10'R	—	100'
25—Minor Elemental Cone	varies	—	100'
30—Major Elemental Cone	varies	—	100'
50—Elemental Mastery	1 target	30 rnds	100'

3 to 16, 18, 25, and 50 — As the spells by the same names on Lesser Elemental Attacks 4.1.10 (Open Elemental List).

17—Major Elemental Bolt (E) As *Lesser Elemental Bolt* on the Lesser Elemental Attacks 4.1.10 spell list, except the Major Elemental Force Attack Table 9.7 is used.



20—Major Elemental Ball (E) As *Lesser Elemental Ball* on the Lesser Elemental Attacks 4.1.10 spell list, except the Major Elemental Force Attack Table 9.7 is used.

30—Major Elemental Cone (E) As *Lesser Elemental Cone* on the Lesser Elemental Attacks 4.1.10 spell list, except the Major Elemental Force Attack Table 9.7 is used.



GREATER ELEMENTAL ITEMS
(Closed) (4.2.22)

Note: *The effects of the spells with the same name on this list are non-cumulative (i.e., an individual may use one shield spell at a time, only one armor spell, and only one weapon spell).*

	Area of Effect	Duration	Range
1—			
2—			
3—Lesser Elemental Shield	1 item	1 min/lvl	touch
4—			
5—Normal Elemental Shield	1 item	1 min/lvl	touch
6—Lesser Elemental Armor	1 item	1 min/lvl	touch
7—Greater Elemental Shield	1 item	1 min/lvl	touch
8—Normal Elemental Armor	1 item	1 min/lvl	touch
9—			
10—Greater Elemental Armor	1 item	1 min/lvl	touch
11—Lesser Elemental Weapon	1 item	1 min/lvl	touch
12—			
13—Normal Elemental Weapon	1 item	1 min/lvl	touch
14—			
15—Greater Elemental Weapon	1 item	1 min/lvl	touch
16—Minor Elemental Shield	1 item	1 min/lvl	touch
17—Major Elemental Shield	1 item	1 min/lvl	touch
18—Minor Elemental Armor	1 item	1 min/lvl	touch
19—			
20—Major Elemental Armor	1 item	1 min/lvl	touch
25—Minor Elemental Weapon	1 item	1 min/lvl	touch
30—Major Elemental Weapon	1 item	1 min/lvl	touch
50—Elemental Mastery	varies	30 rnds	touch

3 to 16, 18, 25, and 50 — As the spells by the same names on Lesser Elemental Items 4.1.11 (Open Elemental List).

17—Major Elemental Shield (F) As *Lesser Elemental Shield* on the Lesser Elemental Items 4.1.11 spell list, except the bonus is +25 **and** a shield bash can inflict an additional 'E' critical.

20—Major Elemental Armor (F) As *Lesser Elemental Armor* on the Lesser Elemental Items 4.1.11 spell list, except the bonus is +25.

30—Major Elemental Weapon (F) As *Lesser Elemental Weapon* on the Lesser Elemental Items 4.1.11 spell list, except the bonus is +25 **and** the weapon can inflict an additional 'E' critical.

GREATER ELEMENTAL MOBILE BARRIERS (Closed) (4.2.23)

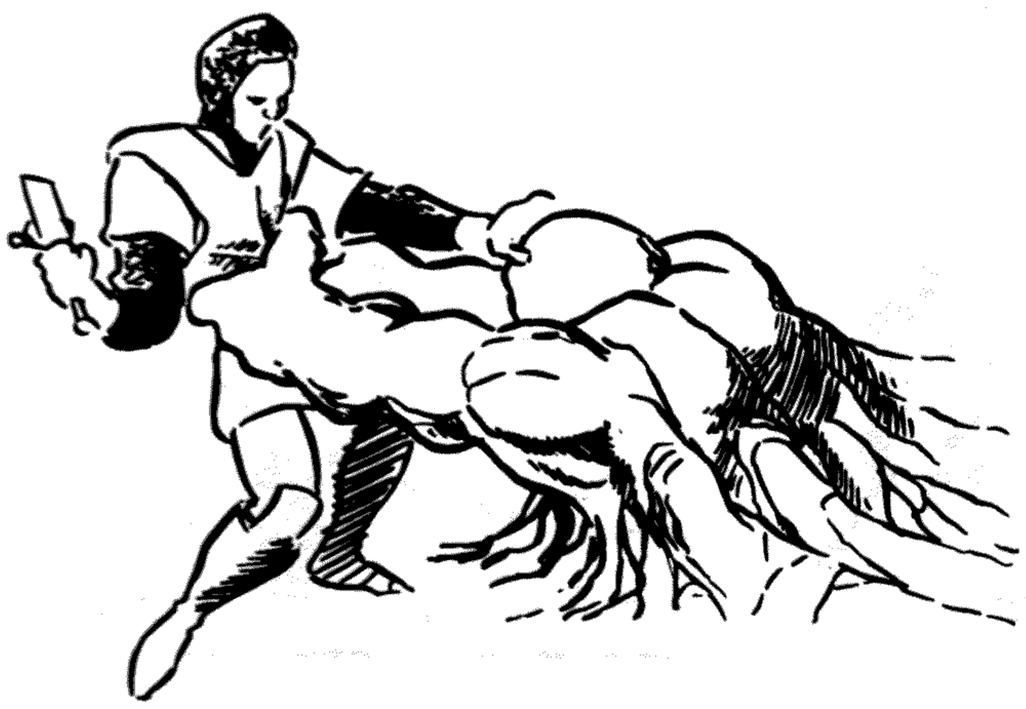
	Area of Effect	Duration	Range
1—			
2—			
3—Lesser Elem. Touch	1 target	1 rnd/lvl	100'
4—			
5—Normal Elem. Touch	1 target	1 rnd/lvl	100'
6—Lesser Elem. Entangle	10'R	1 rnd/lvl	100'
7—Greater Elem. Touch	1 target	1 rnd/lvl	100'
8—Normal Elem. Entangle	20'R	1 rnd/lvl	100'
9—			
10—Greater Elem. Entangle	30'R	1 rnd/lvl	100'
11—Lesser Elem. Bond	1 target	1 rnd/lvl	100'
12—			
13—Normal Elem. Bond	1 target	1 rnd/lvl	100'
14—			
15—Greater Elem. Bond	1 target	1 rnd/lvl	100'
16—Minor Elem. Touch	1 target	1 rnd/lvl	100'
17—Major Elem. Touch	1 target	1 rnd/lvl	100'
18—Minor Elem. Entangle	40'R	1 rnd/lvl	100'
19—			
20—Major Elem. Entangle	50'R	1 rnd/lvl	100'
25—Minor Elem. Bond	1 target	1 rnd/lvl	100'
30—Major Elem. Bond	1 target	1 rnd/lvl	100'
50—Elemental Mastery	varies	30 rnds	100'

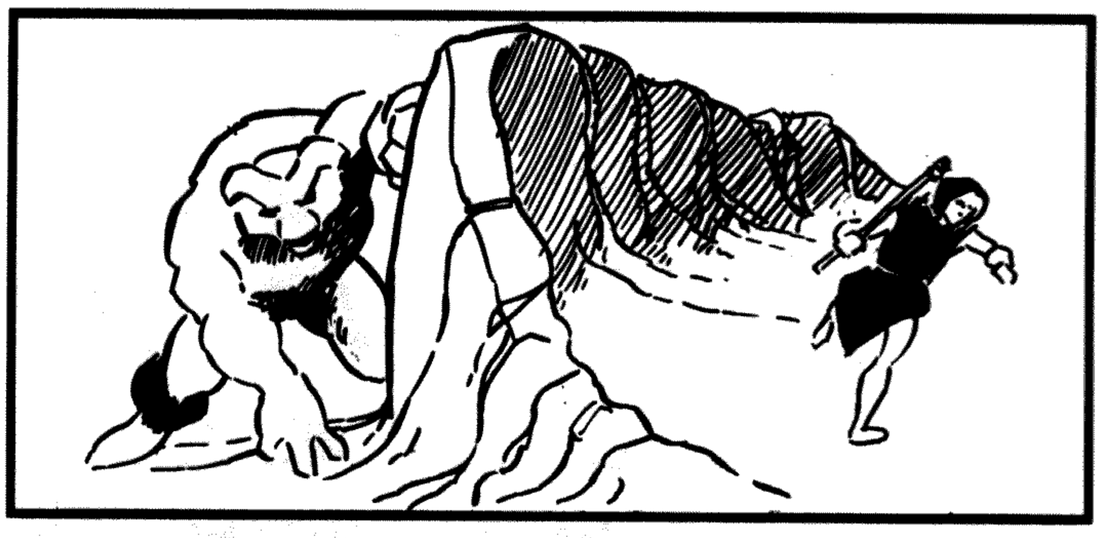
3 to 16, 18, 25, and 50 — As the spells by the same names on Lesser Elemental Mobile Barriers 4.1.12 (Open Elemental List).

17—Major Elemental Touch (E) As *Lesser Elemental Touch* on the Lesser Elemental Mobile Barriers 4.1.12 spell list, except it uses the Major Elemental Force Attack Table 9.7.

20—Major Elemental Entangle (E) As *Lesser Elemental Entangle* on the Lesser Elemental Mobile Barriers 4.1.12 spell list, except the Major Elemental Force Attack Table 9.7 is used **and** the size limit is a 50'R sphere.

30—Major Elemental Bond (E) As *Lesser Elemental Bond* on the Lesser Elemental Mobile Barriers 4.1.12 spell list, except the Major Elemental Force Attack Table 9.7 is used.





GREATER ELEMENTAL NON-MOBILE BARRIERS (Closed) (4.2.24)

Note: *All the spells on this list are non-mobile.*

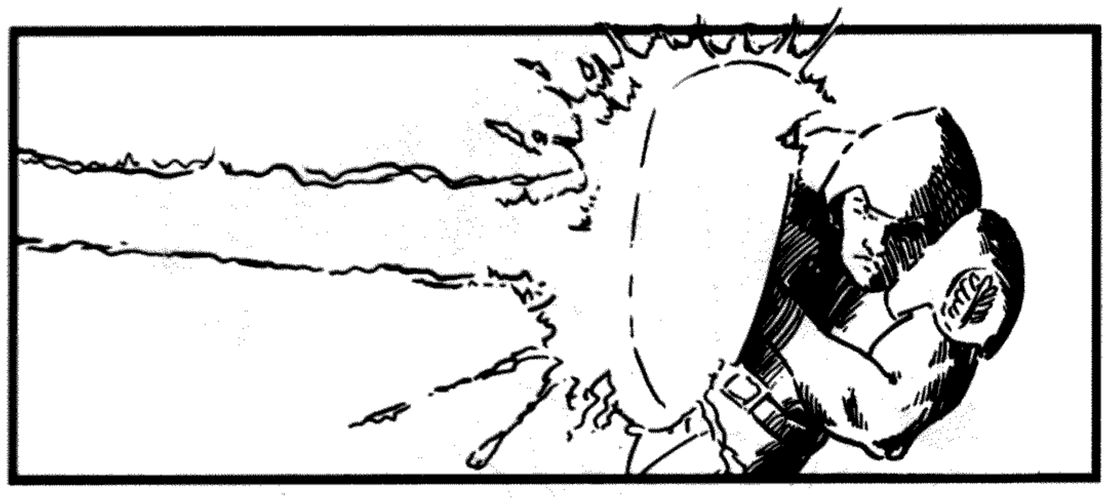
	Area of Effect	Duration	Range
1—			
2—			
3—Lesser Elem. Wall	10'x10'x2'	1 rnd/lvl	100'
4—			
5—Normal Elem. Wall	20'x10'x2'	1 rnd/lvl	100'
6—Lesser Elem. Circle	10'Rx10'x6"	1 rnd/lvl	100'
7—Greater Elem. Wall	30'x10'x2'	1 rnd/lvl	100'
8—Normal Elem. Circle	20'Rx10'x6"	1 rnd/lvl	100'
9—			
10—Greater Elem. Circle	30'Rx10'x6"	1 rnd/lvl	100'
11—Lesser Elem. Enshroud	1 target	1 rnd/lvl	100'
12—			
13—Normal Elem. Enshroud	1 target	1 rnd/lvl	100'
14—			
15—Greater Elem. Enshroud	1 target	1 rnd/lvl	100'
16—Minor Elem. Wall	40'x10'x2'	1 rnd/lvl	100'
17—Major Elem. Wall	50'x10'x2'	1 rnd/lvl	100'
18—Minor Elem. Circle	40'Rx10'x6"	1 rnd/lvl	100'
19—			
20—Major Elem. Circle	50'Rx10'x6"	1 rnd/lvl	100'
25—Minor Elem. Enshroud	1 target	1 rnd/lvl	100'
30—Major Elem. Enshroud	1 target	1 rnd/lvl	100'
50—Elemental Mastery	varies	30 rnds	100'

3 to 16, 18, 25, and 50 — As the spells by the same names on Lesser Elemental Non-Mobile Barriers 4.1.13 (Open Elemental List).

17—Major Elemental Wall (E) As *Lesser Elemental Wall* on the Lesser Elemental Non-mobile Barriers 4.1.13 spell list, except delivers 'E' criticals **and** length + height can be up to 60' (length may not exceed 50', height may not exceed 50').

20—Major Elemental Circle (E) As *Lesser Elemental Circle* on the Lesser Elemental Non-mobile Barriers 4.1.13 spell list, except delivers 'E' criticals **and** radius + height can be up to 60' (radius may not exceed 50', height may not exceed 50').

30—Major Elemental Enshroud (E) As *Lesser Elemental Enshroud* on the Lesser Elemental Non-mobile Barriers 4.1.13 spell list, except the Major Elemental Force Attack Table 9.7 is used.



GREATER ELEMENTAL PROTECTION

(Closed) **(4.2.25)**

Note: *The effects of spells with the same names on this list are non-cumulative.*

	Area of Effect	Duration	Range
1—			
2—			
3—Lesser Elem. Resistance	1 target	1 min/lvl	100'
4—			
5—Normal Elem. Resistance	1 target	1 min/lvl	100'
6—Lesser Elem. Protection	1 target	1 min/lvl	100'
7—Greater Elem. Resistance	1 target	1 min/lvl	100'
8—Normal Elem. Protection	1 target	1 min/lvl	100'
9—			
10—Greater Elem. Protection	1 target	1 min/lvl	100'
11—Lesser Elem. Immolation	1 target	1 min/lvl	100'
12—			
13—Normal Elem. Immolation	1 target	1 min/lvl	100'
14—			
15—Greater Elem. Immolation	1 target	1 min/lvl	100'
16—Minor Elem. Resistance	1 target	1 min/lvl	100'
17—Major Elem. Resistance	1 target	1 min/lvl	100'
18—Minor Elem. Protection	1 target	1 min/lvl	100'
19—			
20—Major Elem. Protection	1 target	1 min/lvl	100'
25—Minor Elem. Immolation	1 target	1 min/lvl	100'
30—Major Elem. Immolation	1 target	1 min/lvl	100'
50—Elemental Mastery	1 target	30 rnds	100'

3 to 16, 18, 25, and 50 — As the spells by the same names on Lesser Elemental Protection 4.1.14 (Open Elemental List).

17—Major Elemental Resistance (D) As *Lesser Elemental Resistance* on the Lesser Elemental Protection 4.1.14 spell list, except bonus is +25.

20—Major Elemental Protection (D) As *Lesser Elemental Protection* on the Lesser Elemental Protection 4.1.14 spell list, except the bonus is +25 and the critical severity is lowered five levels (i.e., an 'A', 'B', 'C', 'D', or 'E' critical become no critical, a "F" critical becomes an 'A' critical, etc.).

30—Major Elemental Immolation (D) As *Lesser Elemental Immolation* on the Lesser Elemental Protection 4.1.14 spell list, except has the effects of *Major Elemental Resistance* and *Major Elemental Protection.*

GREATER ELEMENTAL SUMMONING

(Closed) **(4.2.26)**

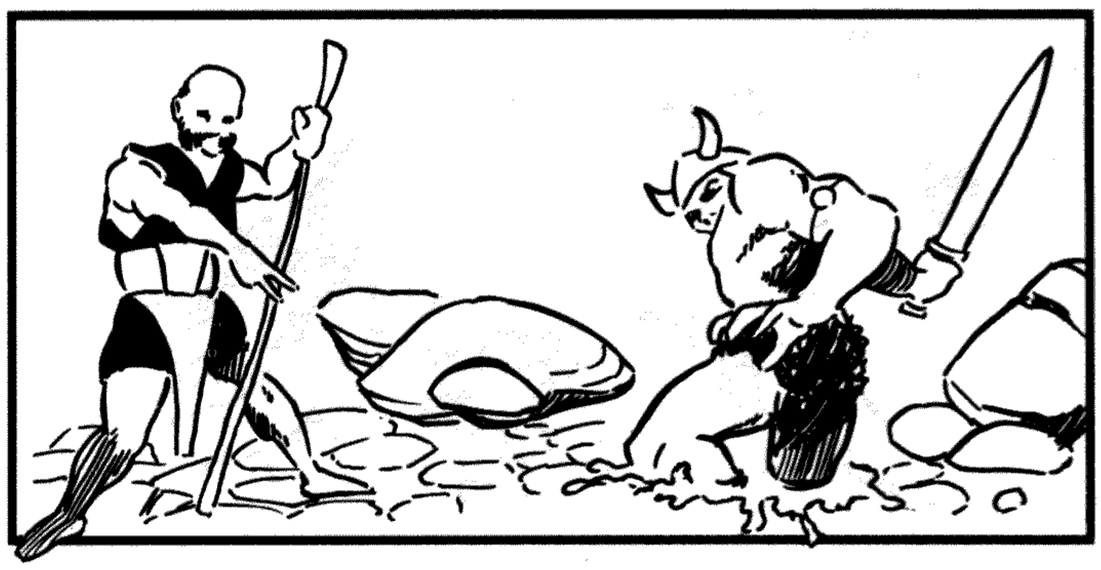
	Area of Effect	Duration	Range
1—Lesser Wispling	—	10 min/lvl	100'
2—Normal Wispling	—	10 min/lvl	100'
3—Lesser Server Elemental	—	10 min/lvl	100'
4—Greater Wispling	—	10 min/lvl	100'
5—Normal Server Elemental	—	10 min/lvl	100'
6—Lesser Elemental Beast	—	10 min/lvl	100'
7—Greater Server Elemental	—	10 min/lvl	100'
8—Normal Elemental Beast	—	10 min/lvl	100'
9—			
10—Greater Elemental Beast	—	10 min/lvl	100'
11—Lesser Elemental Being	—	10 min/lvl	100'
12—			
13—Normal Elemental Being	—	10 min/lvl	100'
14—			
15—Greater Elemental Being	—	10 min/lvl	100'
16—Minor Server Elemental	—	10 min/lvl	100'
17—Major Server Elemental	—	10 min/lvl	100'
18—Minor Elemental Beast	—	10 min/lvl	100'
19—			
20—Major Elemental Beast	—	10 min/lvl	100'
25—Minor Elemental Being	—	10 min/lvl	100'
30—Major Elemental Being	—	10 min/lvl	100'
50—Elemental Mastery	varies	30 rnds	100'

3 to 16, 18, 25, and 50 — As the spells by the same names on Lesser Elemental Summoning 4.1.15 (Open Elemental List).

17—Major Server Elemental (F) As *Lesser Server Elemental* on the Lesser Elemental Summoning 4.1.15 spell list, except server uses the Major Elemental Force Attack Table 9.7 (i.e., normally, it does consist of proto-elemental material).

20—Major Elemental Beast (F) As *Lesser Elemental Rider* on the Lesser Elemental Summoning 4.1.15 spell list, except beast uses the Major Elemental Force Attack Table 9.7 (i.e., normally, it does consist of proto-elemental material).

30—Major Elemental Being (F) As *Lesser Elemental Rider* on the Lesser Elemental Summoning 4.1.15 spell list, except being uses the Major Elemental Force Attack Table 9.7 (i.e., normally, it does consist of proto-elemental material).



4.3 BASE ELEMENTAL SPELL LISTS

CURSE GUIDELINES (4.3.1)

There are several ways that an *Elemental Curse* spell may be reversed/canceled:

- If the caster cancels the *Elemental Curse* spell.
- If the caster dies.
- If the *Elemental Curse* spell fails a RR versus a *Remove Curse* spell of the same or higher level.
- If the *Elemental Curse* spell fails a RR versus a *Cancel Essence* or *Dispel Essence* spell of the same or higher level.
- If the target is successful in a will vs will contest; the will of the *Elemental Curse* caster's vs the target's will (see *RMCI* Section 5.1). The following special modifications apply to the target's Will Roll:

  Time that curse has been in effect .....-1/hour (max -200)

  Shock value to cursed target (GM discretion) ..+30 to -70 †

  †—*Shock value is based upon the reaction that the target has had to the curse; i.e., how much it has effected their normal mental condition.*

AREA ELEMENTAL CURSES

(Base) **(4.3.2)**

Note: *The curses on this list affect an area; if an additional target(s) is indicated, the spell effects only apply while the target is within the area of effect of the spell. For example, a 'Blindness' area curse would blind a target failing his RR; but upon leaving the area of effectin, the target would no longer be blind.*

Note: *Some of the descriptions of* Elemental Curses *refer to "Random Checks." A Random Check is made to determine which targets are affected by a specified random event occuring due to a spell on this list— the GM makes a 1-100 roll* ***and*** *a 1-100 roll is made for each potential target. Each potential target whose roll is within 10 of the GM's roll is affected by the random event. For example, the GM's roll is 68, each potential target whose roll is greater than 57 and less than 79 is affected. If the GM's roll and a potential target's roll are equal, any effects resulting from the Elemental Curse are doubled.*

Note: *Each round that a target is in the area of effect of a spell on this list, he must make a RR. Once a RR is failed, the spell effects will continue until the Curse is canceled or until the target leaves the area of the spell. If the spell specifies a Random Check, RRs need only be made by targets indicated by the Random Check.*

Note: *If a curse on this list involves an "element type", the GM can modify the effects of the spell to match the element type. For example, a normal 'Chilled' spell keeps an area cold, but a fire-based 'Chilled' spell should keep an area hot.*

	Area of Effect	Duration	Range
1—No Shadows	10'R/lvl	P	100'
2—Iced	10'R/lvl	P	100'
3—Demonic Shadows	10'R/lvl	P	100'
4—Rolling Thunder	10'R/lvl	P	100'
5—Darken	10'R/lvl	P	100'
6—Chilled	10'R/lvl	P	100'
7—Stench	10'R/lvl	P	100'
8—Bogs	10'R/lvl	P	100'
9—Devil Smoke	10'R/lvl	P	100'
10—Strobes	10'R/lvl	P	100'
11—Weathering	10'R/lvl	P	100'
12—Dust Devils	10'R/lvl	P	100'
13—Corrosion	10'R/lvl	P	100'
14—Dry Bathing	10'R/lvl	P	100'
15—Mirroredless	10'R/lvl	P	100'
16—Quickening Sands	10'R/lvl	P	100'
17—Heaviness	10'R/lvl	P	100'
18—Shifting Shadows	10'R/lvl	P	100'
19—Flood	10'R/lvl	P	100'
20—Brush Fires	10'R/lvl	P	100'
25—Drought	10'R/lvl	P	100'
30—Repel Animals	10'R/lvl	P	100'
35—Call Insects	10'R/lvl	P	100'
40—Blindness	10'R/lvl	P	100'
45—Metal Mutation	10'R/lvl	P	100'
50—Elemental Storm	10'R/lvl	P	100'

1—No Shadows (F) Each target has no shadow.

2—Iced (F) Each target is covered by an ultra-thin coating of ice: -5 to activity.

3—Demonic Shadows (F) Each target has a demon-shaped shadow.

4—Rolling Thunder (F) Constant crashing of thunder deadens the sound perception of all targets in the area of effect: sound perception is modified by -1 / 1% failure.

5—Darken (F) Area of effect is darkened: visual perception is modified by -1 / 1% failure.

6—Chilled (F) Each target is always cold and may never get warm. Target's resistance to disease is modified by -1 / 1% failure.

7—Stench (F) Area of effect is filled with a terrible stench: smell perception is modified by -1 / 1% failure **and** in addition, each target may have a different reaction.

8—Bogs (F) Land is water logged. Movement is restricted to at most a jogging pace. All maneuvers/movements are at -1 / 1% failure.

9—Devil Smoke (F) Swirling smoke engulfs the area: all actions within the area are at -1 / 1% failure.

10—Strobes (F) Lights of various colors flash on and off constantly: make a Random Check to see which potential targets may be blinded for 1D10 rounds.

11—Weathering (F) All stone in the area of effect is subject to weathering: exposed stone surfaces dissolve at a rate of 1"/minute. Magical stone gets an RR.

12—Dust Devils (F) Small whirlwinds fill the area of effect: make a Random Check to see which potential targets are attacked by dust devils, each receives an "A" impact critical.

13—Corrosion (F) All metal in the area of effect is subject to corrosion: exposed metal surfaces corrode at a rate of 0.1"/minute. Magical metals gets an RR.

14—Dry Bathing (F) Each target sweats profusely. A target must drink 1% of his body weight in water every 10 minutes or he will begin to take one hit per round due to dehydration.

15—Mirroredless (F) Each target has no reflection in a mirrored surface.

16—Quickening Sands (F) Area is covered with quicksand pits: make a Random Check to see which potential targets may be caught in a quicksand pit. If caught a target sinks at 1'/round for 1D20 rounds. If the target is completely covered up they will usually suffocate in 10+1D10 rounds. To get out of a quicksand pit, a trapped target must be pulled, helped, or rescued. A target may only pull himself out if he can reach an anchored point (e.g., overhanging tree limb, successful rope mastery, etc.).

17—Heaviness (F) Each target has increased weight without the associated mass: exhaustion expenditures are doubled.

18—Shifting Shadows (F) All shadows in the area of effect are constantly moving and shifting, and bear little if any relation to the actual physical situation.

19—Flood (F) Area is flooded: all maneuvers/movements are at -2 / 1% failure.

20—Brush Fires (F) Random fires appear within the area of effect. Each fire will just 'flare up' and die in one round unless there is fuel to consume. Make a Random Check to see which potential targets may be caught in a flare up (receive an "A" heat critical).

25—Drought (F) All water is subject to evaporation, even water in containers: evaporates at a rate of 1 cu'/round. Magical water and water in magical containers get RRs.

30—Repel Animals (F) All animals are driven out of the area of effect. The animal will flee at fastest possible pace. All attempts to control the animals are at -5 / 1% failure. Magical animals get a RR.

35—Call Insects (F) Area is plagued by thousands of insects: each target is attacked, use a tiny sting or bite attack each round. Each successful attack lowers a target resistance to disease by 1D10.

40—Blindness (F) Each target is blinded.

45—Metal Mutation (F) Any metal in contact with a target bends, warps and grows spikes, barbs and hooks. Magical metals get an RR. If a target is wearing metal or holding metal, he suffers an 'A' puncture critical each minute that the metal remains in contact with his body.

50—Elemental Storm (F) Area is terrorized by 'random' elemental storms. Each round, make a Random Check with one target roll for each *group* in the area; if a group is affected, the group is caught in a Major Elemental Storm spell (see the Greater Elemental Area Attacks 4.2.20 spell list).

PERSONAL ELEMENTAL CURSES

(Base) **(4.3.3)**

Note: *If a curse on this list involves an "element type", the GM can modify the effects of the spell to match the element type. For example, a normal 'Chilled Bones' spell keeps a target cold, but a fire-based 'Chilled Bones' spell should keep a target hot.*

	Area of Effect	Duration	Range
1—Shadowless	1 target	P	100'
2—Icy Touch	1 target	P	100'
3—Demon Shadow	1 target	P	100'
4—Red Eye	1 target	P	100'
5—Popping Feet	1 target	P	100'
6—Chilled Bones	1 target	P	100'
7—Magnetize	1 target	P	100'
8—Unfloater	1 target	P	100'
9—Floater	1 target	P	100'
10—Lightning Rod	1 target	P	100'
11—Winded	1 target	P	100'
12—Drizzle Head	1 target	P	100'
13—Sink Sole	1 target	P	100'
14—Sweaty Pores	1 target	P	100'
15—No Image	1 target	P	100'
16—Metal Warper	1 target	P	100'
17—Metal Sensitive	1 target	P	100'
18—Spirit Shadow	1 target	P	100'
19—Smokey Breathe	1 target	P	100'
20—Bleeding Metal	1 target	P	100'
25—Garbled Voice	1 target	P	100'
30—Garbled Hearing	1 target	P	100'
35—Sonic Voice	1 target	P	100'
40—Fire Nerves	1 target	P	100'
45—Lead Metaller	1 target	P	100'
50—Floating Lungs	1 target	P	100'

1—Shadowless (E) Target has no shadow.

2—Icy Touch (E) Target is covered by an ultra-thin coating of ice: -5 to activity.

3—Demon Shadow (E) Target has a demon-shaped shadow.

4—Red Eye (E) Target's eyes glow in the dark: -10 to stalking in darkness.

5—Popping Feet (E) Target's feet make popping sounds with each step: -50 to stalking.

6—Chilled Bones (E) Target is always cold and may never get warm. Target's resistance to disease is modified by -1 / 1% failure.

7—Magnetize (E) Target's body acts like a magnet to iron. Iron dust and small particles cling to the target's body, giving the target a dull, dirty, greyish appearance when dry and a reddish brown appearance when wet. Target's body weight is increased 5% **and** he has a swimming penalty of -10 **and** his Qu bonus is modified by -5 **and** his "no armor" AT is 3 (due to the coating of paricles).

8—Unfloater (E) Target sinks like a rock whenever attempting to swim.

9—Floater (E) Target body cannot sink in water; he bobs up and down when trying to swim. Swimming penalty of -70.

10—Lightning Rod (E) All lightning attacks (elemental, natural or magical) within 100' are drawn towards the target. If the target is the intended victim of a lightning attack, then attacker's OB is increased by +50; otherwise, the lightning attack is resolved by an open-ended die roll with a +0 OB.

11—Winded (E) A constant wind blows into the face of the target. Target's hair is blown back; he has trouble getting his breath — exhaustion point costs are doubled.

12—Drizzle Head (E) Target is followed by a little rain cloud which constantly "rains" on his head (it is actually just a light mist).

13—Sink Sole (E) Target's feet sink down one foot in any earthen area that they walk upon as if it were mud. Movement pace is limited to a walking pace and base movement rate is cut in half (round up). Target will love stone pavement and bricked or wood floors.

14—Sweaty Pores (E) Target sweats profusely. Target must drink 1% of his body weight in water every 10 minutes or he will begin to take one hit per round due to dehydration.

15—No Image (E) Target has no reflection in a mirrored surface.

16—Metal Warper (E) Any metal in contact with the target bends, warps and grows spikes, barbs and hooks. Magical metals get an RR. If the target is wearing metal or holding metal, he suffers an 'A' puncture critical each minute that the metal remains in contact with his body.

17—Metal Sensitive (E) The touch of metal causes the target to react violently and become very sick: -1D100 for 1D10 hours to all actions. To avoid this effect, target must make a RR each round they are in contact with metal.

18—Spirit Shadow (E) Target's shadow has a life of it's own. Although the shadow remains with the target, it does not mimic the target movement; instead its movements are grotesque and random.

19—Smokey Breathe (E) Target breathes out smoke. In one hour, in a closed area with no ventilation, target can fill a 10'R area with enough smoke to suffocate those present.

20—Bleeding Metal (E) Whenever the target touches metal it "bleeds" a greys crystalline ooze. This ooze has no commercial value.

25—Garbled Voice (E) Target's voice is garbled; without magical aid, no one can understand what he says. To the target, his own voice seems to be normal.

30—Garbled Hearing (E) The target can not understand the speech of others; such speech seems to be the rambling of lunatics.

35—Sonic Voice (E) Target's voice is high pitched, scratchy, squeaky and very irksome. -50 to Presence bonus when speaking.

40—Fire Nerves (E) Target's nerves are inflamed, he can not feel hot or cold sensations, but he has normal touch perception otherwise. Target does have trouble controlling themselves and all actions are modified by -50.

45—Lead Metaller (E) Whenever the target touches metal it is turned into a soft, semi-liquid lead-like substance (no commercial value). RRs apply for many special and magical metals.

50—Floating Lungs (E) Target's lungs constantly accumulate water, causing the target to vomit and cough up water. If lying down on his back, target will drown in 10+1D100 rounds.

ELEMENTAL AREA ATTACK LAW

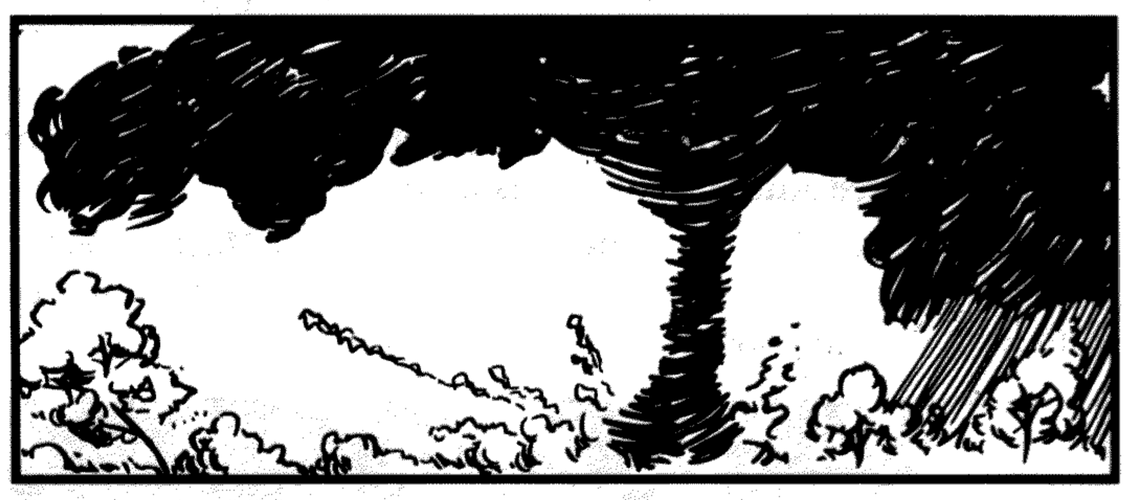
(Base) **(4.3.4)**

	Area of Effect	Duration	Range
1—			
2—Lesser Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
3—Normal Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
4—Lesser Elem. Storm	100'R	1 min/lvl	100'
5—Greater Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
6—Normal Elem. Storm	100'R	1 min/lvl	100'
7—Greater Elem. Storm	100'R	1 min/lvl	100'
8—Lesser Elem. Field	100'R	1 rnd/lvl	100'
9—Normal Elem. Field	100'R	1 rnd/lvl	100'
10—Greater Elem. Field	100'R	1 rnd/lvl	100'
11—Minor Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
12—			
13—Major Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
14—			
15—Superior Elem. Cloud/Fog	10'R	1 rnd/lvl	100'
16—Minor Elem. Storm	100'R	1 min/lvl	100'
17—Major Elem. Storm	100'R	1 min/lvl	100'
18—Superior Elem. Storm	100'R	1 min/lvl	100'
19—Minor Elem. Field	100'R	1 rnd/lvl	100'
20—Major Elem. Field	100'R	1 rnd/lvl	100'
25—Superior Elem. Field	100'R	1 rnd/lvl	100'
30—Elemental Mastery	varies	30 rnds	100'
50—Elemental Mastery True	varies	50 rnds	100'

3 to 11, 16, 19, and 30 — As the spells by the same names on Lesser Elemental Area Attacks 4.1.9 (Open Elemental List).

13, 17, and 20 — As the spells by the same names on Greater Elemental Area Attacks 4.2.20 (Closed Elemental List).

15—Superior Elemental Cloud/Fog (E) As *Lesser Elemental Cloud/Fog* on the Lesser Elemental Area Attacks 4.1.9 spell list, except inflicts 'F' criticals.



18—Superior Elemental Storm (E) As *Lesser Elemental Storm* on the Lesser Elemental Area Attacks 4.1.9 spell list, except elemental winds inflicts 'F' criticals **and** elemental bolt attacks use the Superior Elemental Force Attack Table 9.8.

25—Superior Elemental Field (E) As *Lesser Elemental Field* on the Lesser Elemental Area Attacks 4.1.9 spell list, except the level change is 10.

50—Elemental Mastery True (F) As *Elemental Mastery* on the Lesser Elemental Area Attacks 4.1.9 spell list, except the spells may be 20th level or lower and the duration is 50 rounds.

ELEMENTAL ATTACK LAW (Base) (4.3.5)

	Area of Effect	Duration	Range
1—			
2—Lesser Elemental Bolt	1 target	—	100'
3—Normal Elemental Bolt	1 target	—	100'
4—Lesser Elemental Ball	10'R	—	100'
5—Greater Elemental Bolt	1 target	—	100'
6—Normal Elemental Ball	10'R	—	100'
7—Greater Elemental Ball	10'R	—	100'
8—Lesser Elemental Cone	varies	—	100'
9—Normal Elemental Cone	varies	—	100'
10—Greater Elemental Cone	varies	—	100'
11—Minor Elemental Bolt	1 target	—	100'
12—			
13—Major Elemental Bolt	1 target	—	100'
14—			
15—Superior Elemental Bolt	1 target	—	100'
16—Minor Elemental Ball	10'R	—	100'
17—Major Elemental Ball	10'R	—	100'
18—Superior Elemental Ball	10'R	—	100'
19—Minor Elemental Cone	varies	—	100'
20—Major Elemental Cone	varies	—	100'
25—Superior Elemental Cone	varies	—	100'
30—Elemental Mastery	varies	30 rnds	100'
50—Elemental Mastery True	varies	50 rnds	100'

3 to 11, 16, 19, and 30 — As the spells by the same names on Lesser Elemental Attacks 4.1.10 (Open Elemental List).

13, 17, and 20 — As the spells by the same names on Greater Elemental Attacks 4.2.21 (Closed Elemental List).

15—Superior Elemental Bolt (E) As *Lesser Elemental Bolt* on the Lesser Elemental Attacks 4.1.10 spell list, except the Superior Elemental Force Attack Table 9.8 is used.

18—Superior Elemental Ball (E) As *Lesser Elemental Ball* on the Lesser Elemental Attacks 4.1.10 spell list, except the Superior Elemental Force Attack Table 9.8 is used.

25—Superior Elemental Cone (E) As *Lesser Elemental Cone* on the Lesser Elemental Attacks 4.1.10 spell list, except the Superior Elemental Force Attack Table 9.8 is used.

50—Elemental Mastery True (F) As *Elemental Mastery* on the Lesser Elemental Attacks 4.1.10 spell list, except the spells may be 20th level or lower and the duration is 50 rounds.



ELEMENTAL COMMUNE (Base) (4.3.6)

Note: *Multiple casting of guess spells on one specific event will give exactly the same results.*

	Area of Effect	Duration	Range
1—Guess I	1 target	—	touch
2—			
3—Guess II	1 target	—	touch
4—			
5—Dream I	1 target	sleep	touch
6—Guess III	1 target	—	touch
7—			
8—Dream II	1 target	sleep	touch
9—Guess IV	1 target	—	touch
10—Type A Elem. Commune	1 target	—	touch
11—Guess V	1 target	—	touch
12—Type B Elem. Commune	1 target	—	touch
13—Dream III	1 target	sleep	touch
14—Type C Elem. Commune	1 target	—	touch
15—Guess VI	1 target	—	touch
16—Type D Elem. Commune	1 target	—	touch
17—Dream IV	1 target	sleep	touch
18—Type E Elem. Commune	1 target	—	touch
19—Guess True	1 target	—	touch
20—Type A Elem. Communal	1 target	—	touch
25—Type B Elem. Communal	1 target	—	touch
30—Type C Elem. Communal	1 target	—	touch
40—Type D Elem. Communal	1 target	—	touch
50—Type E Elem. Communal	1 target	—	touch

1—Guess I (I) When the target of this spell is faced with a choice about which he has little or no information (e.g., which corridor leads to the wine cellar), the GM will determine which way the target chooses, biasing the choice favorable by 10% (e.g., roll 1-100: correct on 41-100, incorrect on 1-40).

3—Guess II (I) As *Guess I* except choice is biased by 15%.

5—Dream I (I) Target has a dream relating to a topic decided upon just before retiring; limited to once per night.

6—Guess III (I) As *Guess I* except choice is biased by 20%.

8—Dream II (I) As *Dream I* except limit is 2 dreams/night on different topics.

9—Guess IV (I) As *Guess I* except choice is biased by 25%.

10—Type A Elemental Commune (I) Target receives a "yes" or a "no" to a question on a single topic from a type A elemental demi-lord. The demi-lord is not neccessarily all knowing or cooperative (GM discretion). Useable but once a day.

11—Guess V (I) As *Guess I* except choice is biased by 30%.

12—Type B Elemental Commune (I) As *Type A Elemental Commune* except source is a type B elemental demi-lord.

13—Dream III (I) As *Dream I* except limit is 3 dreams/night on different topics.

14—Type C Elemental Commune (I) As *Type A Elemental Commune* except source is a type C elemental demi-lord.

15—Guess VI (I) As *Guess I* except choice is biased by 35%.

16—Type D Elemental Commune (I) As *Type A Elemental Commune* except source is a type D elemental demi-lord.

17—Dream IV (I) As *Dream I* except limit is 4 dreams/night on different topics.

18—Type E Elemental Commune (I) As *Type A Elemental Commune* except source is a type E elemental demi-lord.

19—Guess True (I) As *Guess I* except choice is biased by 40%.

20—Type A Elemental Communal (I) As *Type A Elemental Commune* except target can receive a more detailed answer to a question involving 1 concept (e.g., a name or short phrase may constitute the answer).

25—Type B Elemental Communal (I) As *Type A Elemental Communal* except source is a type B elemental demi-lord.

30—Type C Elemental Communal (I) As *Type A Elemental Communal* except source is a type C elemental demi-lord.

40—Type D Elemental Communal (I) As *Type A Elemental Communal* except source is a type D elemental demi-lord.

50—Type E Elemental Communal (I) As *Type A Elemental Communal* except source is a type E elemental demi-lord.

ELEMENTAL FIRES (Base) (4.3.7)

Note: *Elemental fires are used to create and work magical elemental metals.*

Note: *The spells on this list may use elemental forces other than "fire" — just use the spell descriptions and replace "fire" with another element type.*

	Area of Effect	Duration	Range
1—Study Fires	1 fire	—	100'
2—			
3—Wood Fires	1'R	—	10'
4—			
5—Oil Fires	1'R	—	10'
6—			
7—Elemental Furnace	varies	10 min/lvl	10'
8—			
9—			
10—Control Fire	100'R	10 min/lvl (C)	10'
11—			
12—Elemental Forge	varies	10 min/lvl	10'
13—Type A Elemental Fires	varies	—	10'
14—			
15—Type B Elemental Fires	varies	—	10'
16—			
17—Type C Elemental Fires	varies	—	10'
18—			
19—Greater Elemental Forge	varies	10 min/lvl	10'
20—Type D Elemental Fires	varies	—	10'
25—Type E Elemental Fires	varies	—	10'
30—Deep Elemental Forge	varies	10 min/lvl	10'
50—Elemental Forge Mastery	varies	10 min/lvl	10'

1—Study Fires (P) Allows the caster to determine the temperature of a fire, how long the fire has burned, how long the fire will continue to burn, the composition of the fire, the elemental type of the fire, who created the fire, etc.

3—Wood Fires (E) Allows the caster to ignite and burn wood.

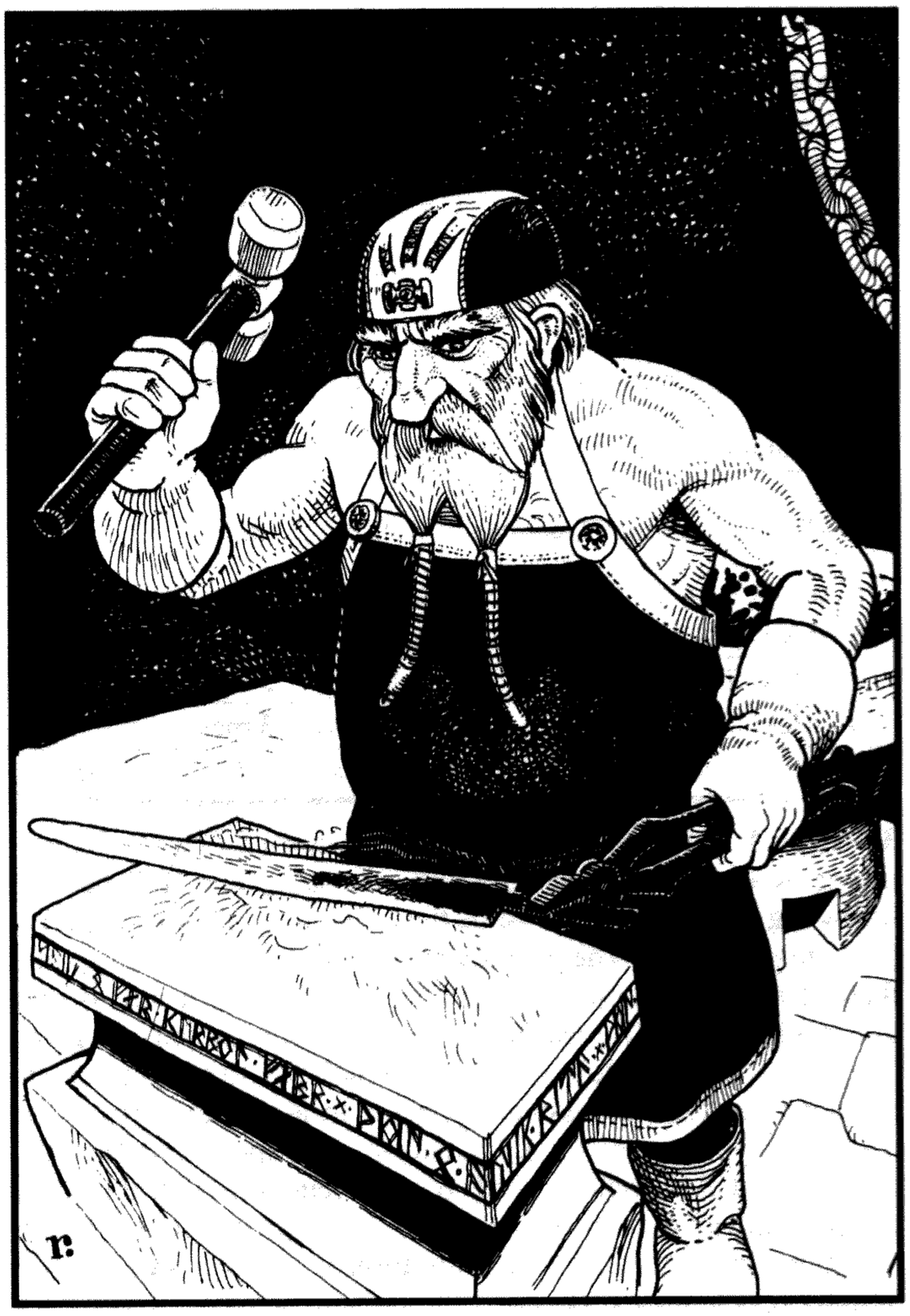
5—Oil Fires (E) Allows the caster to ignite and burn oils.

7—Elemental Furnace (E) Allows the caster to magically enchant a fireplace, a small forge, or a small furnace (up to 3 cu') — this will prevent it from being consumed by the "fire" (i.e., elemental force) it will contain. This spell also acts as a "temperature-control sphere", keeping the area near the furnace at normal temperature.

10—Control Fire (F) Allows the caster to control all fires within 100'. The fire can be extinguished, dimmed, or fanned. Requires concentration.

12—Elemental Forge (E) As *Elemental Furnace* except will protect from and hold a double normal temperature fire (i.e., x2 damage).

13—Type A Elemental Fires (E) Allows the caster to ignite and burn type A elements.



15—Type B Elemental Fires (E) Allows the caster to ignite and burn type A and B elements.

17—Type C Elemental Fires (E) Allows the caster to ignite and burn type A, B, and C elements.

19—Greater Elemental Forge (E) As *Elemental Furnace* except will protect from and hold a triple normal temperature fire (i.e., x3 damage).

20—Type D Elemental Fires (E) Allows the caster to ignite and burn type A, B, C, and D elements.

25—Type E Elemental Fires (E) Allows the caster to ignite and burn type A, B, C, D, and E elements.

30—Deep Elemental Forge (E) As *Elemental Furnace* except will protect from and hold a quadruple normal temperature fire (i.e., x4 damage).

50—Elemental Forge Mastery (E) Allows the caster to create a elemental forge that will protect from and hold any fire.

ELEMENTAL GUARDIANS (Base) (4.3.8)

Note: *These 'Guardian' spells do not create or summon an elemental; the caster must obtain the elemental through other means.*

	Area of Effect	Duration	Range
1—			
2—			
3—Type A Elemental Guardian	100'R	varies	10'
4—			
5—Multi-Task I	guardian	3 rnds	self
6—Type B Elemental Guardian	100'R	varies	10'
7—			
8—Multi-Task II	guardian	3 rnds	self
9—			
10—Type C Elemental Guardian	100'R	varies	10'
11—			
12—Multi-Task III	guardian	3 rnds	self
13—Type D Elemental Guardian	100'R	varies	10'
14—			
15—Multi-Task IV	guardian	3 rnds	self
16—			
17—Type E Elemental Guardian	100'R	varies	10'
18—			
19—Multi-Task V	guardian	3 rnds	self
20—Elemental Guardian	100'R	P	10'
25—Multi-Task VI	guardian	3 rnds	self
30—Multi-Task True	guardian	3 rnds	self
50—Elemental Guardian True	elemental	P	10'

3—Type A Elemental Guardian (M) Allows the caster to quest a type A elemental to accomplish one task. The task has the following restrictions: it must be the protection of some objective (e.g., item or place). The objective may not involve an area greater than a 100'R; e.g., a place of less than a 100'R area, a item as long as it is within a 100'R area, etc. The basic elemental must be given There must be a simple access "key" which will to allow access to the objective (i.e., a password phrase, an action to perform, an actual key type of item, etc.). The task must be specific and simple; usually limited to about 5 words (e.g., defend until I return, let no one pass, kill all in the room, etc.). The guardian will follow the instructions implicitly. The spell duration is one task **or** 24 hours which every happens sooner.

5—Multi-Task I (U) Caster's next *Elemental Guardian* spell cast within 3 rounds may have 2x normal duration **or** the task can be more complicated; usually limited to about 10 words (e.g., go up the stairs and kill all in the room, allow only Dwarves to pass and kill all Elves, etc.).

6—Type B Elemental Guardian (M) As *Type A Elemental Guardian* except can effect a type B elemental.

8—Multi-Task II (U) As *Multi-Task I* except duration can be 3x normal **or** task may be more complicated: up to about 15 words.

10—Type C Elemental Guardian (M) As *Type A Elemental Guardian* except can effect a type C elemental.

12—Multi-Task III (U) As *Multi-Task I* except duration can be 4x normal **or** task may be more complicated: up to about 20 words.

13—Type D Elemental Guardian (M) As *Type A Elemental Guardian* except can effect a type D elemental.

15—Multi-Task IV (U) As *Multi-Task I* except duration can be 5x normal **or** task may be more complicated: up to about 25 words.

17—Type E Elemental Guardian (M) As *Type A Elemental Guardian* except can effect a type E elemental.

19—Multi-Task V (U) As *Multi-Task I* except duration can be 6x normal **or** task may be more complicated: up to about 30 words.

20—Elemental Guardian (M) As *Type A Elemental Guardian* except can effect any type of elemental **and** the duration is permanent (i.e., until the elemental is destroyed or removed). This spell may not be affected by *Multi-Task* spells.

25—Multi-Task VI (U) As *Multi-Task I* except duration can be 7x normal **or** task may be more complicated: up to about 35 words.

30—Multi-Task True (U) As *Multi-Task I* except duration can be 1 day/lvl **or** task may be more complicated: up to about 50 words.

50—Elemental Guardian True (M) As *Elemental Guardian* except it may be affected by *Multi-Task* spells.

ELEMENTAL ITEM LAW (Base) (4.3.9)

Note: *The effects of the spells with the same name on this list are non-cumulative (i.e., an individual may use one shield spell at a time, only one armor spell, and only one weapon spell).*

	Area of Effect	Duration	Range
1—			
2—Lesser Elemental Shield	1 item	1 min/lvl	touch
3—Normal Elemental Shield	1 item	1 min/lvl	touch
4—Lesser Elemental Armor	1 item	1 min/lvl	touch
5—Greater Elemental Shield	1 item	1 min/lvl	touch
6—Normal Elemental Armor	1 item	1 min/lvl	touch
7—Greater Elemental Armor	1 item	1 min/lvl	touch
8—Lesser Elemental Weapon	1 item	1 min/lvl	touch
9—Normal Elemental Weapon	1 item	1 min/lvl	touch
10—Greater Elemental Weapon	1 item	1 min/lvl	touch
11—Minor Elemental Shield	1 item	1 min/lvl	touch
12—			
13—Major Elemental Shield	1 item	1 min/lvl	touch
14—			
15—Superior Elemental Shield	1 item	1 min/lvl	touch
16—Minor Elemental Armor	1 item	1 min/lvl	touch
17—Major Elemental Armor	1 item	1 min/lvl	touch
18—Superior Elemental Armor	1 item	1 min/lvl	touch
19—Minor Elemental Weapon	1 item	1 min/lvl	touch
20—Major Elemental Weapon	1 item	1 min/lvl	touch
25—Superior Elemental Weapon	1 item	1 min/lvl	touch
30—Elemental Mastery	varies	30 rnds	touch
50—Elemental Mastery True	varies	50 rnds	touch

3 to 11, 16, 19, and 30 — As the spells by the same names on Lesser Elemental Items 4.1.11 (Open Elemental List).

13, 17, and 20 — As the spells by the same names on Greater Elemental Items 4.2.22 (Closed Elemental List).

15—Superior Elemental Shield (F) As *Lesser Elemental Shield* on the Lesser Elemental Items 4.1.11 spell list, except the bonus is +30 **and** a shield bash can inflict an additional 'F' critical.

18—Superior Elemental Armor (F) As *Lesser Elemental Armor* on the Lesser Elemental Items 4.1.11 spell list, except the bonus is +30.

25—Superior Elemental Weapon (F) As *Lesser Elemental Weapon* on the Lesser Elemental Items 4.1.11 spell list, except the bonus is +30 **and** the weapon can inflict an additional 'F' critical.

50—Elemental Mastery True (F) As *Elemental Mastery* on the Lesser Elemental Items 4.1.11 spell list, except the spells may be 20th level or lower and the duration is 50 rounds.

ELEMENTAL MOBILE BARRIER LAW (Base) (4.3.10)

	Area of Effect	Duration	Range
1—			
2—Lesser Elem. Touch	1 target	1 rnd/lvl	100'
3—Normal Elem. Touch	1 target	1 rnd/lvl	100'
4—Lesser Elem. Entangle	10'R	1 rnd/lvl	100'
5—Greater Elem. Touch	1 target	1 rnd/lvl	100'
6—Normal Elem. Entangle	20'R	1 rnd/lvl	100'
7—Greater Elem. Entangle	30'R	1 rnd/lvl	100'
8—Lesser Elem. Bond	1 target	1 rnd/lvl	100'
9—Normal Elem. Bond	1 target	1 rnd/lvl	100'
10—Greater Elem. Bond	1 target	1 rnd/lvl	100'
11—Minor Elem. Touch	1 target	1 rnd/lvl	100'
12—			
13—Major Elem. Touch	1 target	1 rnd/lvl	100'
14—			
15—Superior Elem. Touch	1 target	1 rnd/lvl	100'
16—Minor Elem. Entangle	40'R	1 rnd/lvl	100'
17—Major Elem. Entangle	50'R	1 rnd/lvl	100'
18—Superior Elem. Entangle	60'R	1 rnd/lvl	100'
19—Minor Elem. Bond	1 target	1 rnd/lvl	100'
20—Major Elem. Bond	1 target	1 rnd/lvl	100'
25—Superior Elem. Bond	1 target	1 rnd/lvl	100'
30—Elemental Mastery	varies	30 rnds	100'
50—Elemental Mastery True	varies	50 rnds	100'

3 to 11, 16, 19, and 30 — As the spells by the same names on Lesser Elemental Mobile Barriers 4.1.12 (Open Elemental List).

13, 17, and 20 — As the spells by the same names on Greater Elemental Mobile Barriers 4.2.23 (Closed Elemental List).

15—Superior Elemental Touch (E) As *Lesser Elemental Touch* on the Lesser Elemental Mobile Barriers 4.1.12 spell list, except it uses the Superior Elemental Force Attack Table 9.8.

18—Superior Elemental Entangle (E) As *Lesser Elemental Entangle* on the Lesser Elemental Mobile Barriers 4.1.12 spell list, except the Superior Elemental Force Attack Table 9.8 is used **and** the size limit is a 60'R sphere.

25—Superior Elemental Bond (E) As *Lesser Elemental Bond* on the Lesser Elemental Mobile Barriers 4.1.12 spell list, except the Superior Elemental Force Attack Table 9.8 is used.

50—Elemental Mastery True (F) As *Elemental Mastery* on the Lesser Elemental Mobile Barriers 4.1.12 spell list, except the spells may be 20th level or lower and the duration is 50 rounds.

ELEMENTAL NON-MOBILE BARRIER LAW (Base) (4.3.11)

Note: *All the spells on this list are non-mobile.*

	Area of Effect	Duration	Range
1—			
2—Lesser Elem. Wall	10'x10'x2'	1 rnd/lvl	100'
3—Normal Elem. Wall	20'x10'x2'	1 rnd/lvl	100'
4—Lesser Elem. Circle	10'Rx10'x6"	1 rnd/lvl	100'
5—Greater Elem. Wall	30'x10'x2'	1 rnd/lvl	100'
6—Normal Elem. Circle	20'Rx10'x6"	1 rnd/lvl	100'
7—Greater Elem. Circle	30'Rx10'x6"	1 rnd/lvl	100'
8—Lesser Elem. Enshroud	1 target	1 rnd/lvl	100'
9—Normal Elem. Enshroud	1 target	1 rnd/lvl	100'
10—Greater Elem. Enshroud	1 target	1 rnd/lvl	100'
11—Minor Elem. Wall	40'x10'x2'	1 rnd/lvl	100'
12—			
13—Major Elem. Wall	50'x10'x2'	1 rnd/lvl	100'
14—			
15—Superior Elem. Wall	60'x10'x2'	1 rnd/lvl	100'
16—Minor Elem. Circle	40'Rx10'x6"	1 rnd/lvl	100'
17—Major Elem. Circle	50'Rx10'x6"	1 rnd/lvl	100'
18—Superior Elem. Circle	60'Rx10'x6"	1 rnd/lvl	100'
19—Minor Elem. Enshroud	1 target	1 rnd/lvl	100'
20—Major Elem. Enshroud	1 target	1 rnd/lvl	100'
25—Superior Elem. Enshroud	1 target	1 rnd/lvl	100'
30—Elemental Mastery	varies	30 rnds	100'
50—Elemental Mastery True	varies	50 rnds	100'

3 to 11, 16, 19, and 30 — As the spells by the same names on Lesser Elemental Non-Mobile Barriers 4.1.13 (Open Elemental List).

13, 17, and 20 — As the spells by the same names on Greater Elemental Non-Mobile Barriers 4.2.24 (Closed Elemental List).

15—Superior Elemental Wall (E) As *Lesser Elemental Wall* on the Lesser Elemental Non-mobile Barriers 4.1.13 spell list, except delivers 'F' criticals **and** length + height can be up to 70' (length may not exceed 60', height may not exceed 60').

18—Superior Elemental Circle (E) As *Lesser Elemental Circle* on the Lesser Elemental Non-mobile Barriers 4.1.13 spell list, except delivers 'F' criticals **and** radius + height can be up to 70' (radius may not exceed 60', height may not exceed 60').

25—Superior Elemental Enshroud (E) As *Lesser Elemental Enshroud* on the Lesser Elemental Non-mobile Barriers 4.1.13 spell list, except the Superior Elemental Force Attack Table 9.8 is used.

50—Elemental Mastery True (F) As *Elemental Mastery* on the Lesser Elemental Non-Mobile Barrier 4.1.13 spell list, except the spells may be 20th level or lower and the duration is 50 rounds.

ELEMENTAL SUMMONING (Base) (4.3.12)

Note: *Normally, a created elemental may be automatically controled by its creator whenever he concentrates (see Section 4.2.8); an intelligent, created elemental will be loyal to its creator; thus, it will usually follow instructions without requiring concentration.*

X	Area of Effect	Duration	Range
1—			
2—			
3—			
4—			
5—Summon Type A Elemental	varies	varies	10'
6—			
7—Create Type A Elemental	varies	P	10'
8—			
9—			
10—Summon Type B Elemental	varies	varies	10'
11—			
12—Create Type B Elemental	varies	P	10'
13—			
14—			
15—Summon Type C Elemental	varies	varies	10'
16—			
17—Create Type C Elemental	varies	P	10'
18—			
19—			
20—Summon Type D Elemental	varies	varies	10'
25—Summon Type E Elemental	varies	varies	10'
30—Create Type D Elemental	varies	P	10'
50—Create Type E Elemental	varies	P	10'

5—Summon Type A Elemental (M) Allows caster to summon a random type A elemental who gradually appears over the course of 2 rounds, roll open-ended high: (01-50) Wispling, (51-80) Servant, (81-90) Riding, (91-95) Non-Intelligent, (96-99) Intelligent, (>100) Guardian. If the elemental is not "controlled" or "mastered" (see Section 4.2.8) at the end of the 2 rounds, it departs after attacking the caster — another high open-ended roll is made and the caster takes one of the following effects (no RR allowed):

(1-10) .....roll on attack column of Spell Failure Table (*SL* 15.7).
(11-40).....takes an 'A' critical of the appropriate type
(41-60).....takes an 'B' critical of the appropriate type
(61-75).....takes an 'C' critical of the appropriate type
(76-90).....takes an 'D' critical of the appropriate type
(91-96).....takes an 'E' critical of the appropriate type
(97-99).....takes an 'F' critical of the appropriate type
(>100).....Elemental gives caster a quest (GM discretion)

If still uncontrolled after the elemental makes its attack it always departs back to the place it was summoned from.

7—Create Type A Elemental (E) As *Summon Type A Elemental* except, if the appropriate elemental material is available, a type A elemental is created **and** the elemental may be automatically controlled (see notes above and Section 4.2.8).

10—Summon Type B Elemental (M) As *Summon Type A Elemental* except summons a type B elemental.

12—Create Type B Elemental (E) As *Create Type A Elemental* except a type B elemental is created.

15—Summon Type C Elemental (M) As *Summon Type A Elemental* except summons a type C elemental.

17—Create Type C Elemental (E) As *Create Type A Elemental* except a type C elemental is created.

20—Summon Type D Elemental (M) As *Summon Type A Elemental* except summons a type D elemental.

25—Summon Type E Elemental (M) As *Summon Type A Elemental* except summons a type E elemental.

30—Create Type D Elemental (E) As *Create Type A Elemental* except a type D elemental is created.

50—Create Type E Elemental (E) As *Create Type A Elemental* except a type E elemental is created.

ELEMENTAL PROTECTION LAW (Base) (4.3.13)

Note: *The effects of spells with the same names on this list are non-cumulative.*

X	Area of Effect	Duration	Range
1—			
2—Lesser Elem. Resistance	1 target	1 min/lvl	100'
3—Normal Elem. Resistance	1 target	1 min/lvl	100'
4—Lesser Elem. Protection	1 target	1 min/lvl	100'
5—Greater Elem. Resistance	1 target	1 min/lvl	100'
6—Normal Elem. Protection	1 target	1 min/lvl	100'
7—Greater Elem. Protection	1 target	1 min/lvl	100'
8—Lesser Elem. Immolation	1 target	1 min/lvl	100'
9—Normal Elem. Immolation	1 target	1 min/lvl	100'
10—Greater Elem. Immolation	1 target	1 min/lvl	100'
11—Minor Elem. Resistance	1 target	1 min/lvl	100'
12—			
13—Major Elem. Resistance	1 target	1 min/lvl	100'
14—			
15—Superior Elem. Resistance	1 target	1 min/lvl	100'
16—Minor Elem. Protection	1 target	1 min/lvl	100'
17—Major Elem. Protection	1 target	1 min/lvl	100'
18—Superior Elem. Protection	1 target	1 min/lvl	100'
19—Minor Elem. Immolation	1 target	1 min/lvl	100'
20—Major Elem. Immolation	1 target	1 min/lvl	100'
25—Superior Elem. Immolation	1 target	1 min/lvl	100'
30—Elemental Mastery	1 target	30 rnds	100'
50—Elemental Mastery True	1 target	50 rnds	100'

3 to 11, 16, 19, and 30 — As the spells by the same names on Lesser Elemental Protection 4.1.14 (Open Elemental List).

13, 17, and 20 — As the spells by the same names on Greater Elemental Protection 4.2.25 (Closed Elemental List).

15—Superior Elemental Resistance (D) As *Lesser Elemental Resistance* on the Lesser Elemental Protection 4.1.14 spell list, except bonus is +30.

18—Superior Elemental Protection (D) As *Lesser Elemental Protection* on the Lesser Elemental Protection 4.1.14 spell list, except the bonus is +30 and the critical severity is lowered six levels (i.e., an 'A', 'B', 'C', 'D', 'E', or 'F' critical become no critical, a "G" critical becomes an 'A' critical, etc.).

25—Superior Elemental Immolation (D) As *Lesser Elemental Immolation* on the Lesser Elemental Protection 4.1.14 spell list, except has the effects of *Superior Elemental Resistance* and *Superior Elemental Protection.*

50—Elemental Mastery True (F) As *Elemental Mastery* on the Lesser Elemental Protection 4.1.14 spell list, except the spells may be 20th level or lower and the duration is 50 rounds.

TEMPERANCE (Base) (4.3.14)

Note: *The spells on this list must be used in conjunction with spells on other lists to create "elemental items." See Section 16.2 for a complete discussion of the exact procedure required to create an elemental item.*

	Area of Effect	Duration	Range
1—Cleanse	1 target	24 hrs	touch
2—			
3—Prime	1 target	24 hrs	touch
4—			
5—Temperance I	1 target	24 hrs	touch
6—			
7—			
8—			
9—Temperance II	1 target	1 day/lvl	touch
10—Recharge Temperance	1 target	varies	touch
11—			
12—			
13—			
14—			
15—Temperance III	1 target	1 week	touch
16—			
17—			
18—			
19—			
20—Temperance IV	1 target	1 week/lvl	touch
25—Temperance V	1 target	1 month/lvl	touch
30—Temperance True	1 target	1 year/lvl	touch
50—Temperance Mastery	1 target	P	touch

1—Cleanse (U) Removes all residual energies and impurities in raw elemental material that is to be "worked" and "molded" into an item (see 4.2.9). If the material is not cleansed, the effectiveness of any properties placed into the item are halved (e.g., a +20 bonus would be only be +1, a x3 PP multiplier would only be x1.5, etc.) **and** all spells required to make the item require twice the normal PPs.

3—Prime (U) Prepares elemental material that is to be "worked" and "molded" into an item (see Section 4.2.9). This preparation allows the inscribing of runes, symbols, wards, etc. (see 4.1.5, 4.1.7, and 4.1.8). If such an item is not *primed*, all spells required to inscribe the spell require twice the normal PPs **and** there is a [5 x level of inscribed spell]% chance that the spell is **not** successfullly inscribed on the item being created (determine after the creation process is complete). This spell may also serve to allow multiple "enhancements" (GM discretion).

5—Temperance I (U) If this spell is cast on an elemental item that the caster has "molded" and "worked" (see 4.2.9), the item will exist and operate as long this spell is active. If this spell is not used, a "molded" elemental item fades (i.e., is destroyed) when any one of the spells used to create the item reach the end of its duration. Of course, this spell can be canceled by its caster **or** dispelled normally — in which case, the item will fade away in 1D10 rounds.

9—Temperance II (U) As *Temperance I* except duration is 1 day/lvl.

10—Recharge Temperance (U) Allows the caster to "recharge" a *Temperance* spell that is active on an elemental item; this spell is usually needed when the original *Temperance* spell is about to expire. When this spell is cast, the *Temperance* spell will remain active for a period of time equal to the original duration of the *Temperance* spell. For example, a *Temperance III* spell on an elemental item is about to expire; so if a *Recharge Temperance* spell is cast on the item, the Temperance III spell will remain active for another week — at which time another Recharge Temperance spell will be needed

15—Temperance III (U) As *Temperance I* except duration is 1 week.

20—Temperance IV (U) As *Temperance I* except duration is 1 week/lvl.

25—Temperance V (U) As *Temperance I* except duration is 1 month/lvl.

30—Temperance True (U) As *Temperance I* except duration is 1 year/lvl.

50—Temperance Mastery (UE) As *Temperance I* except duration is permanent. The number of *Temperance Mastery* spells that a caster can have active at any one time is equal to his level.

ELEMENTAL SUMMONING LAW (Base) (4.3.15)

	Area of Effect	Duration	Range
1—			
2—Lesser Server Elemental	—	10 min/lvl	100'
3—Normal Server Elemental	—	10 min/lvl	100'
4—Lesser Elemental Beast	—	10 min/lvl	100'
5—Greater Server Elemental	—	10 min/lvl	100'
6—Normal Elemental Beast	—	10 min/lvl	100'
7—Greater Elemental Beast	—	10 min/lvl	100'
8—Lesser Elemental Being	—	10 min/lvl	100'
9—Normal Elemental Being	—	10 min/lvl	100'
10—Greater Elemental Being	—	10 min/lvl	100'
11—Minor Server Elemental	—	10 min/lvl	100'
12—			
13—Major Server Elemental	—	10 min/lvl	100'
14—			
15—Superior Server Elemental	—	10 min/lvl	100'
16—Minor Elemental Beast	—	10 min/lvl	100'
17—Major Elemental Beast	—	10 min/lvl	100'
18—Superior Elemental Beast	—	10 min/lvl	100'
19—Minor Elemental Being	—	10 min/lvl	100'
20—Major Elemental Being	—	10 min/lvl	100'
25—Superior Elemental Being	—	10 min/lvl	100'
30—Elemental Mastery	varies	30 rnds	100'
50—Elemental Mastery True	varies	50 rnds	100'

3 to 11, 16, 19, and 30 — As the spells by the same names on Lesser Elemental Summoning 4.1.15 (Open Elemental List).

13, 17, and 20 — As the spells by the same names on Greater Elemental Summoning 4.2.26 (Closed Elemental List).

15—Superior Server Elemental (F) As *Lesser Server Elemental* on the Lesser Elemental Summoning 4.1.15 spell list, except server uses the Superior Elemental Force Attack Table 9.8 (i.e., normally, it does consist of proto-elemental material).

18—Superior Elemental Beast (F) As *Lesser Elemental Rider* on the Lesser Elemental Summoning 4.1.15 spell list, except beast uses the Superior Elemental Force Attack Table 9.8 (i.e., normally, it does consist of proto-elemental material).

25—Superior Elemental Being (F) As *Lesser Elemental Rider* on the Lesser Elemental Summoning 4.1.15 spell list, except being uses the Superior Elemental Force Attack Table 9.8 (i.e., normally, it does consist of proto-elemental material).

50—Elemental Mastery True (F) As *Elemental Mastery* on the Lesser Elemental Summoning 4.1.15 spell list, except the spells may be 20th level or lower and the duration is 50 rounds.

5.0 ELEMENTAL RACES

This section presents guidelines for using elemental races in a FRP campaign.

5.1 PURE AND CROSSBREED ELEMENTAL BEINGS

A member of a "pure elemental race" (i.e., a pure elemental being, an intelligent Elemental) consists entirely of one type elemental force.

A member of a "crossbreed elemental race" (i.e., a crossbreed elemental being) is a human (or Elf) whose composition has a considerable proportion of one elemental force. Such a being usually appears to be a normal human (or Elf), but with certain unusual traits. For example, a water-man crossbreed elemental being might always seem to be drenched in sweat and always thristy, while an electrical-man crossbreed elemental being might have hair that always stands on end and have a constant static electricity charge.

The following restrictions and guidelines apply to pure elemental beings and crossbreed elemental beings.

Natural Immunity — An elemental being has a natural immunity (Section 15.0) to the elemental force(s) that it is composed of. It does not take damage from proto-elemental poisoning from elemental force of the same purity level or less (see Section 15.0), but it is still susceptible to higher purity levels of proto-elemental forces.

Unchanging Immunity — An elemental being may not develop immunity to other types of elemental forces (see Section 15.0).

Being Bitten or Kissed — A creature that bites an elemental being must make an RR vs proto-elemental material (Section 15.0); the RR's attack level is equal to the elemental being's level. Kisses are handled the same way, except a victim gets a +30–50 modification to his RR.

Spell Casting — When making elemental attacks or using elemental spells, an elemental being must use its own elemental force type(s) (e.g., a nether being may only cast elemental spells which are composed of nether).

Elemental Shape — Elemental beings are usually humanoid-shaped. Elemental beings that can fly may or may not have wings (GM discretion).

Slaying Attacks — If an elemental being is attacked with its "opposing" elemental force, the attack is 'slaying'.

Power Points — In an addition to normal power points based upon stats and profession, GM may wish to give elemental beings special power points that reflect inherent elemental capabilities. Suggested values are:

pure elemental beings ..... (Em+In+Pr)÷10 [round up]
crossbreed elemental beings ..... (Em+In+Pr)÷20 [round up]

Background Options — The number of background options to be used in conjunction with *ChL&CaL* Section 14.2.3 and *RMCI* Section 4.5 are:

pure elemental being 2
crossbreed elemental being 3

5.2 PURE ELEMENTAL BEINGS

Pure elemental races not only use the guidelines and restrictions found in Section 5.1, but also use the following restrictions and guidelines:

Special Effects — A GM may want each pure elemental being constantly surrounded by a elemental barrier; e.g., a fire pure elemental being would be a walking flaming humanoid bonfire. Thus, each pure elemental being would have some restrictions that hinder them in certain activities; e.g., a fire pure elemental being could not hold paper, wear flammable clothing, etc.

Magical Aura — A pure elemental being exhibits a magical aura for the purposes of power perception (see *RMCII* Section 7.0). The level of the magical aura is equal to the being's level.

Elemental Conduit — A pure elemental being acts as an "elemental magnet" for raw, free floating material of the same element type and purity rating; i.e., the material is drawn to the being. This accumulation can be the major source that the elemental being has for "recharging" its elemental force. The recharge rate is the same as that used for power points.

Absorbing Elemental Material — A pure elemental being may actively absorb free floating elemental force of the same type and purity rating; this can result in elemental growth; e.g., a weak elemental being may grow to act as a normal elemental. Any such growth is usually temporary.

Stats — Normally, a pure elemental being only has temporary stats: potential stats are fixed for members of elemental races (i.e., intelligent elementals) 80 for weak pure elemental beings, 90 for normal elemental beings, and 100 for strong elemental beings. These stats may be increased or decreased through normal activities. If any of its stats is reduced to zero, a pure elemental being is banished from its current plane, the sub-zero stat(s) is increased to 01, and the being is returned to its home plane (i.e., the plane of its elemental force). If such a being is already on its home plane when a stat becomes sub-zero, it is destroyed (i.e., it dies).

Healing Stats — Normally, a reduced stat for a pure elemental being can only be increased by using magical healing **or** through "recharging" — use its natural healing rate for hits if the appropriate elemental material/force is available.

Affects of Reduced Constitution —

- Co at -25% — "aging" occurs: -10 pts to 1 random physical stat and -5 pts to one other randomly chosen physical stat.
- Co at -50% — "aging" occurs: -20 pts to 1 random physical stat and -10 pts to one other randomly chosen physical stat.
- Co at -75% — "aging" occurs: -30 pts to 1 random physical stat and -20 pts to one other randomly chosen physical stat.
- Co at -100% — "death" or "banishment" occurs.

Using the Race Tables for Pure Elemental Beings — Use Table 5.6 for a pure elemental being operating in a "normal" environment; i.e., an environment in which the being's elemental force is present in significant quantities (usually at least 10%). Use Table 5.7 for a pure elemental being operating in a "hostile" environment; i.e., an environment in which the being's elemental force is not present in significant quantities (usually under 10%).

5.3 ELF CROSSBREED ELEMENTAL RACE TABLE

STAT BONUS MODIFICATIONS

	St	Qu	Pr	In	Em	Co	Ag	SD	Re	Me
Air	0	5	-5	0	5	0	10	-15	0	5
Cold	0	5	-5	0	5	0	5	-15	0	5
Light	0	5	15	-5	5	0	5	-15	-5	0
Vibration	0	0	-5	-5	0	5	10	-10	5	5
Water	5	5	5	0	5	0	-5	-10	0	5
Dark	5	10	10	-5	5	0	5	-15	-5	0
Earth	15	-5	10	-5	5	5	-5	-15	0	5
Gravity	10	10	-5	-5	5	10	10	-25	-5	0
Heat	5	5	-5	0	5	5	5	-15	0	5
Inertia	10	10	-5	0	5	10	10	-25	-5	0
Electrical	5	10	20	-5	0	0	5	-25	-5	0
Fire	5	0	20	-5	0	10	5	-20	-5	0
Ice	15	-5	10	-5	0	10	-5	-15	-5	0
Wind	5	10	-5	-5	5	0	5	-15	5	5
Plasma	10	10	20	-5	0	0	5	-15	-5	0
Vacid	0	5	-5	0	5	5	10	-25	5	5
Aether	0	15	-5	5	10	0	5	-15	0	0
Chaos	10	-5	20	-5	5	10	-5	-20	0	5
Nether	10	0	15	-5	0	0	5	-15	-5	5
Nexus	5	10	10	-5	0	0	5	-15	-5	0
Spirit	0	5	-5	-5	0	0	10	-20	10	10
Time	0	15	-5	-5	0	5	5	-15	5	10

RR MODIFICATIONS

	Es	Ch	Mt	Poi	Dis
Air	5	-10	-10	5	50
Cold	5	-10	-10	10	55
Light	5	-10	-10	5	50
Vibration	5	-10	-10	5	50
Water	5	-10	-10	10	55
Dark	5	-10	-10	5	50
Earth	5	-10	-10	25	70
Gravity	5	-10	-10	10	55
Heat	5	-10	-10	5	50
Inertia	5	-10	-10	5	50
Electrical	5	-10	-10	5	50
Fire	5	-10	-10	5	50
Ice	5	-10	-10	15	60
Wind	5	-10	-10	5	50
Plasma	5	-10	-10	25	70
Vacid	5	-10	-10	10	55
Aether	5	-10	-10	5	50
Chaos	5	-10	-10	25	70
Nether	5	-10	-10	5	50
Nexus	5	-10	-10	5	50
Spirit	5	-10	-10	5	50
Time	5	-10	-10	10	55

HEALING AND INJURY STATS

	Soul Dep.	Stat Detr.	Rec. x	Lang.	Max. Hits	Dice Type	Attack Size
Air	2	+3	x1.5	2	135	d10	Medium
Cold	2	+3	x1.5	2	120	d10	Small
Light	2	+3	x1.5	2	110	d8	Tiny
Vibration	2	+3	x1.5	2	150	d10	Medium
Water	2	+3	x1.5	2	150	d10	Medium
Dark	2	+3	x1.5	2	110	d8	Tiny
Earth	2	+3	x1.5	2	150	d10	Medium
Gravity	2	+3	x1.5	2	150	d10	Medium
Heat	2	+3	x1.5	2	150	d10	Medium
Inertia	2	+3	x1.5	2	150	d10	Medium
Electrical	2	+3	x1.5	2	110	d8	Tiny
Fire	2	+3	x1.5	2	120	d10	Small
Ice	2	+3	x1.5	2	150	d10	Medium
Wind	2	+3	x1.5	2	150	d10	Medium
Plasma	2	+3	x1.5	2	165	d10	Large
Vacid	2	+3	x1.5	2	145	d10	Large
Aether	2	+3	x1.5	2	135	d10	Medium
Chaos	2	+3	x1.5	2	150	d10	Medium
Nether	2	+3	x1.5	2	135	d10	Medium
Nexus	2	+3	x1.5	2	150	d10	Medium
Spirit	14	+3	x1.5	2	120	d10	Small
Time	2	+3	x1.5	2	110	d8	Tiny

5.4 HUMAN CROSSBREED ELEMENTAL RACE TABLE

STAT BONUS MODIFICATIONS

	St	Qu	Pr	In	Em	Co	Ag	SD	Re	Me
Air	5	5	-5	-5	0	0	5	10	0	0
Cold	5	5	-5	-5	0	0	5	10	0	0
Light	5	5	10	-5	0	0	0	-5	-5	-5
Vibration	5	-5	-5	-5	-5	5	5	5	5	5
Water	5	5	5	0	5	0	-10	5	0	0
Dark	5	5	5	-5	0	0	0	-5	-5	-5
Earth	15	-10	10	-5	0	5	-10	0	0	0
Gravity	10	5	-5	-5	0	10	5	-10	-5	-5
Heat	5	0	-5	0	5	5	0	-5	0	0
Inertia	15	5	-5	0	5	10	5	-10	-5	-5
Electrical	10	5	15	-5	-5	0	0	-10	-5	-5
Fire	10	-5	15	-5	-5	10	-5	-10	-5	-5
Ice	15	-10	10	-5	-5	10	-10	0	-5	-5
Wind	10	5	-5	-5	0	0	0	-5	5	0
Plasma	15	5	15	-5	-5	0	0	-5	-5	-5
Vacid	5	5	-5	0	5	5	5	-10	5	5
Aether	5	10	-5	5	5	0	0	-5	0	-5
Chaos	15	-10	15	-5	0	10	-10	-10	0	0
Nether	10	-5	10	-5	-5	0	0	-5	-5	0
Nexus	10	5	10	-5	-5	0	0	-5	-5	-5
Spirit	5	5	-5	-5	-5	0	5	-5	10	10
Time	5	15	-5	-5	-5	5	-5	-5	5	10

RR MODIFICATIONS

	Es	Ch	Mt	Poi	Dis
Air	5	-5	-5	0	0
Cold	5	-5	-5	5	5
Light	5	-5	-5	0	0
Vibration	5	-5	-5	0	0
Water	5	-5	-5	5	5
Dark	5	-5	-5	0	0
Earth	5	-5	-5	20	20
Gravity	5	-5	-5	5	5
Heat	5	-5	-5	0	0
Inertia	5	-5	-5	0	0
Electrical	5	-5	-5	0	0
Fire	5	-5	-5	0	0
Ice	5	-5	-5	10	10
Wind	5	-5	-5	0	0
Plasma	5	-5	-5	20	20
Vacid	5	-5	-5	5	5
Aether	5	-5	-5	0	0
Chaos	5	-5	-5	20	20
Nether	5	-5	-5	0	0
Nexus	5	-5	-5	0	0
Spirit	5	-5	-5	0	0
Time	5	-5	-5	5	5

HEALING AND INJURY STATS

	Soul Dep.	Stat Detr.	Rec. x	Lang.	Max. Hits	Dice Type	Attack Size
Air	6	+2	x1	2	145	d10	Medium
Cold	6	+2	x1	2	130	d10	Small
Light	6	+2	x1	2	120	d8	Tiny
Vibration	6	+2	x1	2	160	d10	Medium
Water	6	+2	x1	2	160	d10	Medium
Dark	6	+2	x1	2	120	d8	Tiny
Earth	6	+2	x1	2	160	d10	Medium
Gravity	6	+2	x1	2	160	d10	Medium
Heat	6	+2	x1	2	160	d10	Medium
Inertia	6	+2	x1	2	160	d10	Medium
Electrical	6	+2	x1	2	120	d8	Tiny
Fire	6	+2	x1	2	130	d10	Small
Ice	6	+2	x1	2	160	d10	Medium
Wind	6	+2	x1	2	160	d10	Medium
Plasma	6	+2	x1	2	175	d10	Large
Vacid	6	+2	x1	2	155	d10	Large
Aether	6	+2	x1	2	145	d10	Medium
Chaos	6	+2	x1	2	160	d10	Medium
Nether	6	+2	x1	2	145	d10	Medium
Nexus	6	+2	x1	2	160	d10	Medium
Spirit	13	+2	x1	2	130	d10	Small
Time	6	+2	x1	2	120	d8	Tiny

5.5 PURE ELEMENTAL (NORMAL ENVIRONMENT) RACE TABLE

STAT BONUS MODIFICATIONS

	St	Qu	Pr	In	Em	Co	Ag	SD	Re	Me
Air	5	15	-10	5	5	0	15	15	5	5
Cold	5	15	-10	5	5	0	15	15	5	5
Light	5	20	20	0	5	0	10	0	0	0
Vibration	5	15	-10	0	0	5	15	10	10	10
Water	15	5	5	10	10	0	-5	10	5	5
Dark	10	20	10	5	5	0	10	0	0	0
Earth	30	-5	15	5	5	5	-5	5	5	5
Gravity	20	20	-10	0	5	20	20	-15	0	0
Heat	10	15	-10	10	10	5	10	0	5	5
Inertia	25	10	-10	10	10	20	10	-15	0	0
Electrical	15	20	30	0	0	0	10	-15	0	0
Fire	15	5	30	0	0	15	5	-10	0	0
Ice	30	-5	15	0	0	15	-5	5	0	0
Wind	15	20	-10	5	5	0	10	0	10	5
Plasma	25	20	30	0	0	0	10	0	0	0
Vacid	5	15	-10	10	10	10	15	-15	10	10
Aether	5	30	-10	15	15	0	10	0	-5	0
Chaos	25	-5	30	0	0	15	-5	-10	5	5
Nether	20	5	20	0	0	0	10	0	0	5
Nexus	15	20	15	0	0	0	10	0	0	0
Spirit	5	15	-10	0	0	0	15	-5	20	20
Time	5	35	-10	0	0	5	5	0	10	20

RR MODIFICATIONS

	Es	Ch	Mt	Poi	Dis
Air	10	-10	-10	10	10
Cold	10	-10	-10	20	20
Light	10	-10	-10	10	10
Vibration	10	-10	-10	10	10
Water	10	-10	-10	20	20
Dark	10	-10	-10	10	10
Earth	10	-10	-10	50	50
Gravity	10	-10	-10	20	20
Heat	10	-10	-10	10	10
Inertia	10	-10	-10	10	10
Electrical	10	-10	-10	10	10
Fire	10	-10	-10	10	10
Ice	10	-10	-10	30	30
Wind	10	-10	-10	10	10
Plasma	10	-10	-10	50	50
Vacid	10	-10	-10	20	20
Aether	10	-10	-10	10	10
Chaos	10	-10	-10	50	50
Nether	10	-10	-10	10	10
Nexus	10	-10	-10	10	10
Spirit	10	-10	-10	10	10
Time	10	-10	-10	20	20

HEALING AND INJURY STATS

	Soul Dep.	Stat Detr.	Rec. x	Lang.	Max. Hits	Dice Type	Attack Size
Air	0	+3	x1	2	190	d10	Large
Cold	0	+3	x1	2	160	d10	Medium
Light	0	+3	x1	2	130	d8	Small
Vibration	0	+3	x1	2	230	d12	Large
Water	0	+3	x1	2	230	d12	Large
Dark	0	+3	x1	2	130	d8	Small
Earth	0	+3	x1	2	230	d12	Large
Gravity	0	+3	x1	2	230	d12	Large
Heat	0	+3	x1	2	230	d12	Large
Inertia	0	+3	x1	2	230	d12	Large
Electrical	0	+3	x1	2	130	d8	Small
Fire	0	+3	x1	2	160	d10	Medium
Ice	0	+3	x1	2	230	d12	Large
Wind	0	+3	x1	2	230	d12	Large
Plasma	0	+3	x1	2	230	d12	Large
Vacid	0	+3	x1	2	190	d10	Large
Aether	0	+3	x1	2	190	d10	Large
Chaos	0	+3	x1	2	230	d12	Large
Nether	0	+3	x1	2	190	d10	Large
Nexus	0	+3	x1	2	230	d12	Large
Spirit	20	+3	x1	2	160	d10	Medium
Time	0	+3	x1	2	130	d8	Small

5.6 PURE ELEMENTAL (HOSTILE ENVIRONMENT) RACE TABLE

STAT BONUS MODIFICATIONS

	St	Qu	Pr	In	Em	Co	Ag	SD	Re	Me
Air	0	5	-10	-5	0	0	5	10	0	0
Cold	0	5	-10	-5	0	0	5	10	0	0
Light	0	10	20	-10	0	0	0	-10	-5	-5
Vibration	0	-5	-10	-10	-5	5	5	0	5	5
Water	10	5	5	0	5	0	-15	0	0	0
Dark	5	10	10	-5	0	0	0	-10	-5	-5
Earth	25	-15	15	-5	0	5	-15	-5	0	0
Gravity	15	10	-10	-10	0	20	5	-25	-5	-5
Heat	5	0	-10	0	5	5	0	-10	0	0
Inertia	20	10	-10	0	5	20	10	-25	-5	-5
Electrical	10	10	30	-10	-5	0	0	-25	-5	-5
Fire	10	-5	30	-10	-5	15	-5	-20	-5	-5
Ice	25	-15	15	-10	-5	15	-15	-5	-5	-5
Wind	10	10	-10	-5	0	0	0	-10	5	0
Plasma	20	10	30	-10	-5	0	0	-10	-5	-5
Vacid	0	5	-10	0	5	10	5	-25	5	5
Aether	0	20	-10	5	10	0	0	-10	0	-5
Chaos	20	-15	30	-10	0	15	-15	-20	0	0
Nether	15	-5	20	-10	-5	0	0	-10	-5	0
Nexus	10	10	15	-10	-5	0	0	-10	-5	-5
Spirit	0	5	-10	-10	-5	0	5	-15	15	15
Time	0	25	-10	-10	-5	5	-5	-10	5	15

RR MODIFICATIONS

	Es	Ch	Mt	Poi	Dis
Air	10	-10	-10	0	0
Cold	10	-10	-10	10	10
Light	10	-10	-10	0	0
Vibration	10	-10	-10	0	0
Water	10	-10	-10	10	10
Dark	10	-10	-10	0	0
Earth	10	-10	-10	40	40
Gravity	10	-10	-10	10	10
Heat	10	-10	-10	0	0
Inertia	10	-10	-10	0	0
Electrical	10	-10	-10	0	0
Fire	10	-10	-10	0	0
Ice	10	-10	-10	20	20
Wind	10	-10	-10	0	0
Plasma	10	-10	-10	40	40
Vacid	10	-10	-10	10	10
Aether	10	-10	-10	0	0
Chaos	10	-10	-10	40	40
Nether	10	-10	-10	0	0
Nexus	10	-10	-10	0	0
Spirit	10	-10	-10	0	0
Time	10	-10	-10	10	10

HEALING AND INJURY STATS

	Soul Dep.	Stat Detr.	Rec. x	Lang.	Max. Hits	Dice Type	Attack Size
Air	0	+3	x1	2	170	d10	Medium
Cold	0	+3	x1	2	140	d10	Small
Light	0	+3	x1	2	120	d8	Tiny
Vibration	0	+3	x1	2	200	d12	Medium
Water	0	+3	x1	2	200	d12	Medium
Dark	0	+3	x1	2	120	d8	Tiny
Earth	0	+3	x1	2	200	d12	Medium
Gravity	0	+3	x1	2	200	d12	Medium
Heat	0	+3	x1	2	200	d12	Medium
Inertia	0	+3	x1	2	200	d12	Medium
Electrical	0	+3	x1	2	120	d8	Tiny
Fire	0	+3	x1	2	140	d10	Small
Ice	0	+3	x1	2	200	d12	Medium
Wind	0	+3	x1	2	200	d12	Medium
Plasma	0	+3	x1	2	230	d12	Large
Vacid	0	+3	x1	2	190	d10	Large
Aether	0	+3	x1	2	170	d10	Medium
Chaos	0	+3	x1	2	200	d12	Medium
Nether	0	+3	x1	2	170	d10	Medium
Nexus	0	+3	x1	2	200	d12	Medium
Spirit	20	+3	x1	2	140	d10	Small
Time	0	+3	x1	2	120	d8	Tiny

6.0
ELEMENTAL CREATURES

This section presents descriptions and statistics for a number of elemental creatures for each and every type of elemental force. See *C&T* for a complete description of the codes and abbreviations used.

Dragons — The Greater Drakes ..... Section 6.1
Lesser Drakes ..... Section 6.2
Elemental Giants ..... Section 6.3
Elemental Serpents ..... Section 6.4
Guardian Elementals ..... Section 6.5
Intelligent Elementals ..... Section 6.6
Non-Intelligent Elementals ..... Section 6.7
Riding Elementals ..... Section 6.8
Servant Elementals ..... Section 6.9
Wispling Elementals ..... Section 6.10
Zephyr Hounds ..... Section 6.11

Slaying Criticals

GM may have some elemental attacks inflict additional slaying criticals on elemental targets consisting of opposing elemental forces (e.g., an ice attack against a fire elemental gives a slaying critical as well as normal criticals).

Special Effects

Due to the nature of certain elements, the corresponding elemental creatures may do special types of damage that must be determined by the GM.

Example: *A legendary wind elemental may also give a cold or heat critical to represent a relationship the northern or southern winds (respectively).*

Example: *Elementals, such as earth or water, that have properties that restrict access to air. If such an elemental completely covers an air-breathing target, suffocation or drowning can result. Such a target may suffocate in 10 + 1D10 rounds if it does not obtain access to air. Normally, the elemental attacks that can suffocate targets are: Chaos, Earth, Ice, Nether, Nexus, and Water.*

Elementals

Elementals are creatures whose bodies are made from one of the elemental forces (see Section 2.0). An elemental's form is derived from motion of this raw elemental force/material. Normally elementals must be summoned (see the spell lists in Sections 4.1.15, 4.2.26, and 4.3.15).

Constant movement enables an elemental to maintain shape. Their spirit lodges in a focus which, like the ice in the center of a snowball, becomes the core or "heart" of the creature. Gathered material swirls around this focus, increasing in speed whenever the elemental hastens its pace or assumes a more compact form.



Since these creatures are flexible and quasi-amorphous, they are difficult to slay. One dispatches an elemental by separating it from its spirit or by killing the core. Any slowing of its movement stuns it, however, so these creatures are vulnerable to any disruption of their material flow. When an elemental is frozen or disintegrated, it cannot function. Then its spirit must make an RR or it will depart, prompting the body to return to its natural state or plane.

Elementals have vague, ever-shifting shapes. They often maintain contact with the ground, but have no definitive appendages; nor do they have true facial features, although a hint of eyes or a mouth may suggest characteristics common to its spirit. The creature's arms, legs, and head take shape with need, such as when it wishes to strike or speak. As with all creatures, they depend on their substances and cannot wield anything much more solid than their own essential base. For example, earth and water elementals can carry solid objects, while air, cold, fire, and light elementals are incapable of bearing any item.

The elementals presented in this section are: guardian elementals, intelligent elementals, non-intelligent elementals, riding elementals, servant elementals, and wispling elementals. Drakes, elemental giants, elemental serpents, and zephyr hounds are **not** elementals; they are creatures whose composition contains elemental force/material.

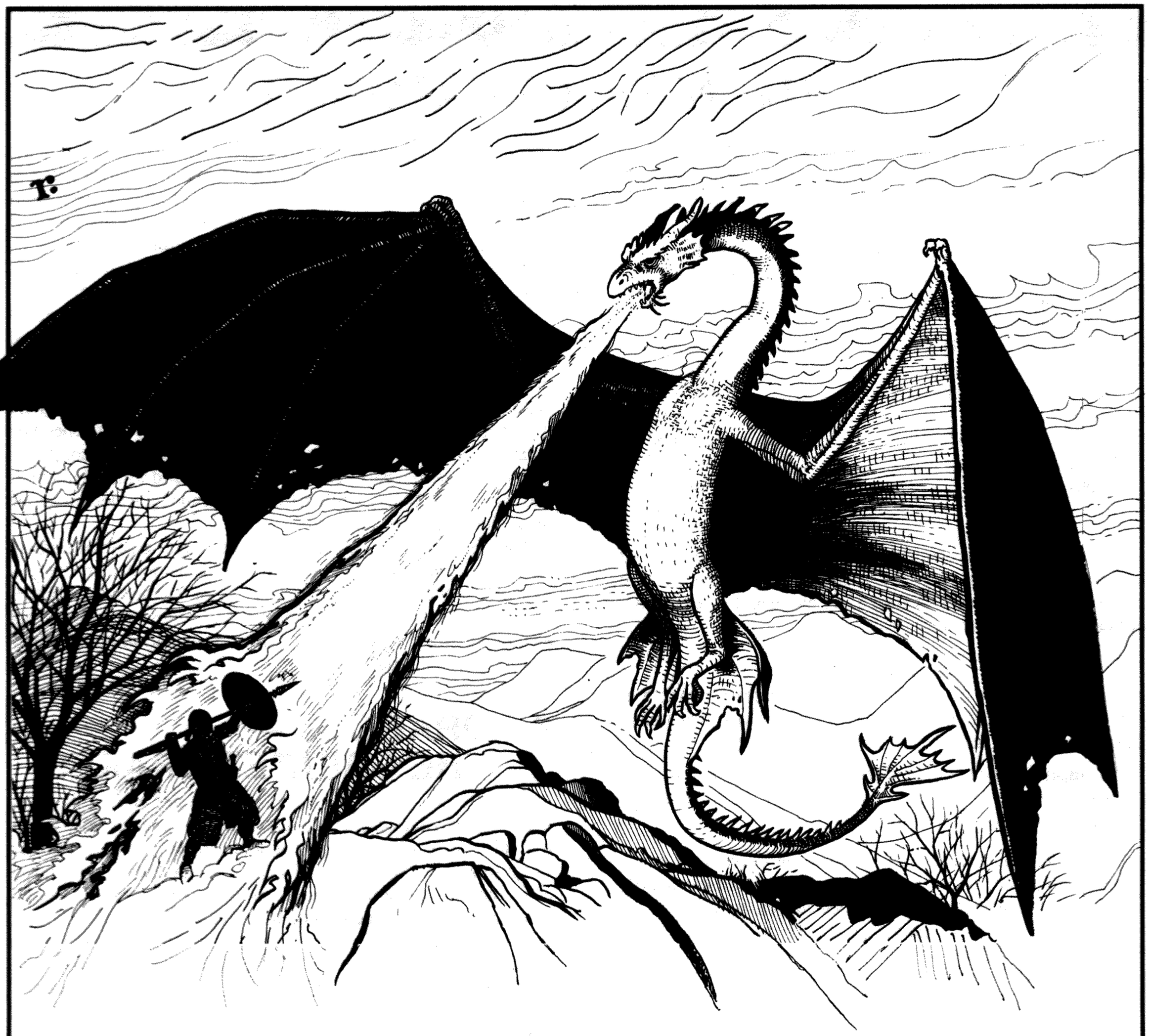
6.1 DRAGONS — THE GREATER DRAKES

A noble and mysterious race, Dragons are among the most potent and terrible of all creatures. They are huge yet agile, bright but vain, enchanted but physical, and learned yet savage beasts. Dragons are the embodiment of all natural elemental force, knowledge, motion, strength, and magic, be it for defense or offence. No creature epitomizes such a wondrous blend of attributes.

The ancient line of Dragons has spawned many varieties. Some are winged and capable of flight, while others bound, crawl, swim, or slither about. A large number breath jets of elemental material; water, fire, ice, plasma, nether, vibrations, or noxious fumes, to name a few. All, however, share features common to Dragonkind: fiery, captivating eyes; well-muscled but slender bodies; six appendages (two legs, two arms, and two variable developed "wings"); great talons, a long neck and tail; one to four horns; and scaly body armor, relatively soft on the underside and reinforced along the spine by a row of raised or spike-like plates.

Internally, Dragons have a mystical configuration. Their enchanted blood is always caustic and frequently corrosive, and their foul secretions exceptionally acidic. The elementalist knows that the Dragon's blood is really proto-elemental material (see Section 15.0). Few have trouble recognizing their awful breath or the inscribed signs of their passing.

Great drakes reside in many remote or devastated locales, but all prefer to live in cavernous lairs. These chambers have narrow mouths, just large enough to admit a Dragon with backswept wings. Passage within the cavern may be just as confining, although a Dragon's nesting area is usually spacious enough for the beast to swing about, or even fly. Wherever a great drake travels, however, stench and acid-etched (proto-elemental) markings serve as a trail.



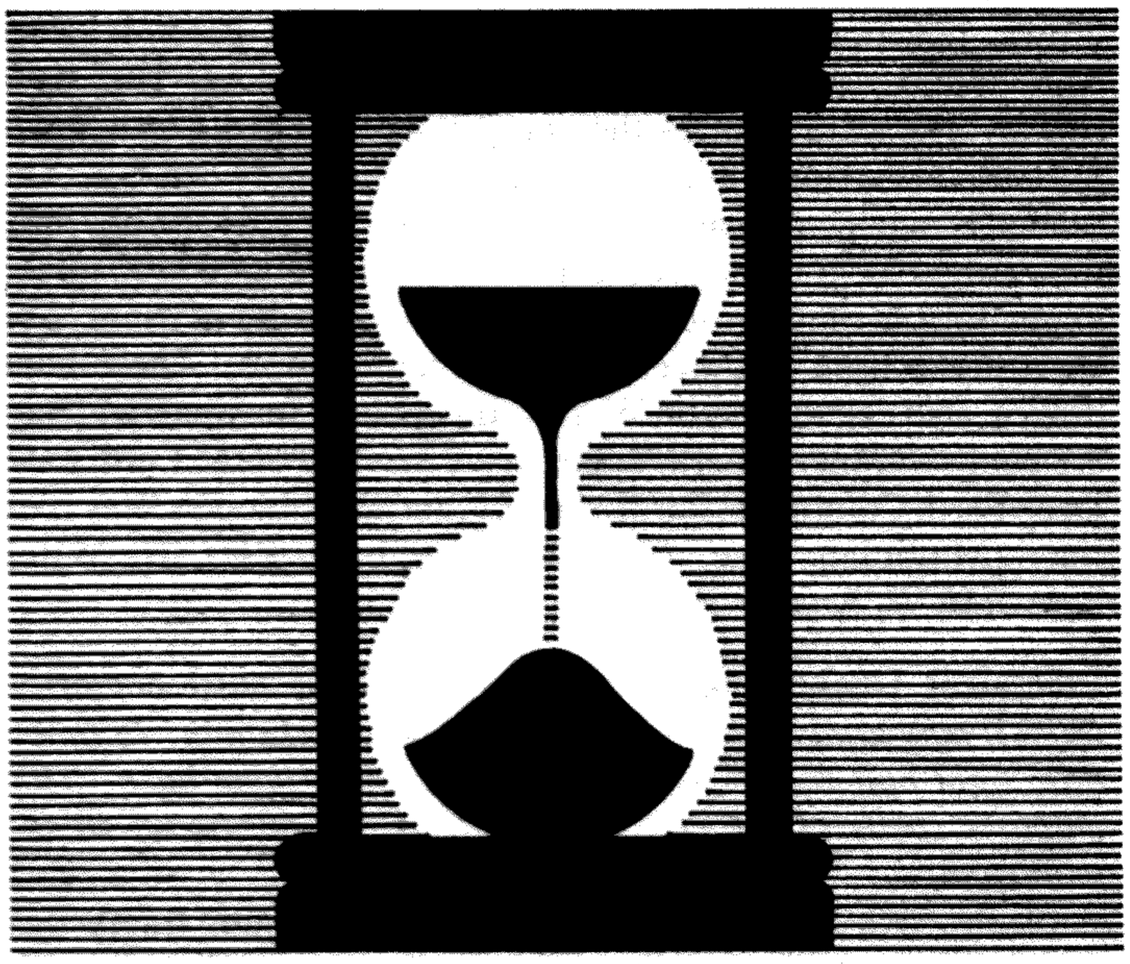
Dragons are generally very intelligent and enjoy battles of logic and wit. Skilled in may tongues and adept at understanding subtle inflection, they are masters of conversation and debate. Riddles and puzzles fascinate them, for word games provide these magnificent beasts with rare challenges. A great drake can be swayed by trickery in situations where weaponry or spells would do nothing but sow the speaker's doom. Still, Dragons are schooled in the arts of verbal illusion and are quick to see through falsehoods and facades. Those who dare speak to them have difficulty concealing their real feelings, particularly when they involve Dragon fear (See *RMCII* Section 5.1); but then again, a great drake always assumes that it is being held in awe.

Although Dragons are disarmingly perceptive, they are amazingly boastful and self-centered, and invariable consumed with pride. They revel in flattery and bask in other's adoration. Signs of fearful panic spur them on. A great drake will toy with an admirer, even a false flatterer, far longer than it will deal with an insolent fool or an aggressive adversary. Although Dragons are capricious, they are quick to anger and despise disrespect.

Most Dragons live alone, apart from their (single) mate. Males and females are similar in habits and size, although the latter are less apt to move their lairs. This is particularly true during the prolonged and elaborate courting period, when the male makes a pilgrimage to his mate's home. There he will conduct a ritual dance (be it at sea, on ground, or in the air) and combat any pretenders or rivals. After a few days of breeding, the male departs for 10-100

years, and, six months or so later, the female lays 1-10 eggs. These hatch in another six months. (Little Dragons use their sharp horns to break out of their tough, hard-rubbery shells.) It is during these long days that Dragons are most fearsome.

Great drakes sleep a lot and, even when awake (50% of the time when "active," 10% of the time when "hibernating"), wile away the hours while reclining on beds of wealth in their treasure-laden lairs. Once they "clear" (devastate) the region around their chosen abode, making it safe for habitation, they spend some time gathering a hoard. Slaughtering their prey, they cow the countryside and then retreat into their cavernous home until they grow restless, irritated, or bored. All Dragons hole up in a sort of hibernation; some do not venture forth for decades. Their omnivorous diet enables them to eat and store virtually anything, while their bizarre metabolism allows them to consume massive amounts of nourishment in an orgy of gorging, and then lay dormant for years. Some (10%) lay in one place long for jewels, gems, or coinage to become permanently embedded in their undersides.



Weapons

A Dragon's weapons are legion. Their huge claws, whip-like tails, and massive multi-rowed teeth enable them to physically overpower most any beast. The beat of a Dragon's wings can stir the ground with a fierce whirl-wind, doubling the spreading speed of fire and making all maneuvering difficult (-75). They can use spells like the best of men (when not in melee), and breathe with deadly vigor. Even their blood is dangerous, for it contains proto-elemental material (see Section 15.0) which will dissolve almost anything (for each exposure, treat it as a 5th level reduction poison accompanied by a +50 elemental ball attack).

Their great 4-40 pound horns — renowned for the enchanted musical, weapon-making, and curative properties — are coveted by artisans, physicians, and kings (at 5 gp/oz raw or 2000 gp/whole horn). When made into a bugle, their sound carries 2-20 miles; as fronting for a composite bow, they make it a magic Dragon-slaying weapon and bestow a +25 bonus (1 bow/horn core). When ground (1-10 doses/horn), the horn is an antidote for all drake venoms (e.g., wyvern stings) and toxins (e.g., Dragon-blood poisoning/burns), as well as being a cure-all for any damage done by a Dragon's breath (if the victim is still alive).

Spells

As noted, Dragons are accomplished spell users. Some employ spells to augment their brute strength, while others rely more on their enchantments, basking in the powers of their spirit and intellect. Dragon magics vary with the sub-race and individual, but all posses knowledge of the Spirit Mastery, Spell Reins, Dispelling Ways, and Essence's Perception spell lists (3x closed Essence and open Essence). Dragons also have extensive knowledge of most elemental spell lists for their own elemental force (see Section 4.0).

In addition, their enchanted senses of smell, hearing, sight (they have perfect infravision), and intuitive feelings give them the inherent ability to discern illusions (when they may make a RR as if half their usual level) and invisible beasts (multiply their *Presence* spell range by their level).

Defenses

The defenses of a great drake are nearly as formidable. A great drake is completely immune to its elemental force (i.e., the element that its blood is composed of) **and** is very resistant to other "non-opposing" elemental forces. They are also highly resistant to spells; they are rarely bothered by incantations.

Their scaly skin forms a natural armor of multi-layered, overlapping plates. Even the softer underside is capable of deflecting all but the finest weaponry. Only sensitive areas on their heads (e.g., the eyes) and their strange "birth spots," places where scales mysteriously fail to develop (some fall off), afford an attacker any hope of dealing them a death blow. Dragon-slaying arms seek these places. Young drakes, of which there are a few, have softer, less developed hides, and are of course more vulnerable... although no Dragon can be called weak.

Effects of Age on Drake Statistics

In the descriptions and statistics for greater drakes, the capabilities are classified according to age; however, several other capabilities and characteristics given also vary with age:

1) The ranges (bolt and cone length and base) given for breath weapons in the descriptions for Dragons are for 'mature' and 'old' Dragons. The ranges for 'young' Dragons are only half of the given ranges. In addition, a 'young' drake can only use its breath half as often as indicated in the descriptions.
2) 'Young' drakes of a given type fall into the lower half of the size ranges, 'mature' drakes fall into the middle half, and 'old' drakes fall into the upper half (so there is some overlap of size and age combination). Roll (1-100 open-ended) to get an estimate of exact size.

THE GREATER DRAKES

Over time, drakes have adapted to many conditions. The great drakes, those creatures that have a breath weapon, are no exception. They come in many colors — usually grey or black, some warm hues such as red, gold, or brown — and some have an exceptionally unique appearance.

Aether Drake: *(-)-EKX@#-9; may attack with aether breath (AetherBr; 1x/min; 30 times/day; aether bolt range 300'; cone length 200'; cone base 50'R); employs spells (3xlvl PP); 100% winded; 45'-115' body, 65'-140' wingspan.*

Aether drakes are cunning hunters. These bluish white drakes love to tease their prey with popping into and out of the aether plane — one time ahead, another time off to the left and still another over top. The hunt comes to an end when the prey has been blasted into the aether plane, where it can be attacked and eaten at leisure. Aether drakes have mastery of the Ethereal Mastery and Invisible Ways spell lists (Arcane–*RMCI*, closed Essence).

Air Drake: *(-)-(O)-8; may attack with air breath (AirBr; 1x/min; 30 times/day; air bolt range 300'; cone length 200'; cone base 40'R); employs spells (3xlvl PP); 100% winded; 35'-65' body, 50'-100' wingspan.*

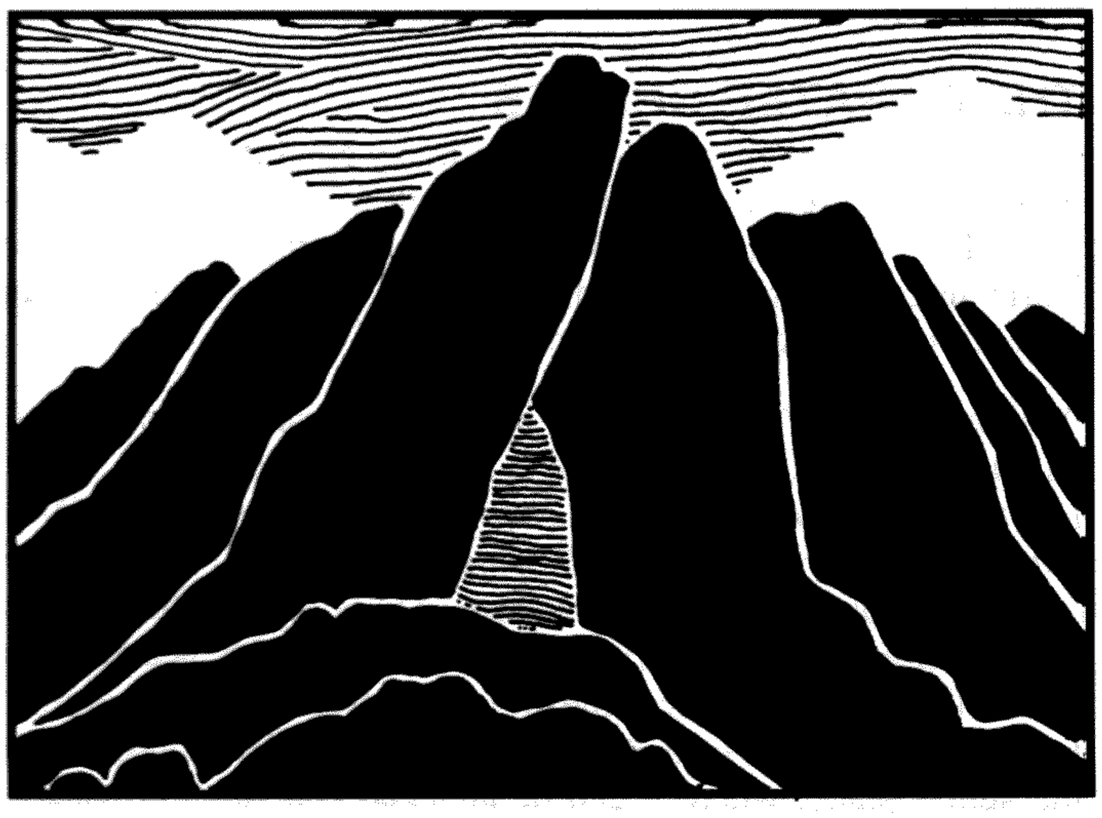
Air drakes are a playful lot. They are blue, bluish red, bluish silver, bluish gold, or bluish black in coloration and are most often found at high altitudes, doing incredible speeds. Air drakes seldom come to earth while awake; only wind drakes are better fliers. An air drake is a nocturnal hunter that attack its prey by making a low level, high speed sweep while using its breath weapon for a "strafing" blast. Air drakes have mastery of the Highriding, Conveying Ways, and Lofty Bridge spell lists (Warrior Mage base–*RMCII*, Magician base–*RMCII*, and closed Essence).

Chaos Drake: *(-)-EKX@#-9; may attack with chaos breath (ChaosBr; 1x/min; 30 times/day; chaos bolt range 200'; cone length 100'; cone base 40'R); employs spells (3xlvl PP); 00% winded; 65'-160' body.*

Chaos drakes are among the most feared of Dragonkind. These non-flight drakes have no standard coloration; they are just as likely to be black as they are to be brown, red, blue, grey, white, orange, yellow, purple, green, silver, gold or any other color combination. These drakes represent change at its worst and they are prone to laying waste vast tracks of land. This corruption of the land serves as camouflaged covering for the chaos drake; making it virtually impossible to spot a stationary chaos drake in such an area — many have died because of their inability to make that distinction. Chaos drakes have mastery of the Chaos Mastery, Chaotic Weapons, Chaotic Armor, Changeling, and Metamorphose spell lists (3x Chaotic Lord base–*RMCIII*, Warlock base–*RMCII*, Moon Mage base–*RMCIII*).

Cold Drake: *ktcf-EVX@#,G,ARUW,T-8; may attack with cold breath (ColdBr; 1x/min; 50 times/day; cold bolt range 500'; cone length 300'; cone base 50'R); employs spells (3xlvl PP); 15% winded; 30'-80' body, 50'-120' wingspan.*

Cold drakes are frequently grey-white or even white and live in cool or frigid climes. They are proportionally bulkier then other Dragons and although relatively few (15%) have wings, are good swimmers. Rugged and agile, they can negotiate almost any terrain in their wide search for prey. No Dragon can go so far on so little, and no Dragon is as likely to physically attack its enemies. In addition to their other spells, cold drakes know the Ice Law and Delving Ways spell lists (Magician base and open Essence).



Dark Drake: *(-)-RUW-8; may attack with dark breath (DarkBr; 1x/min; 40 times/day; dark bolt range 400'; cone length 300'; cone base 50'R); employs spells (3xlvl PP); 70% winded; 30'-80' body; 50'-120' wingspan.*

Dark drakes are almost always some hue of black, be it bluish black, greenish black, reddish black, etc. They spend 80% of their lives beneath the ground. While they have a preference for the dark, they are not hampered in any way by operating in the sunlight. Dark drakes are nocturnal hunters — this is particularly effective, because in such conditions, their dark elemental force attacks are invisible. Dark drakes have mastery of the Dark Law and Darkness spell lists (Necromancer base–*RMCII*, Evil Magician base).

Earth Drake: *(hw)-(LOS)-7; may attack with earth breath (EarthBr; 1x/min; 50 times/day; earth bolt range 200'; cone length 100'; cone base 30'R); employs spells (3xlvl PP); 00% winded; 40'-100' body.*

Earth drakes are seldom seen above ground. These black, brown, red, orange, green, yellow, white, grey, gold, or silver colored drakes are some of the finest tunnelers found. They have two favorite ways to attack their prey; the first is to dig up towards the surface leaving a thin crust through which prey can fall. The second is much more savage: the earth drake literally springs from the earth next to its target/meal — the sight of a 40'-100' drake exploding out of the ground has caused many to die of fright. The earth drake have also been called Dragon Worm. These huge drakes, also called Dragon Worms, do not care for water and they are poor swimmers. Earth drakes have mastery of the Earth Law, Deep Earth Commune, Earth Mastery, and Earthblood's Way spell lists (Magician base, Crystal Mage base–*RMCIII*, Witch base–*RMCII*, Arcane–*RMCI*).

Electrical Drake: *mkctf-EKVX@#,ARUW-9; most nocturnal (80%); may attack with light breath (LightBr; 1x/min; 25 times/day; light bolt range 300'; cone length 200'; cone base 40'R); employs spells (3xlvl PP): 80% winged; 25'-60' body; 40'-90' wingspan.*

Electrical drakes are comparatively rarer and more fragile than other drakes, albeit more dangerous. Their electrified breath is akin to a bluish lightning bolt and is one of the more frightening weapons in all of Dragonkind. Generally black, bluish black, sky blue, or black-gold, electrical drakes are nocturnal predators. They are restless (hyperactive by Dragon standards) and, as drakes go, are peerless fliers. Their lairs are always in remote highlands, where storms are near and the air is clear. Since they favor thunderous electrical displays, the battered heights provide them with ideal lodgings. Electrical drakes have command of the Light Law and Detecting Ways spell lists (Magicians base and open Essence).

Fire Drake: *(-)-(GO)-7; may attack with fiery breath (FireBr; 1x/min; 50 times/day; fire bolt range 500'; cone length 300'; cone base 100'R); employs spells (3xlvl PP): 60% winged; 30'-90' body; 50'-140' wingspan.*

Fire drakes are the most common of the Dragons. They live in well-removed lairs in every clime. The oldest of sub-races, they are versed in the ways of all beasts and all realms. Large and graceful, they are suited for land or sky and make poor swimmers.

Fire drakes are typically red or reddish gold, but many are grey, black, brown, and/or gold. Confirmed sighting of green or greenish-gold fire drakes, however, indicated that these creatures are unrestricted as to hue. Not surprisingly, fire drakes know the Fire Law, and Spell Reins spell lists (Magician base and closed Essence).

Gas Drake: *(f)-EVX@#,M,U-8; may attack with gaseous breath (GasBr; 1x/min; 40 times/day; gas bolt range 200'; cone length 100'; cone base 100'R); employs spells (3xlvl PP): 20% winged; 40'-70' body; 60'-100' wingspan.*

Creatures of both water and air elemental forces, gas drakes are commonly marsh creatures, although they are well known in the wild heath of remote moors. Grey, green, black, or brown, they blend into the sprawling foliage of forested swamps. There they wade in stagnant pools, occasionally diving for snacks. With the exception of sea drakes, they are the best swimmers among the Dragon sub-races. Gas drakes surround themselves with sickening odors and fetid mists, creating a sense of death in their land. This allows them privacy, for their gaseous breath is unsuited to the complete devastation of the local countryside. Wise and cunning in the arts of enchantment, they prefer to trap their prey. Gas drakes know the Confusing Ways Lesser Illusions, and Liquid Alteration spell lists (2x Mystic base, open Essence).

Gravity Drake: *(-)-EX@#-8; may attack with gravity breath (GravBr; 1x/min; 30 times/day; gravity bolt range 500'; cone length 400'; cone base 40'R); employs spells (3xlvl PP); 50% winded; 25'-70' body; 35'-90' wingspan.*

Gravity drakes are normally black, blue, brown, red or any combination thereof. A gravity drake's normal hunting technique is to pin its prey to one spot and toy with it — letting it know what is going to happen and then killing them cruelly and brutally. When a gravity drake really wish to have fun it allows its prey to totally exhaust itself by trying to run away at triple its normal weight — most never get very far. Gravity drakes have mastery of the Movement Enhancement and Rapid Ways spell lists (Beastmaster base–*RMCII* and closed Essence).

Heat Drake: *(ktcf)-EVX@#,(GO)-8; may attack with heat breath (HeatBr; 1x/min; 50 times/day; heat bolt range 400'; cone length 300'; cone base 50'R); employs spells (3xlvl PP); 60% winded; 30'-80' body; 45'-115' wingspan.*

Heat drakes have been mistaken as fire drakes for centuries. The main difference is that a heat drake's breath attack "burns" without fire. They are normally black, black-gold, grey, brown, red, or reddish gold in color. Heat drakes have mastery of the Fiery Ways and Mana Fires spell lists (Crystal Mage base–*RMCIII* and Arcane–*RMCI*).

Ice Drake: *ktcf-EX@#,GO-7; may attack with ice breath (IceBr; 1x/min; 50 times/day; ice bolt range 300'; cone length 200'; cone base 40'R); employs spells (3xlvl PP); 10% winded; 40'-95' body; 60'-150' wingspan.*

Ice drakes are mainly white, with a few being grey, bluish white, or bluish grey. They romp across glacier fields with few restrictions on their speed — except for the few that can fly, most ice drakes use their wings for stability while running across icy ground. Only the cold drake can match their grace in these frigid waste lands; they are excellent swimmers. Ice drakes have mastery of the Ice Law and Solid Manipulation spell lists (Magician base, closed Mentalism).



Inertia Drake: *(-)-EX@#-8; may attack with inertia breath (InerBr; 1x/min; 40 times/day; inertia bolt range 400'; cone length 300'; cone base 50'R); employs spells (3xlvl PP); 90% winded; 35'-85' body; 50'-130' wingspan.*

Inertia drakes are formidable opponents that prefer spear their prey with their large horns. At times inertia drakes use their control over the inertia elemental force to have their prey tossed into the air — the more their prey screams and carries on the more they enjoy it. Inertia drakes normal coloration is grey, but grey-brown, orange-brown, red brown, red, black ground variants have been spotted. Inertia drakes have mastery of the Doom's Law and Arm's Way spell lists (Warlock base–*RMCII* and Paladin base–*RMCII*).

Light Drake: *(f)-EX@#,U-8; may attack with light breath (LightBr; 1x/min; 30 times/day; light bolt range 500'; cone length 400'; cone base 50'R); employs spells (3xlvl PP); 80% winded; 25'-60' body; 40'-90' wingspan.*

The light drakes are pranksters of deadly proportion. When these nocturnal hunters are on the prowl, they love to light up their prey and the surrounding area. This sudden "enlightenment" turns most prey into quivering dolts. Light drakes are excellent fliers and are also very effective daylight hunters. They have bluish colored plates (i.e., bluish red, bluish black, bluish grey, bluish white, etc.). Light drakes have mastery of the Light Law, Light Molding, Illusion Mastery, and Brilliance Magic spell lists (Magician base, 2x Illusionist base, Crystal Mage base–*RMCIII*).

Nether Drake: *(-)-EKX@#-9; may attack with nether breath (NetherBr; 1x/min; 30 times/day; nether bolt range 200'; cone length 100'; cone base 40'R); employs spells (3xlvl PP); 50% winded; 60'-150' body; 80'-170' wingspan.*

Even though they are seldom found on this plane, nether drakes have one of the most potent breath weapons around. When one encounters one of these fearless drakes, death is near at hand. Nether drakes have black plates that are often shaded with golds, reds and silvers. They swim as well as they fly and are at home in most types of environments. Nether drakes have mastery of the Nether Mastery, Recreations, and Absorb Knowledge spell lists (Arcane–*RMCIII*, 2x Sage base–*RMCII*).

GREATER DRAKE STATISTICS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Treasure	Bonus EP	Outlook (IQ)
Aether, Young	25G	270	Dash/30	VF/VF	H/LA	300G	12(60)	120HBi/90HCl/80HBa/ 80HHo/85AetherBr	1	yz	I	Varies(HI)
Aether, Mature	50G	250	Dash/15	VF/FA	H/SL	500G	16(75)	140HBi/110HCl/100HBa/ 105HHo/115AetherBr	1	yyz	K	Varies(VH)
Aether, Old	75G	230	FSpt/5	FA/FA	H/SL	700G	20(90)	160HBi/130HCl/130HBa/ 135HHo/155AetherBr	1	yyyz	L	Varies(EX)
Air, Young	10G	280	Dash/30	BF/VF	H/LA	250G	12(60)	80HBi/100HCl/90HBa/ 60HHo/50AirBr	1	yz	I	Varies(AV)
Air, Mature	30G	240	Dash/15	BF/VF	H/SL	350G	20(50)	120HBi/120HCl/120HBa/ 80HHo/60AirBr	1	yyz	K	Varies(SU)
Air, Old	50G	200	Dash/0	VF/FA	H/SL	450G	20(65)	150HBi/130HCl/150HBa/ 90HHo/75AirBr	1	yysz	L	Varies(HI)
Chaos, Young	25G	200	FSpt/20	VF/VF	H/LA	350G	16(60)	80HBi/60HCl/60HBa/ 65HHo/100ChaosBr	1	yz	I	Varies(HI)
Chaos, Mature	50G	175	FSpt/5	VF/FA	H/SL	650G	20(75)	100HBi/80HCl/85HBa/ 85HHo/130ChaosBr	1	yyz	K	Varies(VH)
Chaos, Old	75G	150	Spt/0	FA/FA	H/SL	950G	20(90)	130HBi/100HCl/105HBa/ 110HHo/160ChaosBr	1	yyyz	L	Varies(EX)
Cold, Young	10G	170	FSpt/20	FA/VF	H/LA	400G	12(60)	80HBi/100HCl/90HBa/ 60HHo/50ColdBr	1	yz	I	Varies(AV)
Cold, Mature	30G	150	Spt/10	FA/FA	H/SL	500G	20(50)	120HBi/120HCl/120HBa/ 80HHo/60ColdBr	1	yyz	K	Varies(SU)
Cold, Old	50G	130	Spt/0	FA/FA	H/SL	600G	20(65)	150HBi/130HCl/150HBa/ 90HHo/75ColdBr	1	yysz	L	Varies(HI)
Dark, Young	10G	240	FSpt/20	VF/VF	H/LA	300G	12(60)	60HBi/90HCl/100HBa/ 75HHo/75DarkBr	1	yz	I	Varies(AV)
Dark, Mature	30G	200	FSpt/10	VF/FA	H/SL	400G	20(50)	90HBi/100HCl/130HBa/ 85HHo/100DarkBr	1	yyz	K	Varies(SU)
Dark, Old	50G	160	FSpt/0	FA/FA	H/SL	500G	20(65)	120HBi/110HCl/160HBa/ 95HHo/125DarkBr	1	yysz	L	Varies(HI)
Earth, Young	10G	150	FSpt/20	FA/VF	H/LA	500G	16(45)	120HBi/90HCl/140HBa/ 100HHo/40EarthBr	1	yz	I	Varies(AV)
Earth, Mature	30G	140	Spt/10	FA/FA	H/SL	600G	20(40)	140HBi/110HCl/160HBa/ 120HHo/50EarthBr	1	yyz	K	Varies(SU)
Earth, Old	50G	130	Spt/0	FA/FA	H/SL	700G	20(50)	160HBi/130HCl/180HBa/ 140HHo/60Earthbr	1	yysz	L	Varies(HI)
Electrical, Young	15G	280	Dash/40	BF/VF	H/LA	200G	12(70)	60HBi/80HCl/60HBa/ 90HHo/100ElecBr	1	yz	I	Varies(SU)
Electrical, Mature	35G	250	Dash/25	BF/VF	H/SL	300G	12(60)	80HBi/100HCl/70HBa/ 100HHo/120ElecBr	1	yyz	K	Varies(HI)
Electrical, Old	60G	220	FSpt/10	VF/FA	H/SL	400G	12(50)	90HBi/110HCl/80HBa/ 110HHo/140ElecBr	1	yyyz	L	Varies(VH)
Fire, Young	15G	210	Dash/30	VF/VF	H/LA	350G	12(60)	70HBi/120HCl/80HBa/ 50HHo/80FireBr	1	yz	I	Varies(HI)
Fire, Mature	35G	200	FSpt/15	VF/FA	H/SL	450G	16(50)	100HBi/140HCl/110HBa/ 70HHo/100FireBr	1	yyz	K	Varies(VH)
Fire, Old	60G	180	Spt/0	FA/FA	H/SL	600G	20(75)	125HBi/150HCl/130HBa/ 90HHo/120FireBr	1	yyyz	L	Varies(EX)
Gas, Young	10G	140	FSpt/20	FA/FA	H/LA	300G	12(50)	80HBi/80HCl/80HBa/ 70HHo/GasBr	1	yz	I	Varies(HI)
Gas, Mature	20G	120	FSpt/15	FA/FA	H/SL	350G	20(40)	100HBi/100HCl/100HBa/ 80HHo/GasBr	1	ysz	J	Varies(VH)
Gas, Old	30G	100	FSpt/10	MF/FA	H/SL	400G	20(50)	120HBi/120HCl/120HBa/ 90HHo/GasBr	1	yysz	K	Varies(EX)
Gravity, Young	10G	320	Dash/40	BF/VF	H/LA	250G	12(60)	60HBi/80HCl/100HBa/ 60HHo/60GravBr	1	yz	I	Varies(AV)
Gravity, Mature	30G	280	Dash/30	BF/VF	H/SL	350G	20(50)	80HBi/100HCl/120HBa/ 80HHo/80GravBr	1	yyz	K	Varies(SU)
Gravity, Old	50G	240	Dash/20	BF/VF	H/SL	450G	20(65)	100HBi/120HCl/140HBa/ 100HHo/100GravBr	1	yysz	L	Varies(HI)
Heat, Young	10G	280	Dash/30	BF/VF	H/LA	300G	12(60)	80HBi/100HCl/90HBa/ 80HHo/75HeatBr	1	yz	I	Varies(AV)
Heat, Mature	30G	240	Dash/20	BF/VF	H/SL	400G	12(50)	120HBi/120HCl/120HBa/ 100HHo/85HeatBr	1	yyz	K	Varies(SU)
Heat, Old	50G	200	Dash/10	VF/FA	H/SL	500G	20(65)	140HBi/140HCl/150HBa/ 120HHo/95HeatBr	1	yysz	L	Varies(HI)
Ice, Young	15G	150	FSpt/20	FA/VF	H/LA	300G	16(60)	100HBi/90HCl/80HBa/ 85HHo/60IceBr	1	yz	I	Varies(HI)
Ice, Mature	35G	140	Spt/10	FA/FA	H/SL	500G	20(75)	115HBi/110HCl/105HBa/ 125HHo/95IceBr	1	yyz	K	Varies(VH)
Ice, Old	60G	130	Spt/0	FA/FA	H/SL	700G	20(90)	155HBi/135HCl/140HBa/ 155HHo/130IceBr	1	yyyz	L	Varies(EX)

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Treasure	Bonus EP	Outlook (IQ)
Inertia, Young	10G	320	Dash/40	BF/VF	H/LA	275G	12(60)	60HBi/80HCl/100HBa/ 90HHo/100InerBr	1	yz	I	Varies(AV)
Inertia, Mature	30G	280	Dash/30	BF/VF	H/SL	375G	12(50)	80HBi/100HCl/120HBa/ 110HHo/120InerBr	1	yyz	K	Varies(SU)
Inertia, Old	50G	240	Dash/20	BF/VF	H/SL	475G	12(65)	100HBi/120HCl/140HBa/ 130HHo/140InerBr	1	yysz	L	Varies(HI)
Light, Young	10G	280	Dash/30	BF/VF	H/LA	200G	12(50)	45HBi/70HCl/60HBa/ 90HHo/100LightBr	1	yz	I	Varies(AV)
Light, Mature	30G	240	Dash/20	BF/VF	H/SL	300G	12(40)	65HBi/90HCl/70HBa/ 100HHo/120LightBr	1	yyz	K	Varies(SU)
Light, Old	50G	200	Dash/10	VF/FA	H/SL	400G	12(50)	85HBi/110HCl/80HBa/ 110HHo/140LightBr	1	yysz	L	Varies(HI)
Nether, Young	25G	200	FSpt/20	VF/VF	H/LA	300G	16(60)	100HBi/90HCl/60HBa/ 80HHo/130Nether	1	yz	I	Varies(HI)
Nether, Mature	50G	175	FSpt/5	VF/FA	H/SL	600G	20(75)	120HBi/110HCl/85HBa/ 90HHo/150NetherB	1	yyz	K	Varies(VH)
Nether, Old	75G	150	Spt/0	FA/FA	H/SL	900G	20(90)	140HBi/130HCl/100HBa/ 110HHo/170NetherBr	1	yyyz	L	Varies(EX)
Nexus, Young	25G	200	FSpt/20	VF/VF	H/LA	275G	12(60)	80HBi/100HCl/100HBa/ 60HHo/85NexusBr	1	yz	I	Varies(HI)
Nexus, Mature	50G	175	FSpt/5	VF/FA	H/SL	525G	16(75)	100HBi/120HCl/115HBa/ 70HHo/100NexusBr	1	yyz	K	Varies(VH)
Nexus, Old	75G	150	Spt/0	FA/FA	H/SL	750G	16(90)	130HBi/150HCl/135HBa/ 90HHo/130NexusBr	1	yyyz	L	Varies(EX)
Plasma, Young	20G	280	FSpt/20	FA/VF	H/LA	450G	16(60)	105HBi/85HCl/60HBa/ 90HHo/110PlasmaBr	1	yz	I	Varies(HI)
Plasma, Mature	40G	240	Spt/10	FA/FA	H/SL	650G	20(75)	125HBi/100HCl/90HBa/ 100HHo/140PlasmaBr	1	yyz	K	Varies(VH)
Plasma, Old	65G	200	Spt/0	FA/FA	H/SL	850G	20(90)	145HBi/130HCl/140HBa/ 120HHo/170PlasmaBr	1	yyyz	L	Varies(EX)
Sea, Young	10G	120	Spt/30	FA/FA	H/LA	250G	12(60)	100HBi/60HCl/120HBa/ 40HHo/90WaterBr	1	yz	I	Varies(AV)
Sea, Mature	25G	100	Spt/20	FA/MF	H/SL	350G	16(50)	110HBi/80HCl/150HBa/ 60HHo/120WaterBr	1	ysz	J	Varies(AA)
Sea, Old	40G	90	Spt/10	MF/MF	H/SL	500G	16(65)	130HBi/90HCl/180HBa/ 80HHo/15WaterBr	1	yysz	K	Varies(SU)
Spirit, Young	25G	200	FSpt/20	VF/VF	H/LA	250G	12(60)	80HBi/60HCl/80HBa/ 90HHo/100SpiritBr	1	yz	I	Varies(HI)
Spirit, Mature	50G	175	FSpt/5	VF/FA	H/SL	500G	16(75)	90HBi/85HCl/105HBa/ 110HHo/130SpiritBr	1	yyz	K	Varies(VH)
Spirit, Old	75G	150	Spt/0	FA/FA	H/SL	750G	16(90)	100HBi/110HCl/130HBa/ 140HHo/170SpiritBr	1	yyyz	L	Varies(EX)
Time, Young	25G	200	FSpt/20	VF/VF	H/LA	300G	12(60)	100HBi/90HCl/60HBa/ 80HHo/130TimeBr	1	yz	I	Varies(HI)
Time, Mature	50G	175	FSpt/5	VF/FA	H/SL	600G	16(75)	120HBi/110HCl/85HBa/ 90HHo/150TimeBr	1	yyz	K	Varies(VH)
Time, Old	75G	150	Spt/0	FA/FA	H/SL	900G	16(90)	140HBi/130HCl/100HBa/ 110HHo/170TimeBr	1	yyyz	L	Varies(EX)
Vacid, Young	20G	250	FSpt/20	FA/VF	H/LA	450G	12(60)	85HBi/80HCl/95HBa/ 65HHo/100VacidBr	1	yz	I	Varies(HI)
Vacid, Mature	40G	230	Spt/10	FA/FA	H/SL	650G	20(75)	105HBi/110HCl/120HBa/ 80HHo/130VacidBr	1	yyz	K	Varies(VH)
Vacid, Old	65G	210	Spt/0	FA/FA	H/SL	850G	20(90)	120HBi/140HCl/155HBa/ 95HHo/160VacidBr	1	yyyz	L	Varies(EX)
Vibration, Young	10G	120	Spt/30	FA/FA	H/LA	250G	12(60)	60HBi/80HCl/120HBa/ 60HHo/80VibBr	1	yz	I	Varies(AV)
Vibration, Mature	30G	100	Spt/20	FA/MF	H/SL	350G	16(50)	80HBi/100HCl/140HBa/ 70HHo/100VibBr	1	yyz	K	Varies(SU)
Vibration, Old	50G	90	Spt/10	MF/M	H/SL	500G	20(65)	100HBi/130HCl/160HBa/ 80HHo/130VibBr	1	yysz	L	Varies(HI)
Water, Young	10G	130	Spt/30	FA/FA	H/LA	250G	12(50)	100HBi/60HCl/120HBa/ 40HHo/90WaterBr	1	yz	I	Varies(AV)
Water, Mature	30G	110	Spt/20	FA/MF	H/SL	350G	16(30)	110HBi/80HCl/150HBa/ 60HHo/120WaterBr	1	yyz	K	Varies(SU)
Water, Old	50G	100	Spt/10	MF/M	H/SL	500G	16(50)	130HBi/90HCl/180HBa/ 80HHo/150WaterBr	1	yysz	L	Varies(HI)
Wind, Young	15G	250	FSpt/20	FA/VF	H/LA	350G	12(85)	60HBi/80HCl/90HBa/ 60HHo/75WindBr	1	yz	I	Varies(SU)
Wind, Mature	35G	230	Spt/10	FA/FA	H/SL	500G	16(70)	85HBi/90HCl/120HBa/ 70HHo/100WindBr	1	yyz	K	Varies(HI)
Wind, Old	60G	210	Spt/0	FA/FA	H/SL	650G	20(80)	105HBi/110HCl/150HBa/ 80HHo/125WindBr	1	yyyz	L	Varies(VH)

Nexus Drake: *(-)-EKX@#-9; may attack with nexus breath (NexusBr; 1x/min; 30 times/day; nexus bolt range 200'; cone length 100'; cone base 40'R); employs spells (3xlvl PP); 00% winded; 50'-140' body.*

Nexus drakes are rovers/teleporters. Their ability to step from one spot to another spot almost instantaneously (i.e., automatic teleport) make them one of the most deadly hunters around. A nexus drake traps its prey but telephasing it to isolated dimensions/ elemental planes (see Section 10.0). Such prey becomes dependent upon the nexus drake for its survival — nexus drakes often use this opportunity to fatten up their prey before the big feast. Nexus drakes are red, brown, black, reddish brown, reddish black, or dark orange and have mastery of the Gate Mastery and Spell Wall spell lists (closed Essence and open Essence).

Plasma Drake: *(-)-EKX@#-9; may attack with plasma breath (PlasmaBr; 1x/min; 40 times/day; plasma bolt range 500'; cone length 400'; cone base 100'R); employs spells (3xlvl PP); 80% winded; 65'-160' body; 80'-180' wingspan.*

The plasma drake is by far the largest of all drakes. While they are normally red, reddish brown, dark red, reddish black, there have been confirmed sightings of reddish gold, reddish silver, bronze or copper colored plasma drakes. Plasma drakes have one of the deadliest breath weapon. Most are fliers and they are excellent swimmers with only the sea and water drakes being better. The plasma drake has mastery of the Plasma Mastery and Mana Fires spell list (Arcane–*RMCIII*, Arcane–*RMCI*).

Sea Drake: *(-)-LOS,U-8; may attack with watery breath (WaterBr; 1x/min; 100 times/day; water bolt range 300'; cone length 100'; cone base 100'R); can submerge for 2 min/lvl; employs spells (2xlvl PP): 2% winged; 25'-70' body; 15'-40' finspan; 40'-95' wingspan.*

Creatures of water elemental forces, sea drakes are almost always wingless, and are therefore confined to the land and the deeps. Superbly streamlined, those that do not fly have modified wings, fins which serve as "waterwings". These enable them to propel themselves at an incredible pace while at the water's surface and quite fast even when submerged.

Sea drakes live in caverns with submarine entryways and prey on other waterbeast and ships. They have no gills; instead they rely on their huge lungs and their ability to conserve oxygen when diving (safely 2 minutes per level). In this they are like seals. Striking from below, they can hurl out of the water and make gliding leaps of up to 300 feet (or 75 vertical feet). Even in flight, they can spray their quarry with stunning powerful water bolts or resort to their modest arsenal of spells. Their incantations include those common to all Dragons, as well as the Water Law spell list (Magician base).

Spirit Drake: *(-)-EKX@#-9; may attack with spirit breath (SpiritBr; 1x/min; 30 times/day; spirit bolt range 300'; cone length 200'; cone base 40'R); employs spells (3xlvl PP); 100% winded; 45'-115' body; 60'-130' wingspan.*

Spirit drakes are white or grey white in color and are superb fliers and fair swimmers. A spirit drake's breath weapon at first appears to have no effect upon its targets, but it can slowly strip its prey's mind. This lost of mental capacity robs the prey of its ability to fight back effectively, then panic sets in and death is not far off. The spirit drake has mastery of the Spirit Summoning, Spirit Healing, Spirit Mastery, Moon Madness, and Entity Mastery spell lists (3x Shaman base, Arcane–*RMCII*, Moonmage base, Arcane–*RMCIII*, and Arcane–*RMCI*).

Time Drake: *(-)-EKX@#-9; may attack with time breath (TimeBr; 1x/min; 30 times/day; time bolt range 300'; cone length 200'; cone base 50'R); employs spells (3xlvl PP); 80% winded; 60'-130' body; 80'-150' wingspan.*

Time drakes can be one of the most devious opponents every encountered. Their fluid ability to sense time and its relation to all that is happening around them makes them prepared for any type of encounter. Most time drakes are fliers and they make excellent swimmers. Time drakes plates are normally black, white or grey, but there have been some red, blue, brown or gold time drakes. Time drakes have mastery of the Time Senses, Death Mastery, Future Visions, Past Visions, and Time's Bridge spell lists (Sleuth base–*RMCIII*, Necromancer base–*RMCII*, 2x Seer base, and Astrologer base).

Vacid Drake: *(-)-EKX@#-9; may attack with vacid breath (VacidBr; 1x/min; 40 times/day; vacid bolt range 400'; cone length 300'; cone base 50'R); employs spells (3xlvl PP); 60% winded; 60'-150' body; 80'-170' wingspan.*

Vacid drakes are known as the "Temporal Beasts." These are the drakes that all other drakes fear. A vacid drake's ability to inflict slaying criticals on all other living forms (at least a 10% chance every time a normal critical is delivered) makes this one of the most fearsome beasts alive. Vacid drakes are more arrogant, more self-centered, and more over-confident than any other type of drake. Vacid drakes can be grey, grey white, grey blue, silver, grey gold, golden white, golden blue, and gold — normally, traces of red or red gold out line each individual plate. Vacid drakes have mastery of the Inner Wall and Protection spell lists (Rangers base and Cleric base).

Vibration Drake: *(-)-EX#,(U)-8; may attack with vibration breath (VibBr; 1x/min; 40 times/day; vibration bolt range 500'; cone length 400'; cone base 50'R); employs spells (3xlvl PP); 75% winded; 35'-90' body; 50'-140' wingspan.*

Vibration drakes are the only greater drakes that do not live in a lair. Their nature and their breath weapon is not suited to underground or "under-roof" living — collapsing stone has killed many a vibration drake. It is difficult to sneak up on a vibration drake due to their enhanced senses, the best senses of all the drakes. They are always enchanted and entertained by powerful and beautiful songs and music. While the vibration drake coloration is normally silver or grey, there may be traces of reds, golds, blues, black and browns found in the silver or grey plates. Vibration drakes have mastery of the Sound's Way, Essence Hand, Sound Molding, True Sight, True Perception, Sound Control, and Sound Projection spell lists (open Channeling, open Essence, 2x Seer base, Illusionist base, 2x Bards base).

Water Drake: *(-)-FLOS-7; may attack with water breath (WaterBr; 1x/min; 75 times/day; water bolt range 300'; cone length 200'; cone base 40'R); employs spells (3xlvl PP); 00% winded; 40'-90' body; 8'-20' finspan.*

Water drakes are more akin to the sea drakes than any other of the Dragon kind. Unlike the sea drake, no known water drake has ever flown, but the water drake is considered the best and fastest swimmer of all the drakes. Water drakes are found in either salt or fresh water environments and their lairs may be underwater or along watery coast lands. Water drakes may be grey, brown, black, blue, green, yellow, silver, gold, orange, or any combination thereof. Water drakes are capable of leaping 30'-40' vertically and 100'-110' horizontally. Water drakes have mastery of the Water Law and Liquid Alteration spell lists (Magician base and Mystic base).

Wind Drake: *(-)-EX@#-9; may attack with wind breath (WindBr; 1x/min; 50 times/day; wind bolt range 300'; cone length 200'; cone base 40'R); employs spells (3xlvl PP); 100% winded; 45'-115' body; 55'-135' wingspan.*

The wind drakes are natural airborne fliers whose skill in gliding is surpassed by none. Frequently, a wind drakes will toy with its prey — giving it a ride in the upper atmosphere, occasionally dropping the prey, and, at the last possible moment, plucking it out of the air just before its hits the ground. Many wind drakes can keep this up for several hours before missing. Most wind drakes are blue to grey in color. Wind drakes have mastery of the Wind Law and Attack Avoidance spell lists (Magician base and open Essence).

DRAGON MOVEMENT CHART BASED ON ENVIRONMENT

	Winged in Air	Winged On Land	Unwinged On Land	In Water
Greater Aether Drake	120%(250)	25%(63)	N/A	10%(25)
Lesser Aether Drake	120%(280)	25%(70)	N/A	10%(28)
Greater Air Drake	100%(240)	25%(60)	N/A	10%(24)
Lesser Air Drake	100%(280)	25%(70)	N/A	10%(28)
Cave Drake	N/A	N/A	100%(140)	50%(70)
Greater Chaos Drake	N/A	N/A	100%(175)	30%(53)
Lesser Chaos Drake	N/A	N/A	100%(195)	30%(59)
Greater Cold Drake	120%(180)	50%(75)	100%(150)	30%(45)
Lesser Cold Drake	120%(204)	50%(85)	100%(170)	30%(51)
Greater Dark Drake	75%(150)	100%(200)	125%(250)	15%(30)
Lesser Dark Drake	75%(165)	100%(220)	125%(275)	15%(33)
Greater Earth Drake	N/A	N/A	100%(140)	10%(14)
Lesser Earth Drake	N/A	N/A	100%(160)	10%(16)
Greater Electrical Drake	100%(250)	20%(50)	50%(125)	15%(38)
Lesser Electrical Drake	100%(270)	25%(68)	50%(135)	15%(41)
Greater Fire Drake	100%(200)	30%(60)	70%(140)	10%(20)
Lesser Fire Drake	100%(220)	30%(66)	70%(154)	10%(22)
Gas Drake	150%(180)	75%(80)	100%(120)	50%(60)
Greater Gravity Drake	120%(336)	75%(210)	100%(280)	10%(28)
Lesser Gravity Drake	120%(360)	75%(225)	100%(300)	10%(30)
Greater Heat Drake	100%(240)	35%(84)	65%(156)	10%(24)
Lesser Heat Drake	100%(260)	35%(91)	65%(169)	10%(26)
Greater Ice Drake	100%(140)	55%(77)	120%(168)	90%(126)
Lesser Ice Drake	100%(160)	55%(88)	120%(192)	90%(144)
Greater Inertia Drake	100%(280)	25%(70)	85%(238)	10%(28)
Lesser Inertia Drake	100%(300)	25%(75)	85%(255)	10%(30)
Land Drake	N/A	N/A	100%(160)	25%(40)
Greater Light Drake	100%(240)	30%(72)	80%(192)	10%(24)
Lesser Light Drake	100%(260)	30%(78)	80%(208)	10%(26)
Greater Nether Drake	100%(175)	25%(44)	100%(175)	50%(88)
Lesser Nether Drake	100%(195)	25%(49)	100%(195)	50%(98)
Greater Nexus Drake	N/A	N/A	100%(175)	80%(140)
Lesser Nexus Drake	N/A	N/A	100%(195)	80%(156)
Greater Plasma Drake	100%(240)	35%(84)	95%(228)	40%(96)
Lesser Plasma Drake	100%(260)	35%(91)	95%(247)	40%(104)
Sea Drake	100%(100)	10%(10)	50%(50)	100%(100)
Greater Spirit Drake	100%(175)	25%(44)	N/A	15%(27)
Lesser Spirit Drake	100%(195)	25%(49)	N/A	15%(29)
Greater Time Drake	100%(175)	30%(53)	75%(131)	50%(88)
Lesser Time Drake	100%(195)	30%(59)	75%(147)	50%(98)
Greater Vacid Drake	110%(230)	40%(92)	80%(184)	50%(115)
Lesser Vacid Drake	110%(250)	40%(100)	80%(200)	50%(125)
Greater Vibration Drake	100%(100)	40%(40)	75%(75)	65%(65)
Lesser Vibration Drake	100%(130)	40%(52)	75%(98)	65%(85)
Greater Water Drake	N/A	N/A	10%(10)	100%(100)
Lesser Water Drake	N/A	N/A	10%(12)	100%(120)
Greater Wind Drake	100%(230)	10%(23)	N/A	10%(23)
Lesser Wind Drake	100%(250)	10%(25)	N/A	10%(25)

Changes in Base Movement Rate due to Environment: The base movement rates above for drakes are for movement in their primary environment (air, lane, water, etc.). The chart at left gives the percentage of primary base movement rate which may be used in other environments. In parentheses after the percentage is the actual base movement rate for a 'mature' drake of the given type. A dragon in flight must be in a dive to achieve a 'pace' of 'FSpt' (x4) or 'Dash' (x5, a power dive). No drake may 'FSpt' or 'Dash' *underwater*.

Attack Patterns for Drakes:

Each round while *in flight*, a drake may:

1) Use its breath weapon (if able) **and**
2) If diving on a target, it may also use:
   a) Its horn attack (roll each critical twice and take both results) **or**
   b) Its claw attack (can be used as a HGr attack to attempt to grab smaller targets) **or**
   c) It bash attack (can be used a HCr attach with double damage in an attempt to land on a smaller target).

On *land or in the water* a drake may use:

1) Its breath weapon (if able to) and one claw attack or one bash attack **or**
2) Its horn attack and one claw attack or one bash attack (tail) **or**
3) Its bite attack and one claw attack or one bash attack (tail) **or**
4) Two claw attacks and its bash attack (tail).



6.2 LESSER DRAKES

Lesser drakes resemble the greater drakes (Dragons) in structure and habits, but lack the overall size and enchanted qualities of their more lordly and less numerous brethren. These creatures possess no breath weapons and, with the exception of the land drake, only rarely (10%) cast spells. They are, however, quicker than Dragons. Lesser drakes, like their cousins the greater drake, have proto-elemental material in their blood (see Section 15.0).

> **Note:** *Treat the few lesser drakes that use spells as having one list per 5 levels. Spell lists are chosen at random from the elementalist spell lists. They know spell list up to their own level and received two power points (PP) per level.*

Lesser drakes are quite bright and enjoy riddles, though they are less vain and their preference for debate and word games is less pronounced than that of Dragons. They are much more prone to attacking an intruder or adversary, despite having a relatively even temper. This makes them more predictable, but no less dangerous, than the greater drakes.

Effects of Age on Drake Statistics

In the descriptions and statistics for lesser drakes, the capabilities are classified according to age; however, sizes also vary with age. 'Young' drakes of a given type fall into the lower half of the size ranges, 'mature' drakes fall into the middle half, and 'old' drakes fall into the upper half (so there is some overlap of size and age combination). Roll (1-100 open-ended) to get an estimate of exact size.

THE LESSER DRAKES

Lesser Aether Drake: *(-)-EKX@#-9; good fliers; nest in cliff nooks or giant trees; 30'-85' body, 50'-120' wingspan.*

Lesser Air Drake: *(-)-(O)-8; nocturnal hunters; good fliers; nest in cliff nooks or giant trees; 20'-40' body, 30'-60' wingspan.*

Lesser Cave Drake: *(-)-V,U-7; bite accompanied by burning acidic saliva attack (with critical delivers acid crit 1 severity higher); nest exclusively in caves; -50 in natural daylight; 15'-40' (including 5'-12' tail). Elemental force is a mix of earth and dark.*

Lesser Chaos Drake: *(-)-EKX@#-9; agile climbers; nest in caves, breaks or glens; 50'-120' body (including 15'-35' tail).*

Lesser Cold Drake: *ktcf-EVX@#,G,ARUW,T-8; good fliers; nest in cliff nooks or mountain crevices; 25'-70' body, 40'-110' wingspan.*

Lesser Dark Drake: *(-)-RUW-8; nocturnal hunters; lives underground; good fliers; 20'-60' body, 35'-100' wingspan.*

Lesser Earth Drake: *(hw)-(LOS)-7; agile climbers; nest in caves, breaks or glens; 25'-75' body (including 10'-25' tail).*

Lesser Electrical Drake: *mkctf-EKVX@#,ARUW-9; most nocturnal (80%); good fliers; nests in cliff nooks or giant trees; 10'-40' body; 20'-70' wingspan.*

Lesser Fire Drake: *(-)-(GO)-7; good fliers; nests in cliff nooks or giant trees; 20'-70' body; 30'-110' wingspan.*

Lesser Gravity Drake: *(-)-EX@#-8; good fliers; nests in cliff nooks or giant trees; 15'-50' body; 25'-75' wingspan.*

Lesser Heat Drake: *(ktcf)-EVX@#,(GO)-8; good fliers; nest in cliff nooks or giant trees; 20'-60' body; 30'-85' wingspan.*

Lesser Ice Drake: *ktcf-EX@#,GO-7; poor fliers; nest in cliff nooks or giant trees; 20'-60' body; 30'-100' wingspan.*

Lesser Inertia Drake: *(-)-EX@#-8; good fliers; nest in cliff nooks or giant trees; 20'-55' body; 30'-80' wingspan.*

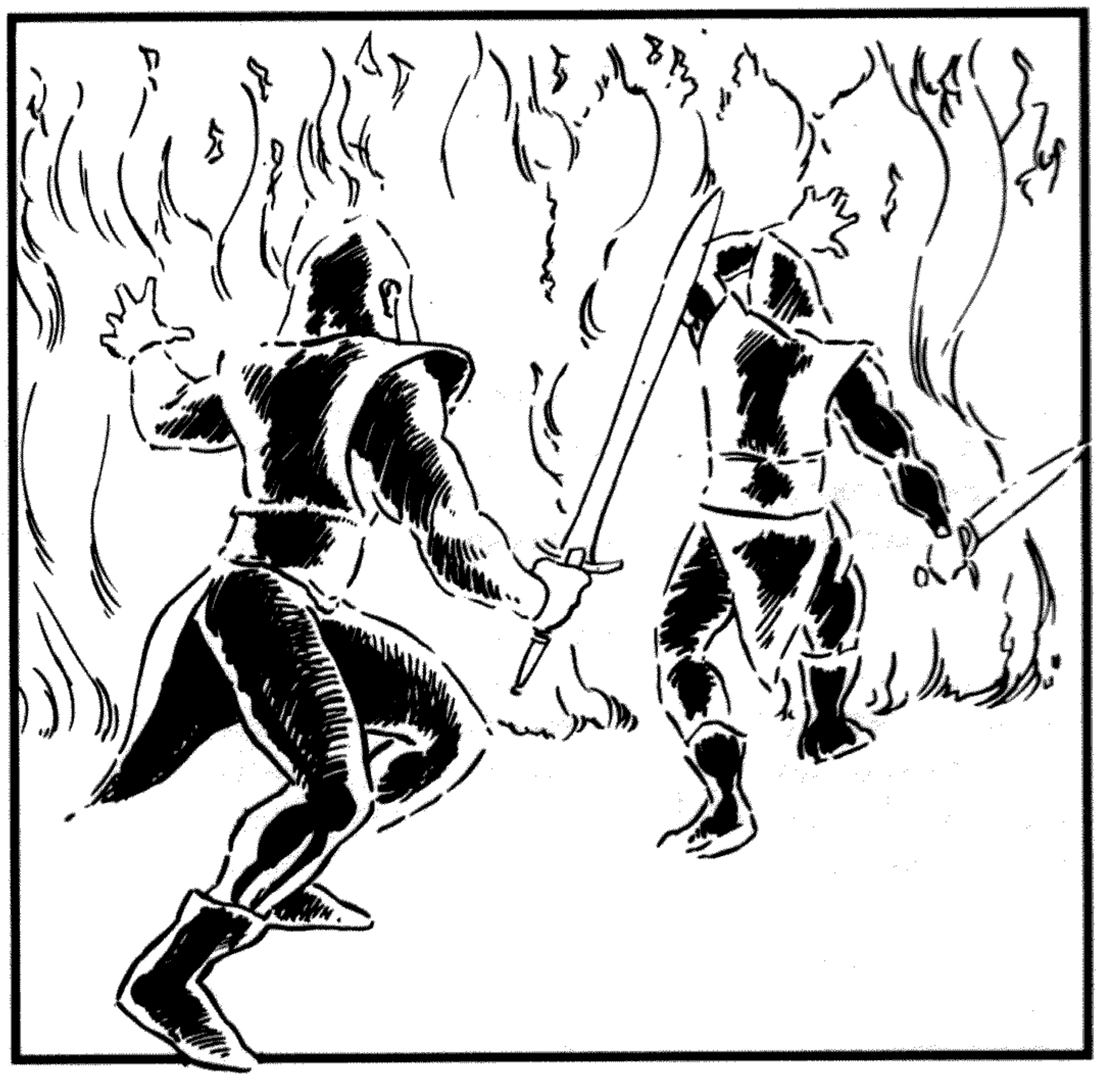
Lesser Land Drake: *(-)-(LOS)-7; agile climbers; nest in caves, breaks or glens; 50% use spells (2xlvl PP); 20'-50' body (including 7'-15' tail).*

Lesser Light Drake: *(f)-EX@#,U-8; nocturnal hunters; good fliers; nest in cliff nooks or giant trees; 15'-50' body; 30'-60' wingspan.*

Lesser Nether Drake: *(-)-EKX@#-9; good fliers; nest in cliff nooks or giant trees; 45'-115' body; 60'-130' wingspan.*

Lesser Nexus Drake: *(-)-EKX@#-9; agile climbers; nest in caves, breaks or glens; 35'-90' body (including 10'-30' tail).*

Lesser Plasma Drake: *(-)-EKX@#-9; good fliers; nest in cliff nooks or giant trees; 50'-120' body; 65'-135' wingspan.*



Lesser Spirit Drake: *(-)-EKX@#-9; good fliers; nests in cliff nooks or giant trees; 30'-85' body; 45'-100' wingspan.*

Lesser Time Drake: *(-)-EKX@#-9; good fliers; nest in cliff nooks or giant trees; 45'-115' body; 60'-130' wingspan.*

Lesser Vacid Drake: *(-)-EKX@#-9; good fliers; nest in cliff nooks or giant trees; 40'-100' body; 55'-115' wingspan.*

Lesser Vibration Drake: *(-)-EX#,(U)-8; good fliers; nest in cliff nooks or giant trees; 20'-70' body; 30'-100' wingspan.*

Lesser Water Drake: *(-)-FLOS-7; good swimmers; almost exclusively aquatic; live in coastal caves; vertical leap 30', horizontal leap 100'; 25'-60' body (including 8'-20' prehensile tail).*

Lesser Wind Drake: *(-)-EX@#-9; good fliers; nest in cliff nooks or giant trees; 30'-85' body; 30'-80' wingspan.*

LESSER DRAKE STATISTICS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Treasure	Bonus EP	Outlook (IQ)
Aether, Young	**20F**	**290**	**Dash/40**	**BF/BF**	**H/LA**	**100G**	**11(75)**	**60LBi/80HCl/60LBa/70LHo**	**1**	**yt**	**J**	**Varies(SU)**
Aether, Mature	**30G**	**270**	**Dash/25**	**BF/VF**	**H/SL**	**300G**	**12(85)**	**70HBi/80HCl/70HBa/80HHo**	**1**	**yyj**	**K**	**Varies(HI)**
Aether, Old	**40G**	**250**	**Dash/15**	**VF/VF**	**H/SL**	**500G**	**20(95)**	**80HBi/100HCl/80HBa/80HHo**	**1**	**yyt**	**L**	**Varies(VH)**
Air, Young	5F	300	Dash/40	BF/VF	H/LA	250G	11(80)	50LBi/90HCl/50LBa/70HHo	1	t	G	Varies(AV)
Air, Mature	15G	280	Dash/25	BF/VF	H/SL	350G	11(50)	60HBi/110HCl/60HBa/70HHo	1	yj	I	Varies(AA)
Air, Old	25G	240	Dash/10	VF/FA	H/SL	450G	12(40)	80HBi/120HCl/70HBa/80HHo	1	yt	J	Varies(SU)
Cave, Young	**6F**	**160**	**Dash/30**	**VF/VF**	**H/LA**	**200G**	**11(60)**	**80LBi/50LCl/50LBa/70LHo**	**1**	**o**	**G**	**Varies(IN)**
Cave, Mature	**13F**	**140**	**FSpt/20**	**VF/FA**	**H/SL**	**250G**	**19(40)**	**90HBi/50HCl/50HBa/80HHo**	**1**	**t**	**H**	**Varies(MD)**
Cave, Old	**20G**	**120**	**FSpt/10**	**FA/FA**	**H/SL**	**350G**	**20(30)**	**100HBi/60HCl/50HBa/90HHo**	**1**	**y**	**I**	**Varies(AV)**
Chaos, Young	20F	220	Dash/20	BF/BF	H/LA	150G	12(50)	70LBi/60HCl/60LBa/65LHo	1	yt	J	Varies(SU)
Chaos, Mature	30G	195	Dash/15	BF/VF	H/SL	450G	19(45)	80HBi/70HCl/70HBa/75HHo	1	yyj	K	Varies(HI)
Chaos, Old	40G	170	FSpt/10	VF/FA	H/SL	750G	20(50)	90HBi/80HCl/90HBa/85HHo	1	yyt	L	Varies(VH)
Cold, Young	**5F**	**190**	**Dash/30**	**VF/VF**	**H/LA**	**200G**	**11(50)**	**70LBi/80HCl/70HBa/50LHo**	**1**	**t**	**G**	**Varies(AV)**
Cold, Mature	**15G**	**170**	**FSpt/20**	**VF/VF**	**H/SL**	**300G**	**11(40)**	**80HBi/90HCl/80HBa/60HHo**	**1**	**yj**	**I**	**Varies(AA)**
Cold, Old	**25G**	**150**	**FSpt/10**	**VF/VF**	**H/SL**	**400G**	**12(55)**	**100HBi/100HCl/90HBa/60HHo**	**1**	**yt**	**J**	**Varies(SU)**
Dark, Young	5F	260	Dash/30	BF/BF	H/LA	100G	11(70)	50LBi/70LCl/80LBa/60LHo	1	t	G	Varies(AV)
Dark, Mature	15G	220	Dash/20	BF/VF	H/SL	200G	11(60)	70HBi/80HCl/100HBa/70HHo	1	yj	I	Varies(AA)
Dark, Old	25G	170	Dash/10	VF/VF	H/SL	300G	12(75)	90HBi/90HCl/110HBa/70HHo	1	yt	J	Varies(SU)
Earth, Young	**5F**	**170**	**Dash/30**	**VF/VF**	**H/LA**	**300G**	**12(35)**	**90LBi/80HCl/100HBa/80HHo**	**1**	**t**	**G**	**Varies(AV)**
Earth, Mature	**15G**	**160**	**FSpt/20**	**VF/VF**	**H/SL**	**400G**	**19(30)**	**100HBi/90HCl/110HBa/90HHo**	**1**	**yj**	**I**	**Varies(AA)**
Earth, Old	**25G**	**140**	**FSpt/10**	**VF/VF**	**H/SL**	**500G**	**20(40)**	**120HBi/100HCl/110HBa/90HHo**	**1**	**yt**	**J**	**Varies(SU)**
Electrical, Young	10F	300	Dash/50	BF/BF	H/LA	100G	11(80)	50LBi/60LCl/50HBa/70LHo	1	yj	I	Varies(AA)
Electrical, Mature	20G	270	Dash/35	BF/BF	/SL	200G	11(70)	60HBi/70HCl/60HBa/80HHo	1	yt	J	Varies(SU)
Electrical, Old	30G	230	Dash/20	BF/VF	H/SL	300G	12(60)	80HBi/90HCl/60HBa/80HHo	1	yyj	K	Varies(HI)
Fire, Young	**10F**	**230**	**Dash/40**	**BF/BF**	**H/LA**	**150G**	**11(50)**	**60LBi/100HCl/60LBa/50LHo**	**1**	**yj**	**I**	**Varies(AA)**
Fire, Mature	**20G**	**220**	**Dash/25**	**BF/VF**	**H/SL**	**250G**	**12(40)**	**70HBi/110HCl/70HBa/60HHo**	**1**	**yt**	**J**	**Varies(SU)**
Fire, Old	**30G**	**190**	**FSpt/10**	**VF/VF**	**H/SL**	**300G**	**20(65)**	**90HBi/120HCl/80HBa/70HHo**	**1**	**yyj**	**K**	**Varies(HI)**
Gravity, Young	5F	340	Dash/50	BF/BF	H/LA	150G	11(70)	50LBi/60LCl/80HBa/50LHo	1	t	G	Varies(AV)
Gravity, Mature	15G	300	Dash/40	BF/BF	H/SL	250G	19(60)	60HBi/70HCl/90HBa/60HHo	1	yj	I	Varies(AA)
Gravity, Old	25G	250	Dash/30	BF/BF	H/SL	350G	20(75)	80HBi/90HCl/100HBa/60HHo	1	yt	J	Varies(SU)
Heat, Young	**5F**	**300**	**Dash/40**	**BF/BF**	**H/LA**	**100G**	**11(70)**	**60LBi/80LCl/70LBa/60LHo**	**1**	**t**	**G**	**Varies(AV)**
Heat, Mature	**15G**	**260**	**Dash/30**	**BF/BF**	**H/SL**	**200G**	**11(60)**	**70HBi/90HCl/80HBa/70HHo**	**1**	**yj**	**I**	**Varies(AA)**
Heat, Old	**25G**	**210**	**Dash/20**	**BF/VF**	**H/SL**	**300G**	**12(75)**	**80HBi/100HCl/90HBa/70HHo**	**1**	**yt**	**J**	**Varies(SU)**
Ice, Young	10F	170	Dash/30	VF/VF	H/LA	100G	12(50)	70LBi/70LCl/70HBa/60LHo	1	yj	I	Varies(AA)
Ice, Mature	20G	160	FSpt/20	VF/VF	H/SL	300G	19(65)	80HBi/80HCl/80HBa/70HHo	1	yt	J	Varies(SU)
Ice, Old	30G	140	FSpt/10	VF/VF	H/SL	500G	20(75)	90HBi/90HCl/90HBa/70HHo	1	yyj	K	Varies(HI)
Inertia, Young	**5F**	**340**	**Dash/50**	**BF/BF**	**H/LA**	**175G**	**11(70)**	**50LBi/70LCl/80LBa/80LHo**	**1**	**t**	**G**	**Varies(AV)**
Inertia, Mature	**15G**	**300**	**Dash/40**	**BF/BF**	**H/SL**	**275G**	**12(60)**	**60HBi/80HCl/100HBa/90HHo**	**1**	**yj**	**I**	**Varies(AA)**
Inertia, Old	**25G**	**250**	**Dash/30**	**BF/BF**	**H/SL**	**375G**	**19(75)**	**70HBi/90HCl/120HBa/100HHo**	**1**	**yt**	**J**	**Varies(SU)**
Land, Young	6F	180	Dash/25	VF/VF	H/LA	250G	11(60)	80LBi/90LCl/90HBa/60LHo	1	tj	G	Varies(AA)
Land, Mature	18G	160	Dash/15	VF/FA	H/SL	350G	19(40)	100HBi/100HCl/100HBa/70HHo	1	ym	I	Varies(SU)
Land, Old	30G	140	Dash/10	FA/FA	H/SL	450G	20(50)	110HBi/110HCl/120HBa/90HHo	1	yyj	J	Varies(HI)
Light, Young	**5F**	**300**	**Dash/40**	**BF/BF**	**H/LA**	**100G**	**11(60)**	**40LBi/50LCl/50LBa/80LHo**	**1**	**t**	**G**	**Varies(AV)**
Light, Mature	**15G**	**260**	**Dash/30**	**BF/BF**	**H/SL**	**200G**	**11(50)**	**50HBi/60HCl/60HBa/90HHo**	**1**	**yj**	**I**	**Varies(AA)**
Light, Old	**25G**	**210**	**Dash/20**	**BF/VF**	**H/SL**	**300G**	**12(60)**	**60HBi/70HCl/80HBa/100HHo**	**1**	**yt**	**J**	**Varies(SU)**
Nether, Young	20F	220	Dash/30	BF/BF	H/LA	200G	12(50)	80LBi/80LCl/60LBa/70LHo	1	yt	J	Varies(SU)
Nether, Mature	30G	195	Dash/15	BF/VF	H/SL	400G	19(55)	90HBi/90HCl/70HBa/80HHo	1	yyj	K	Varies(HI)
Nether, Old	40G	160	FSpt/10	VF/VF	H/SL	700G	20(65)	100HBi/100HCl/80HBa/80HHo	1	yyt	L	Varies(VH)
Nexus, Young	**20F**	**220**	**Dash/30**	**BF/BF**	**H/LA**	**175G**	**11(50)**	**60LBi/80LCl/70HBa/50LHo**	**1**	**yt**	**J**	**Varies(SU)**
Nexus, Mature	**30G**	**195**	**Dash/15**	**BF/VF**	**H/SL**	**325G**	**12(65)**	**70HBi/100HCl/80HBa/60HHo**	**1**	**yyj**	**K**	**Varies(HI)**
Nexus, Old	**40G**	**160**	**FSpt/10**	**VF/VF**	**H/SL**	**550G**	**16(75)**	**80HBi/110HCl/90HBa/70HHo**	**1**	**yyt**	**L**	**Varies(VH)**
Plasma, Young	15F	300	Dash/30	VF/VF	H/LA	250G	12(75)	90LBi/70LCl/50HBa/60LHo	1	yj	I	Varies(AA)
Plasma, Mature	25G	260	FSpt/20	VF/VF	H/SL	450G	19(85)	100HBi/80HCl/70HBa/80HHo	1	yt	J	Varies(SU)
Plasma, Old	35G	210	FSpt/10	VF/VF	H/SL	650G	20(95)	120HBi/90HCl/100HBa/80HHo	1	yyj	K	Varies(HI)
Spirit, Young	**20F**	**220**	**Dash/30**	**BF/BF**	**H/LA**	**150G**	**11(75)**	**40LBi/50LCl/60LBa/70LHo**	**1**	**yt**	**J**	**Varies(SU)**
Spirit, Mature	**30G**	**195**	**Dash/15**	**BF/VF**	**H/SL**	**300G**	**12(85)**	**50HBi/60HCl/70HBa/80HHo**	**1**	**yyj**	**K**	**Varies(HI)**
Spirit, Old	**40G**	**160**	**FSpt/10**	**VF/VF**	**H/SL**	**550G**	**16(95)**	**60HBi/80HCl/90HBa/80HHo**	**1**	**yyt**	**L**	**Varies(VH)**
Time, Young	20F	220	Dash/30	BF/BF	H/LA	100G	11(75)	60LBi/80LCl/50LBa/60LHo	1	yt	J	Varies(SU)
Time, Mature	30G	195	Dash/15	BF/VF	H/SL	400G	12(85)	70HBi/90HCl/60HBa/70HHo	1	yyj	K	Varies(HI)
Time, Old	40G	160	FSpt/10	VF/VF	H/SL	800G	16(95)	80HBi/100HCl/70HBa/70HHo	1	yyt	L	Varies(VH)
Vacid, Young	**15F**	**270**	**Dash/30**	**VF/VF**	**H/LA**	**250G**	**11(75)**	**60LBi/70LCl/80LBa/50LHo**	**1**	**yj**	**I**	**Varies(AA)**
Vacid, Mature	**25G**	**250**	**FSpt/20**	**VF/VF**	**H/SL**	**450G**	**19(85)**	**70HBi/80HCl/90HBa/60HHo**	**1**	**yt**	**J**	**Varies(SU)**
Vacid, Old	**35G**	**220**	**FSpt/10**	**VF/VF**	**H/SL**	**650G**	**20(95)**	**80HBi/90HCl/100HBa/60HHo**	**1**	**yyj**	**K**	**Varies(HI)**
Vibration, Young	5F	170	FSpt/40	VF/VF	H/LA	150G	11(70)	50LBi/70LCl/100HBa/50LHo	1	t	G	Varies(AV)
Vibration, Mature	15G	130	FSpt/30	VF/FA	H/SL	250G	11(60)	60HBi/80HCl/120HBa/60HHo	1	yj	I	Varies(SU)
Vibration, Old	25G	100	FSpt/20	FA/FA	H/SL	300G	12(75)	70HBi/90HCl/130HBa/70HHo	1	yt	J	Varies(HI)
Water, Young	**5F**	**140**	**FSpt/40**	**VF/FA**	**H/LA**	**180G**	**11(60)**	**100LBi/50LCl/90HBa/50HHo**	**1**	**t**	**G**	**Varies(IN)**
Water, Mature	**15G**	**120**	**FSpt/30**	**FA/FA**	**H/SL**	**240G**	**12(40)**	**110HBi/50HCl/100HBa/50HHo**	**1**	**yo**	**H**	**Varies(AV)**
Water, Old	**25G**	**100**	**FSpt/20**	**FA/MF**	**H/SL**	**350G**	**16(40)**	**120HBi/50HCl/110HBa/60HHo**	**1**	**yy**	**I**	**Varies(AA)**
Wind, Young	10F	270	Dash/30	VF/VF	H/LA	150G	11(95)	50LBi/70LCl/80LBa/50LHo	1	yj	I	Varies(AA)
Wind, Mature	20G	250	FSpt/20	VF/VF	H/SL	300G	12(80)	60HBi/80HCl/90HBa/60HHo	1	yt	J	Varies(SU)
Wind, Old	30G	220	FSpt/10	VF/VF	H/SL	450G	20(90)	70HBi/90HCl/100HBa/70HHo	1	yyj	K	Varies(HI)

6.3 ELEMENTAL GIANTS

Huge, muscular men often standing twice or thrice the height of their Mannish counterparts, Giants possess immense strength, but lessen its effectiveness with frequent clumsiness and stupidity. The smartest among them aspire to civilized life, building intricate stone castles on craggy hills and icy peaks or (as legend has it) conjuring enchanted palaces among the clouds. Unfortunately, a veneer of sophistications and ease does not guarantee benevolence. Many intelligent Giants are malicious maneaters who disguise their proclivities from visitors, hoping trickery will net them an easy meal. Less intelligent Giants content themselves with simple caves in the wilds, foraging among the beasts and plants for food. Needy travelers can expect to receive warm-hearted hospitality from these rustic folk, whose lack of wit mixes with kindness more often than does cunning.

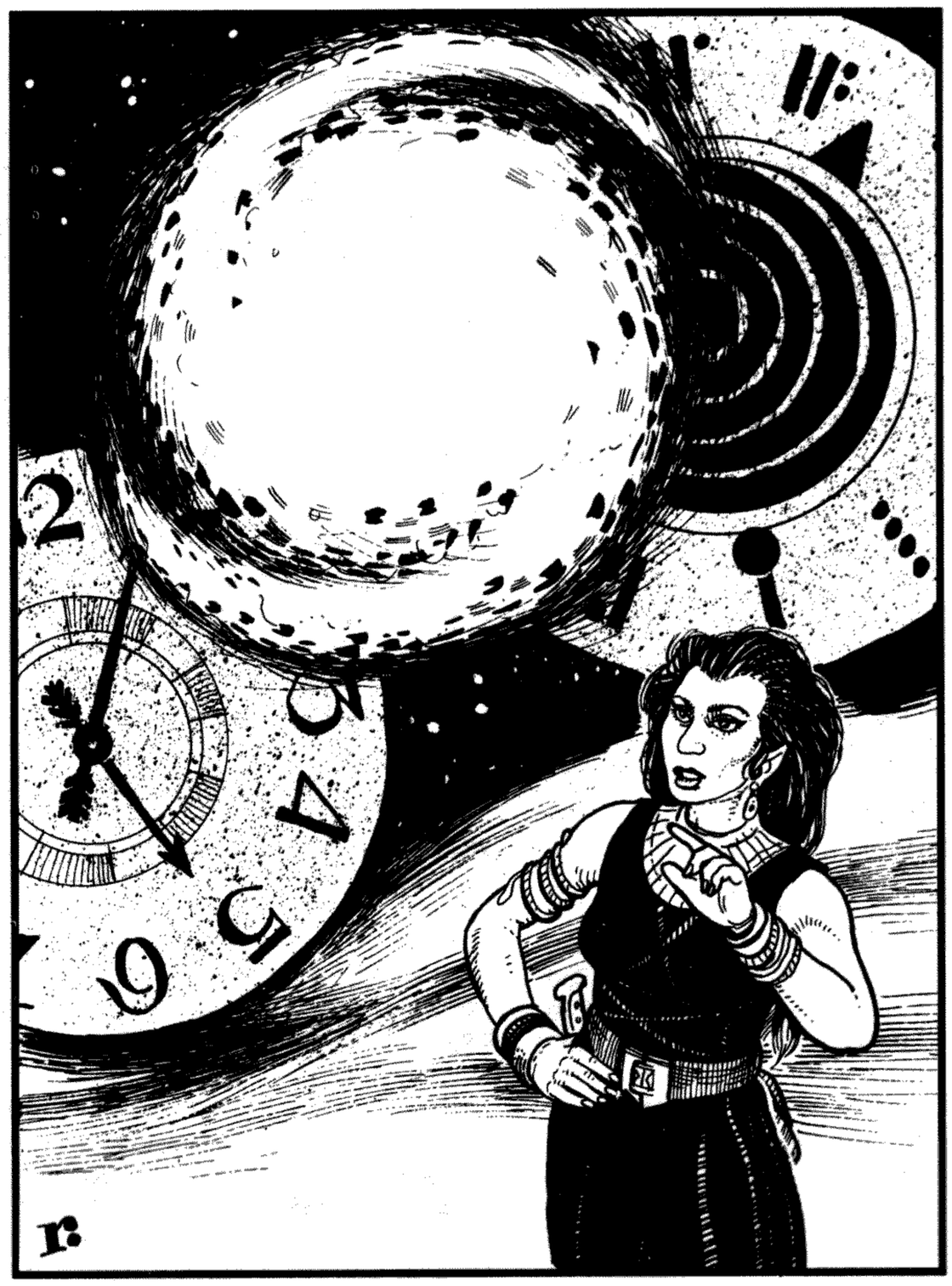
Elemental Giants are classified according to an environment or elemental force that they have an affinity for.

Average Lifespan: 75-150 years.

Suggested Professional Limitations: It is suggested that Elemental Giants be non spell users.

Spells: Giants have the special capability to use the specific spell lists noted in their descriptions, usually elemental base lists (see Section 4.3) and Magician base lists. All such lists are know to the Giant's own level.

Special Abilities: An elemental giant is immune to damage from elemental force of its own type, but takes double damage and slaying criticals from elemental attacks of an opposing elemental force (e.g., a fire giant is immune to fire and heat attacks, but takes 2x normal damage and slaying criticals from ice and water attacks).



ELEMENTAL GIANTS

Aether Giant: *(-)-(-)-9; 12'-16' tall; Ethereal Mastery (Arcane–RMCI) and up to four elemental base lists (4xlvl PP).*

Air Giant: *(-)-(-)-7; 12'-16' tall; Wind Law (Magician base) and up to four elemental base lists (2xlvl PP).*

Chaos Giant: *(-)-(-)-9; 18'-20' tall; Chaos Mastery (Chaotic Lord base–RMCIII) and up to four elemental base lists (4xlvl PP).*

Cold Giant: *ktcf-AR-7; 12'-16' tall; Ice Law (Magician base) and up to four elemental base lists (2xlvl PP).*

Cloud Giant: *(as)-AR-8; 17'-19' tall; Liquid Alteration (Mystic base), Essence Hand (open Essence), Lofty Bridge (closed Essence), and Wind Law (Magician base) and up to four elemental base lists (4xlvl PP). Elemental forces are earth and air.*

Dark Giant: *(-)-(-)-7; 10'-13' tall; Dark Law (Necromancer base), Dark Lore (Evil Cleric base), Dark Contacts (Evil Magician base), Dark Summons (Evil Magician base), Dark Channels (Evil Cleric base), Darkness (Evil Magician base) and up to four elemental base lists (2xlvl PP).*

Earth Giant: *(cf)-X@,ARU-4; 10'-13' tall; Earthblood's Way (Arcane–RMCI), Earth Mastery (Witch base–RMCII), Metal Lore (Arcane–RMCII), Earth Law (Magician base) and up to four elemental base lists (2xlvl PP).*

Electrical Giant: *(-)-(BFGILMOS)-8; 10'-13' tall; Light Law (Magician base) and up to four elemental base lists (3xlvl PP).*

Fire Giant: *hna-V-7; 12'-14' tall; Fiery Ways (Crystal Mage base–RMCIII), Mana Fires (Arcane–RMCI), Fire Law (Magician base) and up to four elemental base lists (3xlvl PP).*

Forest Giant: *(ascf)-CDJ-6; 13'-15' tall; Nature's Lore (open Channeling), Nature's Protection (Animist base), and Wood Shaping (Arcane–RMCII) (3xlvl PP). Elemental forces are earth and spirit.*

Frost Giant: *ktcf-AR-7; 17'-19' tall; Ice Law (Magician base) and up to two elemental base lists (3xlvl PP). Elemental forces are ice and cold.*

Gravity Giant: *(-)-(-)-9; 17'-22' tall; up to four elemental base lists (2xlvl PP).*

Heat Giant: *hna-V-7; 10'-13' tall; Fiery Ways (Crystal Mage base–RMCIII), Mana Fires (Arcane–RMCI), Fire Law (Magician base) and up to four elemental base lists (2xlvl PP).*

Hill Giant: *(cf)-X@,ARU-4; 10'-12' tall; Solid Alteration (Mystic base) and one elemental base list (2xlvl PP); excellent diggers. Elemental forces are earth and dark.*

Ice Giant: *ktcf-AR-7; 17'-22' tall; Ice Law (Magician base) and up to four elemental base lists (2xlvl PP).*

Inertia Giant: *(-)-(-)-8; 10'-13' tall; up to four elemental base lists (2xlvl PP).*

Light Giant: *(-)-(-)-7; 10'-13' tall; Light Law (Magician base) , Brilliance Magic (Crystal Mage base-RMCIII) and up to four elemental base lists (2xlvl PP).*

Mountain Giant: *(cf)-X@,ARU-6; 18'-20' tall; Solid Destruction (Sorcerer base) and Earth Law (Magician base) and up to two elemental base lists (3xlvl PP). Elemental forces are earth and gravity.*

Nether Giant: *(-)-(-)-9; 12'-16' tall; Nether Mastery (Arcane–RMCIII) and up to four elemental base lists (4xlvl PP).*

Nexus Giant: *(-)-(-)-9; 10'-13' tall; up to four elemental base lists (4xlvl PP).*

Plasma Giant: *(-)-(-)-9; 17'-22' tall; Plasma Mastery (Arcane–RMCIII), all "healing lists," and up to four elemental base lists (5xlvl PP).*

Spirit Giant: *(-)-(-)-9; 10'-13' tall; all lists dealing with "the mind" and up to four elemental base lists (4xlvl PP).*

Stone Giant: *(cf)-X@,ARU-7; 11'-13' tall; Stone Mastery (Druid base–RMCI), Stone Lore (Arcane–RMCII), Earth Law (Magician base) and one elemental base list (2xlvl PP). Tunnels through stone easily. Elemental forces are earth and vibration.*

Storm Giant: *(-)-AR-5; 18'-22' tall; Ice Law (Magician base) , Water Law (Magician base) , Wind Law (Magician base) , and Light Law (Magician base) and up to two elemental base lists (4xlvl PP). Elemental forces are earth and wind.*

Time Giant: *(-)-(-)-9; 10'-13' tall; Death Mastery (Necromancer base–RMCII), and up to four elemental base lists (4xlvl PP).*



Vacid Giant: *(-)-(-)-8; 10'-13' tall; up to four elemental base lists (3xlvl PP).*

Vibration Giant: *(-)-(-)-8; 12'-16' tall; up to four elemental base lists (2xlvl PP).*

Water Giant: *(f)-FILMOS-5; 14'-16' tall; Liquid Alteration (Mystic base), Water Law (Magician base), and up to four elemental base list (2xlvl PP). Can breathe underwater as well as out of water.*

Wind Giant: *(-)-(-)-7; 10'-13' tall; Wind Law (Magician base) and up to four elemental base lists (3xlvl PP).*

ELEMENTAL GIANT STATISTICS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Treasure	Bonus EP	Outlook (IQ)
Aether	**18H**	**110**	**FSpt/10**	**VF/MF**	**L/LA**	**300G**	**11(50s)**	**120We(3D)/90ro(250')/Spells**	**1**	**u**	**J**	**Aloof(SU)**
Air	**7F**	**130**	**FSpt/15**	**FA/MF**	**L/LA**	**250G**	**11(80s)**	**70We(2D)/60ro(200')/Spells**	**1**	**r**	**G**	**Greedy(AV)**
Chaos	**14H**	**60**	**FSpt/5**	**MD/MD**	**H/SL**	**400H**	**16(50s)**	**160We(5D)/150ro(300')/Spells**	**1**	**u**	**J**	**Agressive(MD)**
Cloud	12G	120	FSpt/20	FA/MF	L/LA	250G	11(60s)	75We(2D)/7ro(150')/Spells	1	t	G	Greedy(AV)
Cold	6F	80	FSpt/15	MF/MF	H/SL	400H	16(70s)	140We(4D)/90ro(300')/Spells	1	x	J	Varies(SU)
Dark	8F	150	FSpt/25	VF/MF	L/II	250G	11(75s)	90We(2D)/50ro(150')/Spells	1	v	G	Greedy(AV)
Earth	**4D**	**90**	**FSpt/5**	**MD/MD**	**L/II**	**275F**	**12(35s)**	**120We(4D)/90ro(300')/Spells**	**1**	**n**	**F**	**Normal(AV)**
Electrical	**10G**	**160**	**FSpt/35**	**VF/MF**	**L/II**	**275G**	**11(85s)**	**140We(5D)/120ro(200')/Spells**	**1**	**p**	**I**	**Greedy(AA)**
Fire	**6F**	**80**	**FSpt/20**	**MF/MF**	**L/LA**	**325G**	**11(50s)**	**100We(3D)/70ro(300')/Spells**	**1**	**t**	**H**	**Greedy(AA)**
Forest	7F	110	Dash/30	FA/MF	L/LA	250F	11(35)	80We(2D)/100lbs (2D) (2xRange)/Spell	1	r	G	Aloof(AV)
Frost	6F	80	FSpt/10	MD/MD	H/LA	350G	11(40s)	100We(3D)/60ro(250')/Spells	1	t	H	Greedy(AV)
Gravity	**9F**	**170**	**Dash/35**	**VF/MF**	**H/SL**	**400H**	**18(55s)**	**160We(6D)/150ro(500')/Spells**	**1**	**w**	**I**	**Normal(AV)**
Heat	**6F**	**110**	**FSpt/25**	**MF/MF**	**L/II**	**300H**	**11(50s)**	**100We(3D)/65ro(300')/Spells**	**1**	**s**	**H**	**Greedy(AV)**
Hill	**4D**	**80**	**FSpt/20**	**MD/MD**	**L/II**	**200F**	**12(35s)**	**60We(2D)/70ro(100')/Spells**	**1**	**m**	**F**	**Normal(MD)**
Ice	7F	70	FSpt/15	MD/MD	H/SL	400H	16(40s)	140We(4D)/150ro(300')/Spells	1	r	G	Greedy(MD)
Inertia	9F	160	Dash/30	VF/MF	L/II	280G	11(60s)	80We(2D)/90ro(150')/Spells	1	t	F	Greedy(AA)
Light	7F	160	FSpt/25	VF/MF	L/II	325G	12(90s)	100We(3D)/60ro(300')/Spells	1	r	F	Normal(AA)
Mountain	**10G**	**120**	**FSpt/10**	**FA/MD**	**H/SL**	**350H**	**12(60)**	**120We(4D)/90ro(400')/Spells**	**1**	**w**	**I**	**Hostile(AA)**
Nether	**18H**	**100**	**FSpt/35**	**VF/MF**	**L/LA**	**275G**	**14(55s)**	**150We(5D)/50ro(150')/Spells**	**1**	**x**	**H**	**Agressive(AA)**
Nexus	**19H**	**70**	**FSpt/5**	**MD/MD**	**L/II**	**350G**	**16(30s)**	**100We(3D)/75ro(250')/Spells**	**1**	**r**	**H**	**Greedy(AV)**
Plasma	20H	110	FSpt/15	VF/MF	H/SL	400H	16(70s)	200We(6D)/150ro(300')/Spells	1	s	K	Aloof(VH)
Spirit	18H	170	Dash/45	VF/VF	L/II	200H	11(80s)	50We(2D)/50ro(150')/Spells	1	t	J	Aloof(EX)
Stone	5E	70	FSpt/10	MD/MD	L/II	275F	12(30)	90We(2D)/50ro(150')/Spells	1	o	F	Normal(MD)
Storm	**15G**	**130**	**Dash/30**	**VF/MF**	**H/SL**	**450H**	**16(70s)**	**180We(5D)/100ro(400')/Spells**	**1**	**y**	**J**	**Varies(HI)**
Time	**19H**	**170**	**Dash/65**	**BF/VF**	**L/II**	**300H**	**16(95s)**	**200We(6D)/130ro(250')/Spells**	**1**	**r**	**J**	**Varies(SU)**
Vacid	**13G**	**140**	**FSpt/30**	**VF/MF**	**L/II**	**225G**	**12(65s)**	**60We(3D)/70ro(250')/Spells**	**1**	**s**	**H**	**Normal(AA)**
Vibration	6F	120	FSpt/35	VF/MF	L/LA	350H	11(50s)	85We(2D)/50ro(200')/Spells	1	n	G	Greedy(AV)
Water	5E	100	FSpt/30	FA/MF	L/LA	300G	11(35)	90We(2D)/60ro(200')/Spells	1	s	G	Greedy(AV)
Wind	12G	120	FSpt/25	VF/MF	L/II	200F	11(90s)	75We(2D)/50ro(150')/Spells	1	t	H	Aloof (AA)

6.4 ELEMENTAL SERPENTS

The elemental serpent is usually found in the wilderness and other sparsely settled areas. They feed mostly on small animals and each elemental type reacts differently to environmental stimulus. Some bolt from the sight of other creatures, while others will go out of their way to attack creatures that have crossed their path. An elemental serpent can blend in with its surrounding environment making it very difficult to spot (-50 mod to sight perception). It is commonly believed that the elemental serpent is a mutated lesser drake. but there is strong evidence that elemental serpents are the result of elementalist experiments that went wrong. Only the adventurous or the foolish attempt to hunt down an elemental serpent — their bite is almost always fatal.

Special Abilities: An elemental serpent is immune to damage from elemental force of its own type, but takes double damage and slaying criticals from elemental attacks of an opposing elemental force (e.g., a fire serpent is immune to fire and heat attacks, but takes 2x normal damage and slaying criticals from ice and water attacks).

ELEMENTAL SERPENTS

Aether Serpent: *(-)-(-)-9; attacks with a viscous bite, each bite inflicts a 6th level proto-elemental poison, RR failure means target takes an aether critical ('C' severity), 6'-12'.*

Air Serpent: *(-)-(-)-7; attacks by first grappling their victim and then attempting to bite it, each bite inflicts a 4th level proto-elemental poison, RR failure means target takes a vacuum critical ('C' severity), 16'-25'.*

Chaos Serpent: *(-)-(-)-9; attacks with a viscous bite, each bite inflicts a 6th level proto-elemental poison, RR failure means target takes an acid critical ('C' severity) and a physical alteration critical ('C' severity), 6'-12'.*

Cold Serpent: *(hna)-(Z)-7; attacks by first grappling their victim and then attempting to bite it, each bite inflicts a 4th level proto-elemental poison, RR failure means target takes a cold critical ('C' severity), 16'-25'.*

Dark Serpent: *(-)-(-)-7; attacks by first grappling their victim and then attempting to bite it, each bite inflicts a 4th level proto-elemental poison, RR failure means target takes a cold critical ('C' severity) and a depression critical ('C' severity), 16'-25'.*

Earth Serpent: *(-)-(LOG)-7; attacks by first grappling their victim and then attempting to bite it, each bite inflicts a 4th level proto-elemental poison, RR failure means target takes an impact critical ('C' severity) and a puncture critical ('C' severity), 16'-25'.*

Electrical Serpent: *(-)-(-)-8; attacks by first grappling their victim and then attempting to bite it, each bite inflicts a 5th level proto-elemental poison, RR failure means target takes an electrical critical ('C' severity), 16'-25'.*

Fire Serpent: *(-)-(LOG)-7; attacks by first grappling their victim, and then attempt to bite it, each bite inflicts a 5th level proto-elemental poison, RR failure means target takes a heat critical ('C' severity) and a radiation critical ('C' severity), 16'-25'.*

Gravity Serpent: *(-)-(-)-9; attacks by first grappling their victim, and then attempting to bite it, each bite inflicts a 4th level proto-elemental poison, RR failure means target takes a krush critical ('C' severity), 16'-25'.*

Heat Serpent: *(-)-(LOG)-7; attacks by first grappling their victim, and then attempting to bite it, each bite inflicts a 4th level proto-elemental poison, RR failure means target takes a heat critical ('C' severity), 16'-25'.*

Ice Serpent: *(hna)-(Z)-7; attacks by first grappling their victim, and then attempting to bite it, each bite inflicts a 5th level proto-elemental poison, RR failure means target takes a cold ('C' severity) and an impact critical ('C' severity), 16'-25'.*

Inertia Serpent: *(-)-(-)-8; attacks by first grappling their victim, and then attempting to bite it, each bite inflicts a 4th level proto-elemental poison, RR failure means target takes an impact ('C' severity) and a shock critical ('C' severity), 16'-25'.*

Light Serpent: *(-)-(-)-7; attacks by first grappling their victim, and then attempting to bite it, each bite inflicts a 4th level proto-elemental poison, RR failure means target takes a radiation critical ('C' severity), 16'-25'.*



ELEMENTAL SERPENT STATISTICS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Trea- sure	Bonus EP	Outlook (IQ)
Aether	6H	60	Spt/5	BF/VF	M/I	100F	4(60)	60MBi(2x)/poison √	1-2	a	H	Jumpy
Air	4F	65	Spt/10	VF/VF	L/I	100E	4(60)	60LGr/35LBi(3x)/poison √	1-3	a	D	Timid
Chaos	6H	10	Jog/0	SL/SL	M	200F	4(30)	90MBi/poison √	1	a	H	Hostile
Cold	4F	40	Spt/10	MF/MF	L/I	100E	4(60)	70LGr/35LBi(3x)/poison √	1-3	a	D	Hungry
Dark	4F	75	FSpt/20	BF/VF	L/I	100E	4(80)	70LGr/25LBi(4x)/poison √	1-4	a	D	Aggressive
Earth	4F	20	Run/0	SL/MD	L	200E	4(40)	50LGr/105LBi/poison √	1	a	D	Hungry
Electrical	5G	80	FSpt/25	BF/VF	L	150F	4(80)	75LGr/30LBi(3x)/poison √	1-3	a	F	Belligerent
Fire	5G	50	Spt/10	FA/FA	L	150F	4(60)	80LGr/45LBi(2D)(2x)/poison √	1-2	a	F	Hostile
Gravity	4F	90	Dash/30	BF/BF	L	150E	4(100)	90LGr/70LBi/poison √	1	a	D	Timid
Heat	4F	55	Spt/20	VF/VF	L/I	100E	4(60)	90LGr/55LBi(2D)(2x)/poison √	1-2	a	D	Jumpy
Ice	5G	20	Run/10	SL/FA	L	200F	4(40)	80LGr/60LBi/poison √	1-2	a	F	Aggressive
Inertia	4F	85	Dash/20	BF/BF	L	150E	4(100)	80LGr/60LBi/poison √	1	a	D	Jumpy
Light	4F	90	FSpt/20	BF/VF	L/I	100E	4(80)	70LGr/25LBi(4x)/poison √	1-4	a	D	Hungry
Nether	6H	75	Spt/30	VF/VF	M	200F	4(60)	90MBi/poison √	1	a	H	Belligerent
Nexus	6H	20	Run/0	SL/SL	M	200F	4(40)	50MBi(2x)/poison √	1-2	a	H	Jumpy
Plasma	6H	55	Spt/10	VF/VF	M	250F	4(60)	120MBi/poison √	1	a	H	Hostile
Spirit	6H	90	Dash/40	BF/BF	M/I	150F	4(100)	40MBi(2x)/poison √	1-2	a	H	Jumpy
Time	6H	90	Dash/60	BF/BF	M/I	100F	4(100)	40MBi(2x)/poison √	1-2	a	H	Jumpy
Vacid	5G	75	FSpt/20	VF/VF	L/I	100F	4(80)	70LGr/30LBi(3x)/poison √	1-3	a	F	Hungry
Vibration	4F	60	FSpt/25	VF/FA	L/I	150E	4(80)	70LGr/45LBi(2x)/poison √	1-2	a	D	Hostile
Water	4F	25	Spt/0	SL/FA	L	150E	4(60)	70LGr/80LBi/poison √	1	a	D	Jumpy
Wind	5G	60	FSpt/25	VF/VF	L/I	100F	4(80)	70LGr/45LBi(2x)/poison √	1-2	a	F	Hostile

√ - If the attack given on the left has obtained a non-Tiny crit, this attack occurs in the same round of combat as the attack which obtained that crit.

Nether Serpent: *(-)-(-)-9; attacks with a viscous bite, each bite inflicts a 6th level proto-elemental poison, RR failure means target takes a nether critical ('C' severity), 6'-12'.*

Nexus Serpent: *(-)-(-)-9; attacks with a viscous bite, each bite inflicts a 6th level proto-elemental poison, RR failure means target takes a nexus critical ('C' severity), 6'-12'.*

Plasma Serpent: *(cf)-(LOG)-8; attacks with a viscous bite, each bite inflicts a 6th level proto-elemental poison, RR failure means target takes a plasma critical ('C' severity), 6'-12'.*

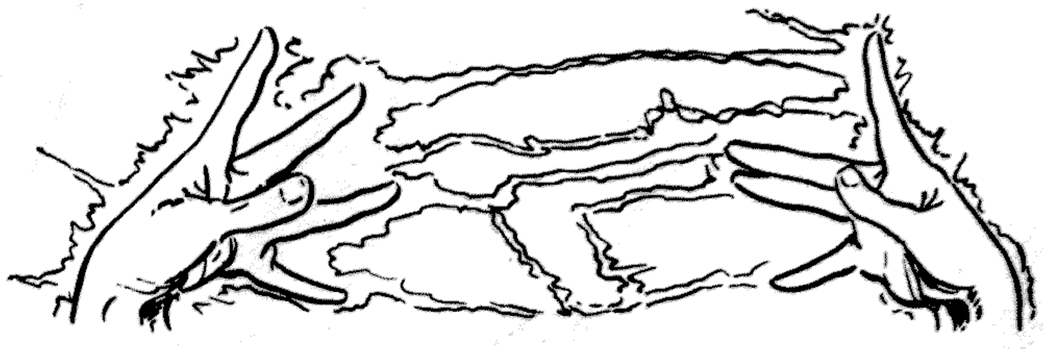
Spirit Serpent: *(-)-(-)-9; attacks with a viscous bite, each bite inflicts a 6th level proto-elemental poison, RR failure means target takes a mental critical ('C' severity), 6'-12'.*

Time Serpent: *(-)-(-)-9; attacks with a viscous bite, each bite inflicts a 6th level proto-elemental poison, RR failure means target takes a time critical ('C' severity), 6'-12'.*

Vacid Serpent: *(hnacf)-(GZ)-8; attacks by first grappling their victim, and then attempting to bite it, each bite inflicts a 5th level proto-elemental poison, RR failure means target takes a vacid critical ('C' severity), 16'-25'.*

Vibration Serpent: *(-)-(-)-8; attacks by first grappling their victim, and then attempting to bite it, each bite inflicts a 4th level proto-elemental poison, RR failure means target takes a vibration critical ('C' severity), 16'-25'.*

Water Serpent: *(-)-(ZW)-7; attacks by first grappling their victim, and then attempting to bite it, each bite inflicts a 4th level proto-elemental poison, RR failure means target takes a impact critical ('C' severity), 16'-25'.*



Wind Serpent: *(-)-(-)-7; attacks by first grappling their victim, and then attempting to bite it, each bite inflicts a 5th level proto-elemental poison, RR failure means target takes an impact ('C' severity) and a vacuum critical ('C' severity), 16'-25'.*

6.5 GUARDIAN ELEMENTALS

Guardian elementals resemble non-intelligent elementals, but are much more intelligent and stable creatures, though not as intelligent as intelligent elementals. They embody complete and fully sentient "spirits." Stationary, they exist to guard a particular thing or place — a task they tend to perform quite well. Using cunning and spell casting powers, they can adapt to circumstances and often react in a dangerously sophisticated manner. Guardian elementals are frequently stationed to block an enemy's passing and are quite capable of trapping unwary travellers.

Elemental Immunity: A guardian elemental is immune to elemental attacks consisting of its own elemental force.

Slaying Criticals: In addition to normal criticals, elemental attacks consisting of an opposing elemental force will deliver a slaying critical to a guardian elemental.

Criticals Due to Grappling: A target grappled by a guardian elemental takes a critical each round. The critical severity is 'B' for weak guardian elementals, 'C' for normal, and 'D' for strong. The critical's type is determined by the guardian elemental's primary elemental force (e.g., a cold elemental delivers cold criticals). Certain element types may deliver multiple criticals, see the Guardian Elemental Statistics Chart.

Spell Lists: Each guardian elemental may use the Mystical Elementalist base spell lists (see Section 3.1.6) up to and including its level. Each guardian elemental has "2 x level" power points.

Entering the Area of Effect: Anyone voluntarily attempting to enter the area of effect of a guardian elemental (i.e., its "body") must make a successful RR modified by his SD bonus.

Inside the Area of Effect: Anyone inside the area of effect of a guardian elemental is at -50 to all actions.



GUARDIAN ELEMENTALS

Aether Guardian Elemental: *(-)-(-)-9; intelligent; flies; is invisible but sounds as if air is swooshing all around it; visible only through ethereal sight or see invisible, in which case, it appears as a column of swirling air; 11'-20' tall, 3'-5' radius.*

Air Guardian Elemental: *(-)-(-)-7; intelligent; flies; appears as stationary column of swirling air; visible only in strong light; 11'-20' tall, 3'-5' radius.*

Chaos Guardian Elemental: *(-)-(-)-9; intelligent; moves by growing larger and larger; a black whorl structure; 11'-20' tall, 3'-5' radius.*

Cold Guardian Elemental: *(hna)-(Z)-7; intelligent; flies; a mass of swirling cold surrounded by a freezing mist; 11'-20' tall, 3'-5' radius.*

Dark Guardian Elemental: *(-)-(-)-7; intelligent; flies; a darken mass of nothingness surrounded by a cool fog; 11'-20' tall, 3'-5' radius.*

Earth Guardian Elemental: *(-)-(LOG)-7; intelligent; must maintain contact with the ground; a concentration of billowing earth; 11'-20' tall, 3'-5' radius.*

Electrical Guardian Elemental: *(-)-(-)-8; intelligent; flies; a swirl of bluish electrical charged particles; 11'-20' tall, 3'-5' radius.*

Fire Guardian Elemental: *(-)-(LOG)-7; intelligent; must maintain contact with ground; a moving flame capable of casting flamelets; 11'-20' tall, 3'-5' radius.*

Gravity Guardian Elemental: *(-)-(-)-9; intelligent; flies; a high density concentration of mass and oscillating energy; 11'-20' tall, 3'-5' radius.*

Heat Guardian Elemental: *(-)-(LOG)-7; intelligent; flies; an invisible energy mass that is seen only by the heat mirage surrounding it; 11'-20' tall, 3'-5' radius.*

Ice Guardian Elemental: *(hna)-(Z)-7; intelligent; must maintain contact with water or ground; a mass of swirling ice surrounded by a cool fog; 11'-20' tall, 3'-5' radius.*

Inertia Guardian Elemental: *(-)-(-)-8; intelligent; flies; a visible glowing concentration of pulsating energy; 11'-20' tall, 3'-5' radius.*

Light Guardian Elemental: *(-)-(-)-7; intelligent; flies; a column of pulsating light energy surrounded by a crackling field of charged light particles; 11'-20' tall, 3'-5' radius.*

Nether Guardian Elemental: *(-)-(-)-9; intelligent; flies; a ball of swirling black energy which radiating light and dark energy eruptions; 11'-20' tall, 3'-5' radius.*

Nexus Guardian Elemental: *(-)-(-)-8; intelligent; teleports; a concentration of lumbering nexus; 11'-20' tall, 3'-5' radius.*

Plasma Guardian Elemental: *(cf)-(LOG)-8; intelligent; flies; a bluish mass of concentrated heat and electrical energy surrounded by a cold shroud of charged particles; 11'-20' tall, 3'-5' radius.*

GUARDIAN ELEMENTAL STATISTICS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Treasure	Bonus EP	Outlook (IQ)
Aether, Weak	10G	0	0/0	0/VF	M/LA#	80H	1 (60)	30LBa(3x)/50LGr/[Aether B]«	1	—	F	Protect/AA
Aether, Normal	15G	0	0/0	0/VF	L/LA#	100H	1 (50)	35LBa(3x)/60LGr/[Aether C]«	1	—	F	Protect/HI
Aether, Strong	20G	0	0/0	0/VF	L/SL#	120H	1 (40)	40LBa(3x)/70LGr/[Aether D]«	1	—	F	Protect/EX
Air, Weak	10G	0	0/0	0/VF	M/LA#	80H	1 (60)	30LBa(3x)/50LGr/[Vacuum B]«	1	—	F	Protect/AA
Air, Normal	15G	0	0/0	0/VF	L/LA#	100H	1 (55)	35LBa(3x)/60LGr/[Vacuum C]«	1	—	F	Protect/HI
Air, Strong	20G	0	0/0	0/VF	L/SL#	120H	1 (50)	40LBa(3x)/70LGr/[Vacuum D]«	1	—	F	Protect/EX
Chaos, Weak	10G	0	0/0	0/SL	M/I#	80H	6 (15)	80LBa/30LGr/[Acid B,Phy Alt B]«	1	—	F	Protect/AA
Chaos, Normal	15G	0	0/0	0/SL	M/LA#	100H	6 (10)	90LBa/40LGr/[Acid C,Phy Alt C]«	1	—	F	Protect/HI
Chaos, Strong	20G	0	0/0	0/SL	L/LA#	120H	6 (5)	100HBa/50HGr/[Acid D,Phy Alt D]«	1	—	F	Protect/EX
Cold, Weak	10G	0	0/0	0/MF	M/LA#	80H	1 (50)	30MBa(2x)/60MGr/[Cold B]«	1	—	F	Protect/AA
Cold, Normal	15G	0	0/0	0/MF	L/LA#	100H	1 (45)	35MBa(2x)/70MGr/[Cold C]«	1	—	F	Protect/HI
Cold, Strong	20G	0	0/0	0/MF	L/SL#	120H	1 (40)	40MBa(2x)/80MGr/[Cold D]«	1	—	F	Protect/EX
Dark, Weak	10G	0	0/0	0/VF	M/I#	80H	1 (60)	20SBa(4x)/60MGr/[Cold B,Depress B]«	1	—	F	Protect/AA
Dark, Normal	15G	0	0/0	0/VF	M/LA#	100H	1 (55)	25SBa(4x)/70MGr/[Cold C,Depress C]«	1	—	F	Protect/HI
Dark, Strong	20G	0	0/0	0/VF	L/LA#	120H	1 (50)	30SBa(4x)/80MGr/[Cold D,Depress D]«	1	—	F	Protect/EX
Earth, Weak	10G	0	0/0	0/MD	M/I#	80H	8 (20)	90LBa/40LGr/[Impact B,Puncture B]«	1	—	F	Protect/AA
Earth, Normal	15G	0	0/0	0/MD	M/LA#	100H	8 (15)	105LBa/50LGr/[Impact C,Puncture C]«	1	—	F	Protect/HI
Earth, Strong	20G	0	0/0	0/MD	L/LA#	120H	8 (10)	120HBa/60HGr/[Impact D,Puncture D]«	1	—	F	Protect/EX
Electrical, Weak	10G	0	0/0	0/VF	M/I#	80H	1 (65)	25SBa(4x)/65MGr/[Elect B]«	1	—	F	Protect/AA
Electrical, Normal	15G	0	0/0	0/VF	M/LA#	100H	1 (60)	30SBa(4x)/75MGr/[Elect C]«	1	—	F	Protect/HI
Electrical, Strong	20G	0	0/0	0/VF	L/LA#	120H	1 (55)	35SBa(4x)/85MGr/[Elect D]«	1	—	F	Protect/EX
Fire, Weak	10G	0	0/0	0/FA	M/LA#	80H	1 (40)	40MBa(2x)(2D)/70MGr/[Heat B, Rad B]«	1	—	F	Protect/AA
Fire, Normal	15G	0	0/0	0/FA	L/LA#	100H	1 (35)	45MBa(2x)(2D)/80MGr/[Heat C, Rad C]«	1	—	F	Protect/HI
Fire, Strong	20G	0	0/0	0/FA	L/SL#	120H	1 (30)	50MBa(2x)(2D)/90MGr/[Heat D, Rad D]«	1	—	F	Protect/EX
Gravity, Weak	10G	0	0/0	0/BF	M/LA#	80H	4 (40)	60LBa(3x)/80LGr/[Crush B]«	1	—	F	Protect/AA
Gravity, Normal	15G	0	0/0	0/BF	L/LA#	100H	4 (35)	70LBa(3x)/90LGr/[Crush C]«	1	—	F	Protect/HI
Gravity, Strong	20G	0	0/0	0/BF	L/SL#	120H	4 (30)	80HBa(3x)/100HGr/[Crush D]«	1	—	F	Protect/EX
Heat, Weak	10G	0	0/0	0/VF	M/LA#	80H	1 (50)	50MBa(2x)/80MGr/[Heat B]«	1	—	F	Protect/AA
Heat, Normal	15G	0	0/0	0/VF	L/LA#	100H	1 (40)	55MBa(2x)/90LGr/[Heat C]«	1	—	F	Protect/HI
Heat, Strong	20G	0	0/0	0/VF	L/SL#	120H	1 (30)	60LBa(2x)/100HGr/[Heat D]«	1	—	F	Protect/EX
Ice, Weak	10G	0	0/0	0/FA	M/I#	80H	6 (20)	50MBa(2x)/70MGr/[Impact B,Cold B]«	1	—	F	Protect/AA
Ice, Normal	15G	0	0/0	0/FA	M/LA#	100H	6 (15)	60LBa(2x)/80LGr/[Impact C,Cold C]«	1	—	F	Protect/HI
Ice, Strong	20G	0	0/0	0/FA	L/LA#	120H	6 (10)	70HBa(2x)/90HGr/[Impact D,Cold D]«	1	—	F	Protect/EX
Inertia, Weak	10G	0	0/0	0/BF	M/LA#	80H	1 (35)	50LBa(3x)/70LGr/[Impact B,Shock B]«	1	—	F	Protect/AA
Inertia, Normal	15G	0	0/0	0/BF	L/LA#	100H	1 (30)	60LBa(3x)/80LGr/[Impact C,Shock C]«	1	—	F	Protect/HI
Inertia, Strong	20G	0	0/0	0/BF	L/SL#	120H	1 (25)	70HBa(3x)/90HGr/[Impact D,Shock D]«	1	—	F	Protect/EX
Light, Weak	10G	0	0/0	0/VF	M/I#	80H	1 (70)	20SBa(4x)/60MGr/[Radiation B]«	1	—	F	Protect/AA
Light, Normal	15G	0	0/0	0/VF	M/LA#	100H	1 (65)	25SBa(4x)/70MGr/[Radiation C]«	1	—	F	Protect/HI
Light, Strong	20G	0	0/0	0/VF	L/LA#	120H	1 (60)	30SBa(4x)/80MGr/[Radiation D]«	1	—	F	Protect/EX
Nether, Weak	10G	0	0/0	0/VF	M/LA#	80H	1 (50)	40MBa(3x)/80MGr/[Disruption B]«	1	—	F	Protect/AA
Nether, Normal	15G	0	0/0	0/VF	L/LA#	100H	1 (40)	50MBa(3x)/90MGr/[Disruption C]«	1	—	F	Protect/HI
Nether, Strong	20G	0	0/0	0/VF	L/SL#	120H	1 (30)	60LBa(3x)/100LGr/[Disruption D]«	1	—	F	Protect/EX
Nexus, Weak	10G	0	0/0	0/SL	M/I#	80H	8 (20)	100LBa/40LGr/[Nexus B]«	1	—	F	Protect/AA
Nexus, Normal	15G	0	0/0	0/SL	M/LA#	100H	8 (15)	110LBa/50LGr/[Nexus C]«	1	—	F	Protect/HI
Nexus, Strong	20G	0	0/0	0/SL	L/LA#	120H	8 (10)	120HBa/60HGr/[Nexus D]«	1	—	F	Protect/EX
Plasma, Weak	10G	0	0/0	0/VF	M/I#	100H	12 (60)	100MBa(2x)(2D)/110MGr/[Plasma B]«	1	—	F	Protect/AA
Plasma, Normal	15G	0	0/0	0/VF	M/LA#	150H	12 (55)	110LBa(2x)(2D)/120LGr/[Plasma C]«	1	—	F	Protect/HI
Plasma, Strong	20G	0	0/0	0/VF	L/LA#	200H	12 (50)	120HBa(2x)(2D)/130HGr/[Plasma D]«	1	—	F	Protect/EX
Spirit, Weak	10G	0	0/0	0/BF	M/I#	80H	1 (95)	25MBa(3x)/40MGr/[Mental B]«	1	—	F	Protect/AA
Spirit, Normal	15G	0	0/0	0/BF	M/LA#	100H	1 (85)	30MBa(3x)/50MGr/[Mental C]«	1	—	F	Protect/HI
Spirit, Strong	20G	0	0/0	0/BF	L/LA#	120H	1 (75)	35MBa(3x)/60MGr/[Mental D]«	1	—	F	Protect/EX
Time, Weak	10G	0	0/0	0/BF	M/I#	80H	1 (95)	20SBa(4x)/30MGr/[Time B]«	1	—	F	Protect/AA
Time, Normal	15G	0	0/0	0/BF	M/LA#	100H	1 (85)	30SBa(4x)/40MGr/[Time C]«	1	—	F	Protect/HI
Time, Strong	20G	0	0/0	0/BF	L/LA#	120H	1 (75)	40SBa(4x)/50MGr/[Time D]«	1	—	F	Protect/EX
Vacid, Weak	10G	0	0/0	0/VF	M/I#	80H	1 (60)	25MBa(3x)/60MGr/[Vacid B]«	1	—	F	Protect/AA
Vacid, Normal	15G	0	0/0	0/VF	M/LA#	100H	1 (55)	30MBa(3x)/70MGr/[Vacid C]«	1	—	F	Protect/HI
Vacid, Strong	20G	0	0/0	0/VF	L/LA#	120H	1 (50)	35MBa(3x)/80LGr/[Vacid D]«	1	—	F	Protect/EX
Vibration, Weak	10G	0	0/0	0/FA	M/LA#	80H	1 (50)	40LBa(3x)/60LGr/[Vibration B]«	1	—	F	Protect/AA
Vibration, Normal	15G	0	0/0	0/FA	L/LA#	100H	1 (45)	45LBa(3x)/70LGr/[Vibration C]«	1	—	F	Protect/HI
Vibration, Strong	20G	0	0/0	0/FA	L/SL#	120H	1 (40)	50HBa(3x)/80HGr/[Vibration D]«	1	—	F	Protect/EX
Water, Weak	10G	0	0/0	0/FA	M/I#	80H	3 (30)	60LBa/60LGr/[Impact B]«	1	—	F	Protect/AA
Water, Normal	15G	0	0/0	0/FA	M/LA#	100H	3 (25)	80LBa/70LGr/[Impact C]«	1	—	F	Protect/HI
Water, Strong	20G	0	0/0	0/FA	L/LA#	120H	3 (20)	100HBa/80HGr/[Impact D]«	1	—	F	Protect/EX
Wind, Weak	10G	0	0/0	0/VF	M/LA#	80H	1 (50)	40LBa(3x)/60LGr/[Impact B,Vacuum B]«	1	—	F	Protect/AA
Wind, Normal	15G	0	0/0	0/VF	L/LA#	100H	1 (45)	45LBa(3x)/70LGr/[Impact C,Vacuum C]«	1	—	F	Protect/HI
Wind, Strong	20G	0	0/0	0/VF	L/SL#	120H	1 (40)	50HBa(3x)/80HGr/[Impact D,Vacuum D]«	1	—	F	Protect/EX

Note — Elementals may also cast an Elemental Cone Attack. A Weak Elemental's Cone Attack is +15, a Normal Elemental's Cone Attack is +30, and a Strong Elemental's Cone Attack is +45. If the elemental elects to cast a Cone Attack it loses Concussion points equal to its level.



6.6 INTELLIGENT ELEMENTALS

An intelligent elemental is the most stable form of elemental. Each powerful intelligent elemental has a tendency to try and rule its "home plane;" each according to the temperament of the particular elemental environment and prevalent elemental attitude. They are extremely cunning and will often attempt to use their spell casting abilities to overcome adversity. They are the most dangerous breed of elemental — if an intelligent elemental can't beat you face to face, it will resort to trickery and sneak attacks. However, if you can gain the trust and loyalty of an intelligent elemental, you have made a friend for life.

Elemental Immunity: A intelligent elemental is immune to elemental attacks consisting of its own elemental force.

Slaying Criticals: In addition to normal criticals, elemental attacks consisting of an opposing elemental force will deliver a slaying critical to an intelligent elemental.

Criticals Due to Grappling: A target grappled by an intelligent elemental takes a critical each round. The critical severity is 'C' for weak intelligent elementals, 'D' for normal, and 'E' for strong. The critical's type is determined by the intelligent elemental's primary elemental force (e.g., a cold elemental delivers cold criticals). Certain element types may deliver multiple criticals, see the Intelligent Elemental Statistics Chart.

Spell Lists: Each intelligent elemental may use the High Elementalist base spell lists (see Section 3.1.5) up to and including its level. Each intelligent elemental has "3 x level" power points.

Entering the Area of Effect: Anyone voluntarily attempting to enter the area of effect of an intelligent elemental (i.e., its "body") must make a successful RR modified by his SD bonus.

Inside the Area of Effect: Anyone inside the area of effect of a intelligent elemental is at -75 to all actions.

Spirit Guardian Elemental: *(-)-(-)-9; intelligent; flies; a swirling concentration of energy mass surrounded by a pulsating bands of colored energy particles (no one color prevalent yet all there at once); 11'-20' tall, 3'-5' radius.*

Time Guardian Elemental: *(-)-(-)-9; intelligent; flies; a swirling concentration of energy mass surrounded by a shroud of ageless energy particles; 11'-20' tall, 3'-5' radius.*

Vacid Guardian Elemental: *(hnacf)-(GZ)-8; intelligent; flies; a standing swirling column of black energy surrounded by a radiating bands of heat, cold, steam and sleet; 11'-20' tall, 3'-5' radius.*

Vibration Guardian Elemental: *(-)-(-)-8; intelligent; flies; an invisible energy wave of moving particles; 11'-20' tall, 3'-5' radius.*

Water Guardian Elemental: *(-)-(ZW)-7; intelligent; must maintain contact with water source or ground (i.e., in can fly in rain, snow, fog, etc.); a spinning water-spout-like form; 11'-20' tall, 3'-5' radius.*

Wind Guardian Elemental: *(-)-(-)-7; intelligent; flies; a tornado-like structure visible only by virtue of suspended particles caught in its wake; 11'-20' tall, 3'-5' radius.*



INTELLIGENT ELEMENTAL STATISTICS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Treasure	Bonus EP	Outlook (IQ)
Aether, Weak	**15H**	**150**	**Spt/10**	**BF/VF**	**M/LA#**	**90H**	**1 (65)**	**35LBa(3x)/55LGr/[Aether C]«**	**1**	**——**	**F**	**Playful(AA)**
Aether, Normal	**20H**	**130**	**Spt/10**	**BF/VF**	**L/LA#**	**110H**	**1 (55)**	**40LBa(3x)/65LGr/[Aether D]«**	**1**	**——**	**G**	**Playful(HI)**
Aether, Strong	**25H**	**110**	**Spt/10**	**BF/VF**	**L/SL#**	**130H**	**1 (45)**	**45LBa(3x)/75LGr/[Aether E]«**	**1**	**——**	**H**	**Playful(EX)**
Air, Weak	15H	150	Spt/15	VF/VF	M/LA#	90H	1 (65)	35LBa(3x)/55LGr/[Vacuum C]«	1	——	F	Normal(AA)
Air, Normal	20H	140	Spt/15	VF/VF	L/LA#	110H	1 (60)	40LBa(3x)/65LGr/[Vacuum D]«	1	——	G	Normal(HI)
Air, Strong	25H	130	Spt/15	VF/VF	L/SL#	130H	1 (55)	45LBa(3x)/75LGr/[Vacuum E]«	1	——	H	Normal(EX)
Chaos, Weak	**15H**	**40**	**Jog/5**	**SL/SL**	**M/I#**	**90H**	**6 (20)**	**85LBa/35LGr/[Acid C,Phy Alt C]«**	**1**	**——**	**F**	**Hungry(AA)**
Chaos, Normal	**20H**	**30**	**Jog/5**	**SL/SL**	**M/LA#**	**110H**	**6 (15)**	**95LBa/45LGr/[Acid D,Phy Alt D]«**	**1**	**——**	**G**	**Hungry(HI)**
Chaos, Strong	**25H**	**20**	**Jog/5**	**SL/SL**	**L/LA#**	**130H**	**6 (10)**	**105HBa/55HGr/[Acid E,Phy Alt E]«**	**1**	**——**	**H**	**Hungry(EX)**
Cold, Weak	15H	100	Spt/15	MF/M	M/LA#	90H	1 (55)	35MBa(2x)/65MGr/[Cold C]«F	1	——	F	Normal(AA)
Cold, Normal	20H	90	Spt/15	MF/M	L/LA#	110H	1 (50)	40MBa(2x)/75MGr/[Cold D]«F	1	——	G	Normal(HI)
Cold, Strong	25H	80	Spt/15	MF/M	L/SL#	130H	1 (45)	45MBa(2x)/85MGr/[Cold E]«F	1	——	H	Normal(EX)
Dark, Weak	**15H**	**180**	**FSpt/25**	**BF/VF**	**M/I#**	**90H**	**1 (65)**	**25SBa(4x)/65MGr/[Cold C,Depress C]«**	**1**	**——**	**F**	**Normal(AA)**
Dark, Normal	**20H**	**165**	**FSpt/25**	**BF/VF**	**M/LA#**	**110H**	**1 (60)**	**30SBa(4x)/75MGr/[Cold D,Depress D]«**	**1**	**——**	**G**	**Normal(HI)**
Dark, Strong	**25H**	**150**	**FSpt/25**	**BF/VF**	**L/LA#**	**130H**	**1 (55)**	**35SBa(4x)/85MGr/[Cold E,Depress E]«**	**1**	**——**	**H**	**Normal(EX)**
Earth, Weak	15H	55	Run/5	SL/MD	M/I#	90H	8 (25)	95LBa/45LGr/[Impact C,Puncture C]«	1	——	F	Passive(AA)
Earth, Normal	20H	55	Run/5	SL/MD	M/LA#	110H	8 (20)	110LBa/55LGr/[Impact D,Puncture D]«	1	——	G	Passive(HI)
Earth, Strong	25H	55	Run/5	SL/MD	L/LA#	130H	8 (15)	125HBa/65HGr/[Impact E,Puncture E]«	1	——	H	Passive(EX)
Electrical, Weak	**15H**	**190**	**FSpt/35**	**BF/VF**	**M/LA#**	**90H**	**1 (70)**	**30SBa(4x)/70MGr/[Elect C]«**	**1**	**——**	**F**	**Dominate(AA)**
Electrical, Normal	**20H**	**175**	**FSpt/35**	**BF/VF**	**L/LA#**	**110H**	**1 (65)**	**35SBa(4x)/80MGr/[Elect D]«**	**1**	**——**	**G**	**Dominate(HI)**
Electrical, Strong	**25H**	**160**	**FSpt/35**	**BF/VF**	**L/SL#**	**130H**	**1 (60)**	**40SBa(4x)/90MGr/[Elect E]«**	**1**	**——**	**H**	**Dominate(EX)**
Fire, Weak	15H	120	Spt/15	FA/FA	M/LA#	90H	1 (45)	45MBa(2x)(2D)/75MGr/[Heat C, Rad C]«	1	——	F	Hungry(AA)
Fire, Normal	20H	110	Spt/15	FA/FA	L/LA#	110H	1 (40)	50MBa(2x)(2D)/85MGr/[Heat D, Rad D]«	1	——	G	Hungry(HI)
Fire, Strong	25H	100	Spt/15	FA/FA	L/SL#	130H	1 (35)	55MBa(2x)(2D)/95MGr/[Heat E, Rad E]«	1	——	H	Hungry(EX)
Gravity, Weak	**15H**	**210**	**Dash/35**	**BF/BF**	**M/LA#**	**90H**	**4 (45)**	**65LBa(3x)/85LGr/[Crush C]«**	**1**	**——**	**F**	**Dominate(AA)**
Gravity, Normal	**20H**	**190**	**Dash/35**	**BF/BF**	**L/LA#**	**110H**	**4 (40)**	**75LBa(3x)/95LGr/[Crush D]«**	**1**	**——**	**G**	**Dominate(HI)**
Gravity, Strong	**25H**	**170**	**Dash/35**	**BF/BF**	**L/SL#**	**130H**	**4 (35)**	**85HBa(3x)/105HGr/[Crush E]«**	**1**	**——**	**H**	**Dominate(EX)**
Heat, Weak	15H	130	Spt/25	VF/VF	M/LA#	90H	1 (55)	55MBa(2x)/85MGr/[Heat C]«	1	——	F	Normal(AA)
Heat, Normal	20H	120	Spt/25	VF/VF	L/LA#	110H	1 (45)	60MBa(2x)/95MGr/[Heat D]«	1	——	G	Normal(HI)
Heat, Strong	25H	110	Spt/25	VF/VF	L/SL#	130H	1 (35)	65LBa(2x)/105LGr/[Heat E]«	1	——	H	Normal(EX)
Ice, Weak	**15H**	**60**	**Run/15**	**SL/FA**	**M/I#**	**90H**	**6 (25)**	**55MBa(2x)/75MGr/[Impact C,Cold C]«**	**1**	**——**	**F**	**Passive(AA)**
Ice, Normal	**20H**	**55**	**Run/15**	**SL/FA**	**M/LA#**	**110H**	**6 (20)**	**65LBa(2x)/85LGr/[Impact D,Cold D]«**	**1**	**——**	**G**	**Passive(HI)**
Ice, Strong	**25H**	**50**	**Run/15**	**SL/FA**	**L/LA#**	**130H**	**6 (15)**	**75HBa(2x)/95HGr/[Impact E,Cold E]«**	**1**	**——**	**H**	**Passive(EX)**
Inertia, Weak	15H	200	Dash/30	BF/BF	M/LA#	90H	1 (40)	55LBa(3x)/75LGr/[Impact C,Shock C]«	1	——	F	Dominate(AA)
Inertia, Normal	20H	180	Dash/30	BF/BF	L/LA#	110H	1 (35)	65LBa(3x)/85LGr/[Impact D,Shock D]«	1	——	G	Dominate(HI)
Inertia, Strong	25H	160	Dash/30	BF/BF	L/SL#	130H	1 (30)	75HBa(3x)/95HGr/[Impact E,Shock E]«	1	——	H	Dominate(EX)
Light, Weak	**15H**	**190**	**FSpt/25**	**BF/VF**	**M/I#**	**90H**	**1 (75)**	**25SBa(4x)/65MGr/[Radiation C]«**	**1**	**——**	**F**	**Normal(AA)**
Light, Normal	**20H**	**175**	**FSpt/25**	**BF/VF**	**M/LA#**	**110H**	**1 (70)**	**30SBa(4x)/75MGr/[Radiation D]«**	**1**	**——**	**G**	**Normal(HI)**
Light, Strong	**25H**	**160**	**FSpt/25**	**BF/VF**	**L/LA#**	**130H**	**1 (65)**	**35SBa(4x)/85MGr/[Radiation E]«**	**1**	**——**	**H**	**Normal(EX)**
Nether, Weak	15H	120	Spt/35	VF/VF	M/LA#	90H	1 (55)	45MBa(3x)/85MGr/[Disruption C]«	1	——	F	Passive(AA)
Nether, Normal	20H	110	Spt/35	VF/VF	L/LA#	110H	1 (45)	55MBa(3x)/95MGr/[Disruption D]«	1	——	G	Passive(HI)
Nether, Strong	25H	100	Spt/35	VF/VF	L/SL#	130H	1 (35)	65LBa(3x)/105LGr/[Disruption E]«	1	——	H	Passive(EX)
Nexus, Weak	**15H**	**55**	**Run/5**	**SL/SL**	**M/I#**	**90H**	**8 (25)**	**105LBa/45LGr/[Nexus C]«**	**1**	**——**	**F**	**Passive(AA)**
Nexus, Normal	**20H**	**55**	**Run/5**	**SL/SL**	**M/LA#**	**110H**	**8 (20)**	**115LBa/55LGr/[Nexus D]«**	**1**	**——**	**G**	**Passive(HI)**
Nexus, Strong	**25H**	**55**	**Run/5**	**SL/SL**	**L/LA#**	**130H**	**8 (15)**	**125HBa/65HGr/[Nexus E]«**	**1**	**——**	**H**	**Passive(EX)**
Plasma, Weak	15H	130	Spt/15	VF/VF	M/LA#	130H	12 (60)	120MBa(2x)(2D)/130MGr/[Plasma C]«	1	——	F	Aloof(AA)
Plasma, Normal	20H	120	Spt/15	VF/VF	L/LA#	180H	12 (55)	140LBa(2x)(2D)/140LGr/[Plasma D]«	1	——	G	Aloof(HI)
Plasma, Strong	25H	110	Spt/15	VF/VF	L/SL#	230H	12 (50)	160HBa(2x)(2D)/150HGr/[Plasma E]«	1	——	H	Aloof(EX)
Spirit, Weak	**15H**	**210**	**Dash/45**	**BF/BF**	**M/I#**	**90H**	**1 (100)**	**30MBa(3x)/45MGr/[Mental C]«**	**1**	**——**	**F**	**Carefree(AA)**
Spirit, Normal	**20H**	**190**	**Dash/45**	**BF/BF**	**M/LA#**	**110H**	**1 (90)**	**35MBa(3x)/55MGr/[Mental D]«**	**1**	**——**	**G**	**Carefree(HI)**
Spirit, Strong	**25H**	**170**	**Dash/45**	**BF/BF**	**L/LA#**	**130H**	**1 (80)**	**40MBa(3x)/65MGr/[Mental E]«**	**1**	**——**	**H**	**Carefree(EX)**
Time, Weak	15H	210	Dash/65	BF/BF	M/I#	90H	1 (100)	25SBa(4x)/35MGr/[Time C]«	1	——	F	Carefree(AA)
Time, Normal	20H	190	Dash/65	BF/BF	M/LA#	110H	1 (90)	35SBa(4x)/45MGr/[Time D]«	1	——	G	Carefree(HI)
Time, Strong	25H	170	Dash/65	BF/BF	L/LA#	130H	1 (80)	45SBa(4x)/55MGr/[Time E]«	1	——	H	Carefree(EX)
Vacid, Weak	**15H**	**180**	**FSpt/30**	**VF/VF**	**M/LA#**	**90H**	**1 (65)**	**30MBa(3x)/65MGr/[Vacid C]«**	**1**	**——**	**F**	**Dominate(AA)**
Vacid, Normal	**20H**	**160**	**FSpt/30**	**VF/VF**	**L/LA#**	**110H**	**1 (60)**	**35MBa(3x)/75LGr/[Vacid D]«**	**1**	**——**	**G**	**Dominate(HI)**
Vacid, Strong	**25H**	**140**	**FSpt/30**	**VF/VF**	**L/SL#**	**130H**	**1 (55)**	**40LBa(3x)/85HGr/[Vacid E]«**	**1**	**——**	**H**	**Dominate(EX)**
Vibration, Weak	15H	140	FSpt/35	VF/VF	M/LA#	90H	1 (55)	45LBa(3x)/65LGr/[Vibration C]«	1	——	F	Aloof(AA)
Vibration, Normal	20H	130	FSpt/35	VF/VF	L/LA#	110H	1 (50)	50LBa(3x)/75LGr/[Vibration D]«	1	——	G	Aloof(HI)
Vibration, Strong	25H	120	FSpt/35	VF/VF	L/SL#	130H	1 (45)	55HBa(3x)/85HGr/[Vibration E]«	1	——	H	Aloof(EX)
Water, Weak	**15H**	**70**	**Spt/5**	**SL/FA**	**M/I#**	**90H**	**3 (35)**	**65LBa/65LGr/[Impact C]«**	**1**	**——**	**F**	**Normal(AA)**
Water, Normal	**20H**	**65**	**Spt/5**	**SL/FA**	**M/LA#**	**110H**	**3 (30)**	**85LBa/75LGr/[Impact D]«**	**1**	**——**	**G**	**Normal(HI)**
Water, Strong	**25H**	**60**	**Spt/5**	**SL/FA**	**L/LA#**	**130H**	**3 (25)**	**105HBa/85HGr/[Impact E]«**	**1**	**——**	**H**	**Normal(EX)**
Wind, Weak	15H	140	FSpt/25	VF/VF	M/LA#	90H	1 (55)	45LBa(3x)/65LGr/[Impact C,Vacuum C]«	1	——	F	Playful(AA)
Wind, Normal	20H	130	FSpt/25	VF/VF	L/LA#	110H	1 (50)	50LBa(3x)/75LGr/[Impact D,Vacuum D]«	1	——	G	Playful(HI)
Wind, Strong	25H	120	FSpt/25	VF/VF	L/SL#	130H	1 (45)	55HBa(3x)/85HGr/[Impact E,Vacuum E]«	1	——	H	Playful(EX)

Note — Elementals may also cast an Elemental Cone Attack. A Weak Elemental's Cone Attack is +15, a Normal Elemental's Cone Attack is +30, and a Strong Elemental's Cone Attack is +45. If the elemental elects to cast a Cone Attack it loses Concussion points equal to its level.



INTELLIGENT ELEMENTALS

Aether Intelligent Elemental: *(-)-(-)-9; intelligent; flies; is invisible but sounds as if air is swooshing all around it; visible only through ethereal sight or see invisible, in which case, it appears as a column of swirling air; 11'-15' tall, 3'-5' radius.*

Air Intelligent Elemental: *(-)-(-)-7; intelligent; flies; appears as stationary column of swirling air; visible only in strong light; 11'-15' tall, 3'-5' radius.*

Chaos Intelligent Elemental: *(-)-(-)-9;intelligent; moves by growing larger and larger; a black whorl structure; 11'-15' tall, 3'-5' radius.*

Cold Intelligent Elemental: *(hna)-(Z)-7; intelligent; flies; a mass of swirling cold surrounded by a freezing mist; 11'-15' tall, 3'-5' radius.*

Dark Intelligent Elemental: *(-)-(-)-7; intelligent; flies; a darken mass of nothingness surrounded by a cool fog; 11'-15' tall, 3'-5' radius.*

Earth Intelligent Elemental: *(-)-(LOG)-7; intelligent; must maintain contact with the ground; a concentration of billowing earth; 11'-15' tall, 3'-5' radius.*

Electrical Intelligent Elemental: *(-)-(-)-8; intelligent; flies; a swirl of bluish electrical charged particles; 11'-15' tall, 3'-5' radius.*

Fire Intelligent Elemental: *(-)-(LOG)-7; intelligent; must maintain contact with ground; a moving flame capable of casting flamelets; 11'-15' tall, 3'-5' radius.*

Gravity Intelligent Elemental: *(-)-(-)-9; intelligent; flies; a high density concentration of mass and oscillating energy; 11'-15' tall, 3'-5' radius.*

Heat Intelligent Elemental: *(-)-(LOG)-7; intelligent; flies; an invisible energy mass that is seen only by the heat mirage surrounding it; 11'-15' tall, 3'-5' radius.*

Ice Intelligent Elemental: *(hna)-(Z)-7; intelligent; must maintain contact with water or ground; a mass of swirling ice surrounded by a cool fog; 11'-15' tall, 3'-5' radius.*

Inertia Intelligent Elemental: *(-)-(-)-8; intelligent; flies; a visible glowing concentration of pulsating energy; 11'-15' tall, 3'-5' radius.*

Light Intelligent Elemental: *(-)-(-)-7; intelligent; flies; a column of pulsating light energy surrounded by a crackling field of charged light particles; 11'-15' tall, 3'-5' radius.*

Nether Intelligent Elemental: *(-)-(-)-9; intelligent; flies; a ball of swirling black energy which radiating light and dark energy eruptions; 11'-15' tall, 3'-5' radius.*

Nexus Intelligent Elemental: *(-)-(-)-8; intelligent; teleports; a concentration of lumbering nexus; 11'-15' tall, 3'-5' radius.*

Plasma Intelligent Elemental: *(cf)-(LOG)-8; intelligent; flies; a bluish mass of concentrated heat and electrical energy surrounded by a cold shroud of charged particles; 11'-15' tall, 3'-5' radius.*

Spirit Intelligent Elemental: *(-)-(-)-9; intelligent; flies; a swirling concentration of energy mass surrounded by a pulsating bands of colored energy particles (no one color prevalent yet all there at once); 11'-15' tall, 3'-5' radius.*

Time Intelligent Elemental: *(-)-(-)-9; intelligent; flies; a swirling concentration of energy mass surrounded by a shroud of ageless energy particles; 11'-15' tall, 3'-5' radius.*

Vacid Intelligent Elemental: *(hnacf)-(GZ)-8; intelligent; flies; a standing swirling column of black energy surrounded by a radiating bands of heat, cold, steam and sleet; 3xlvl PP; 11'-15' tall, 3'-5' radius.*

Vibration Intelligent Elemental: *(-)-(-)-8; intelligent; flies; an invisible energy wave of moving particles; 11'-15' tall, 3'-5' radius.*

Water Intelligent Elemental: *(-)-(ZW)-7; intelligent; must maintain contact with water source or ground (i.e., in can fly in rain, snow, fog, etc.); a spinning water-spout-like form; 11'-15' tall, 3'-5' radius.*

Wind Intelligent Elemental: *(-)-(-)-7; intelligent; flies; a tornado-like structure visible only by virtue of suspended particles caught in its wake; 11'-15' tall, 3'-5' radius.*

6.7 NON-INTELLIGENT ELEMENTALS

A non-intelligent elemental is the most unstable form of elemental. Uncontrolled/unmastered non-intelligent elementals are constantly in a "berserk" state — they will attack the closest appropriate target until that target is destroyed. A non-intelligent elemental's "target of choice" is any person, object, or elemental associated with the non-intelligent elemental's opposing elemental force (e.g., a non-intelligent fire elemental will attack anything associated with ice when given a choice).

Elemental Immunity: A non-intelligent elemental is immune to elemental attacks consisting of its own elemental force.

Slaying Criticals: In addition to normal criticals, elemental attacks consisting of an opposing elemental force will deliver a slaying critical to a non-intelligent elemental.

Criticals Due to Grappling: A target grappled by a non-intelligent elemental takes a critical each round. The critical severity is 'B' for weak non-intelligent elementals, 'C' for normal, and 'D' for strong. The critical's type is determined by the non-intelligent elemental's primary elemental force (e.g., a cold elemental delivers cold criticals). Certain element types may deliver multiple criticals, see the Non-Intelligent Elemental Statistics Chart.

Spell Lists: Non-intelligent elementals do not use spell lists.

Entering the Area of Effect: Anyone voluntarily attempting to enter the area of effect of a non-intelligent elemental (i.e., its "body") must make a successful RR modified by his SD bonus.

Inside the Area of Effect: Anyone inside the area of effect of a non-intelligent elemental is at -75 to all actions.



NON-INTELLIGENT ELEMENTALS

Aether Non-Intelligent Elemental: *(-)-(-)-9; a invisible creature that can be heard as it whirls through the air; there one moment, gone the next, it floats between the aether plane and current dimension; 7'-11' tall, 2'-5' radius.*

Air Non-Intelligent Elemental: *(-)-(-)-7; flies; a tornado-like structure visible only by virtue of suspended particles caught in its wake; 7'-11' tall, 2'-5' radius.*

Chaos Non-Intelligent Elemental: *(-)-(-)-9; moves by growing larger and larger; a black whorl structure; 7'-11' tall, 2'-5' radius.*

Cold Non-Intelligent Elemental: *(hna)-(Z)-7; flies; a mass of swirling cold surrounded by a freezing mist; 7'-11' tall, 2'-5' radius.*

Dark Non-Intelligent Elemental: *(-)-(-)-7; flies; a darken mass of nothingness surrounded by a cool fog; 7'-11' tall, 2'-5' radius.*

Earth Non-Intelligent Elemental: *(-)-(LOG)-7; must maintain contact with the ground; a concentration of billowing earth; 7'-11' tall, 2'-5' radius.*

Electrical Non-Intelligent Elemental: *(-)-(-)-8; flies; a swirl of bluish electrical charged particles; 7'-11' tall, 2'-5' radius.*

Fire Non-Intelligent Elemental: *(-)-(LOG)-7; must maintain contact with ground; a moving flame capable of casting flamelets; 7'-11' tall, 2'-5' radius.*

Gravity Non-Intelligent Elemental: *(-)-(-)-9; flies; a high density concentration of mass and oscillating energy; 7'-11' tall, 2'-5' radius.*

Heat Non-Intelligent Elemental: *(-)-(LOG)-7; flies; an invisible energy mass that is seen only by the heat mirage surrounding it; 7'-11' tall, 2'-5' radius.*

Ice Non-Intelligent Elemental: *(hna)-(Z)-7; must maintain contact with water or ground; a mass of swirling ice surrounded by a cool fog; 7'-11' tall, 2'-5' radius.*

Inertia Non-Intelligent Elemental: *(-)-(-)-8; flies; a visible glowing concentration of pulsating energy; 7'-11' tall, 2'-5' radius.*

Light Non-Intelligent Elemental: *(-)-(-)-7; flies; a column of pulsating light energy surrounded by a crackling field of charged light particles; 7'-11' tall, 2'-5' radius.*

Nether Non-Intelligent Elemental: *(-)-(-)-9; flies; a ball of swirling black energy which radiating light and dark energy eruptions; 7'-11' tall, 2'-5' radius.*

Nexus Non-Intelligent Elemental: *(-)-(-)-9; teleports; a concentration of lumbering nexus; 7'-11' tall, 2'-5' radius.*

Plasma Non-Intelligent Elemental: *(cf)-(LOG)-8; flies; a bluish mass of concentrated heat and electrical energy surrounded by a cold shroud of charged particles; 7'-11' tall, 2'-5' radius.*

NON-INTELLIGENT ELEMENTAL STATISTICS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Treasure	Bonus EP	Outlook (IQ)
Aether, Weak	10H	140	Spt/5	BF/VF	M/LA#	80H	1 (60)	30LBa(3x)/50LGr/[Aether B]«	1	—	E	Berserk(NO)
Aether, Normal	15H	120	Spt/5	BF/VF	L/LA#	100H	1 (50)	35LBa(3x)/60LGr/[Aether C]«	1	—	F	Berserk(NO)
Aether, Strong	20H	100	Spt/5	BF/VF	L/SL#	120H	1 (40)	40LBa(3x)/70LGr/[Aether D]«	1	—	F	Berserk(NO)
Air, Weak	10H	140	Spt/10	VF/VF	M/LA#	80H	1 (60)	30LBa(3x)/50LGr/[Vacuum B]«	1	—	E	Berserk(NO)
Air, Normal	15H	130	Spt/10	VF/VF	L/LA#	100H	1 (55)	35LBa(3x)/60LGr/[Vacuum C]«	1	—	F	Berserk(NO)
Air, Strong	20H	120	Spt/10	VF/VF	L/SL#	120H	1 (50)	40LBa(3x)/70LGr/[Vacuum D]«	1	—	F	Berserk(NO)
Chaos, Weak	10H	30	Jog/0	SL/SL	M/I#	80H	6 (15)	80LBa/30LGr/[Acid B,Phy Alt B]«	1	—	E	Berserk(NO)
Chaos, Normal	15H	20	Jog/0	SL/SL	M/LA#	100H	6 (10)	90LBa/40LGr/[Acid C,Phy Alt C]«	1	—	F	Berserk(NO)
Chaos, Strong	20H	10	Jog/0	SL/SL	L/LA#	120H	6 (5)	100HBa/50HGr/[Acid D,Phy Alt D]«	1	—	F	Berserk(NO)
Cold, Weak	10H	90	Spt/10	MF/MF	M/LA#	80H	1 (50)	30MBa(2x)/60MGr/[Cold B]«	1	—	E	Berserk(NO)
Cold, Normal	15H	80	Spt/10	MF/MF	L/LA#	100H	1 (45)	35MBa(2x)/70MGr/[Cold C]«	1	—	F	Berserk(NO)
Cold, Strong	20H	70	Spt/10	MF/MF	L/SL#	120H	1 (40)	40MBa(2x)/80MGr/[Cold D]«	1	—	F	Berserk(NO)
Dark, Weak	10H	170	FSpt/20	BF/VF	M/I#	80H	1 (60)	20SBa(4x)/60MGr/[Cold B,Depress B]«	1	—	E	Berserk(NO)
Dark, Normal	15H	155	FSpt/20	BF/VF	M/LA#	100H	1 (55)	25SBa(4x)/70MGr/[Cold C,Depress C]«	1	—	F	Berserk(NO)
Dark, Strong	20H	140	FSpt/20	BF/VF	L/LA#	120H	1 (50)	30SBa(4x)/80MGr/[Cold D,Depress D]«	1	—	F	Berserk(NO)
Earth, Weak	10H	45	Run/0	SL/MD	M/I#	80H	8 (20)	90LBa/40LGr/[Impact B, Puncture B]«	1	—	E	Berserk(NO)
Earth, Normal	15H	45	Run/0	SL/MD	M/LA#	100H	8 (15)	105LBa/50LGr/[Impact C, Puncture C]«	1	—	F	Berserk(NO)
Earth, Strong	20H	45	Run/0	SL/MD	L/LA#	120H	8 (10)	120HBa/60HGr/[Impact D, Puncture D]«	1	—	F	Berserk(NO)
Electrical, Weak	10H	180	FSpt/25	BF/VF	M/I#	80H	1 (65)	25SBa(4x)/65MGr/[Elect B]«	1	—	E	Berserk(NO)
Electrical, Normal	15H	165	FSpt/25	BF/VF	M/LA#	100H	1 (60)	30SBa(4x)/75MGr/[Elect C]«	1	—	F	Berserk(NO)
Electrical, Strong	20H	150	FSpt/25	BF/VF	L/LA#	120H	1 (55)	35SBa(4x)/85MGr/[Elect D]«	1	—	F	Berserk(NO)
Fire, Weak	10H	110	Spt/10	FA/FA	M/LA#	80H	1 (40)	40MBa(2x)(2D)/70MGr/[Heat B, Rad B]«	1	—	E	Berserk(NO)
Fire, Normal	15H	100	Spt/10	FA/FA	L/LA#	100H	1 (35)	45MBa(2x)(2D)/80MGr/[Heat C, Rad C]«	1	—	F	Berserk(NO)
Fire, Strong	20H	90	Spt/10	FA/FA	L/SL#	120H	1 (30)	50MBa(2x)(2D)/90MGr/[Heat D, Rad D]«	1	—	F	Berserk(NO)
Gravity, Weak	10H	200	Dash/30	BF/BF	M/LA#	80H	4 (40)	60LBa(3x)/80LGr/[Crush B]«	1	—	E	Berserk(NO)
Gravity, Normal	15H	180	Dash/30	BF/BF	L/LA#	100H	4 (35)	70LBa(3x)/90LGr/[Crush C]«	1	—	F	Berserk(NO)
Gravity, Strong	20H	160	Dash/30	BF/BF	L/SL#	120H	4 (30)	80HBa(3x)/100HGr/[Crush D]«	1	—	F	Berserk(NO)
Heat, Weak	10H	120	Spt/20	VF/VF	M/LA#	80H	1 (50)	50MBa(2x)/80MGr/[Heat B]«	1	—	E	Berserk(NO)
Heat, Normal	15H	110	Spt/20	VF/VF	L/LA#	100H	1 (40)	55MBa(2x)/90LGr/[Heat C]«	1	—	F	Berserk(NO)
Heat, Strong	20H	100	Spt/20	VF/VF	L/SL#	120H	1 (30)	60LBa(2x)/100HGr/[Heat D]«	1	—	F	Berserk(NO)
Ice, Weak	10H	50	Run/10	SL/FA	M/I#	80H	6 (20)	50MBa(2x)/70MGr/[Impact B,Cold B]«	1	—	E	Berserk(NO)
Ice, Normal	15H	45	Run/10	SL/FA	M/LA#	100H	6 (15)	60LBa(2x)/80LGr/[Impact C,Cold C]«	1	—	F	Berserk(NO)
Ice, Strong	20H	40	Run/10	SL/FA	L/LA#	120H	6 (10)	70HBa(2x)/90HGr/[Impact D,Cold D]«	1	—	F	Berserk(NO)
Inertia, Weak	10H	190	Dash/20	BF/BF	M/LA#	80H	1 (35)	50LBa(3x)/70LGr/[Impact B,Shock B]«	1	—	E	Berserk(NO)
Inertia, Normal	15H	170	Dash/20	BF/BF	L/LA#	100H	1 (30)	60LBa(3x)/80LGr/[Impact C,Shock C]«	1	—	F	Berserk(NO)
Inertia, Strong	20H	150	Dash/20	BF/BF	L/SL#	120H	1 (25)	70HBa(3x)/90HGr/[Impact D,Shock D]«	1	—	F	Berserk(NO)
Light, Weak	10H	180	FSpt/20	BF/VF	M/I#	80H	1 (70)	20SBa(4x)/60MGr/[Radiation B]«	1	—	E	Berserk(NO)
Light, Normal	15H	165	FSpt/20	BF/VF	M/LA#	100H	1 (65)	25SBa(4x)/70MGr/[Radiation C]«	1	—	F	Berserk(NO)
Light, Strong	20H	150	FSpt/20	BF/VF	L/LA#	120H	1 (60)	30SBa(4x)/80MGr/[Radiation D]«	1	—	F	Berserk(NO)
Nether, Weak	10H	110	Spt/30	VF/VF	M/LA#	80H	1 (50)	40MBa(3x)/80MGr/[Disruption B]«	1	—	E	Berserk(NO)
Nether, Normal	15H	100	Spt/30	VF/VF	L/LA#	100H	1 (40)	50MBa(3x)/90MGr/[Disruption C]«	1	—	F	Berserk(NO)
Nether, Strong	20H	90	Spt/30	VF/VF	L/SL#	120H	1 (30)	60LBa(3x)/100LGr/[Disruption D]«	1	—	F	Berserk(NO)
Nexus, Weak	10H	45	Run/0	SL/SL	M/I#	80H	8 (20)	100LBa/40LGr/[Nexus B]«	1	—	E	Berserk(NO)
Nexus, Normal	15H	45	Run/0	SL/SL	M/LA#	100H	8 (15)	110LBa/50LGr/[Nexus C]«	1	—	F	Berserk(NO)
Nexus, Strong	20H	45	Run/0	SL/SL	L/LA#	120H	8 (10)	120HBa/60HGr/[Nexus D]«	1	—	F	Berserk(NO)
Plasma, Weak	10H	120	Spt/10	VF/VF	M/I#	100H	12 (60)	100MBa(2x)(2D)/110MGr/[Plasma B]«	1	—	E	Berserk(NO)
Plasma, Normal	15H	110	Spt/10	VF/VF	M/LA#	150H	12 (55)	110LBa(2x)(2D)/120LGr/[Plasma C]«	1	—	F	Berserk(NO)
Plasma, Strong	20H	100	Spt/10	VF/VF	L/LA#	200H	12 (50)	120HBa(2x)(2D)/130HGr/[Plasma D]«	1	—	F	Berserk(NO)
Spirit, Weak	10H	200	Dash/40	BF/BF	M/I#	80H	1 (95)	25MBa(3x)/40MGr/[Mental B]«	1	—	E	Berserk(NO)
Spirit, Normal	15H	180	Dash/40	BF/BF	M/LA#	100H	1 (85)	30MBa(3x)/50MGr/[Mental C]«	1	—	F	Berserk(NO)
Spirit, Strong	20H	160	Dash/40	BF/BF	L/LA#	120H	1 (75)	35MBa(3x)/60MGr/[Mental D]«	1	—	F	Berserk(NO)
Time, Weak	10H	200	Dash/60	BF/BF	M/I#	80H	1 (95)	20SBa(4x)/30MGr/[Time B]«	1	—	E	Berserk(NO)
Time, Normal	15H	180	Dash/60	BF/BF	M/LA#	100H	1 (85)	30SBa(4x)/40MGr/[Time C]«	1	—	F	Berserk(NO)
Time, Strong	20H	160	Dash/60	BF/BF	L/LA#	120H	1 (75)	40SBa(4x)/50MGr/[Time D]«	1	—	F	Berserk(NO)
Vacid, Weak	10H	170	FSpt/20	VF/VF	M/I#	80H	1 (60)	25MBa(3x)/60MGr/[Vacid B]«	1	—	E	Berserk(NO)
Vacid, Normal	15H	150	FSpt/20	VF/VF	M/LA#	100H	1 (55)	30MBa(3x)/70MGr/[Vacid C]«	1	—	F	Berserk(NO)
Vacid, Strong	20H	130	FSpt/20	VF/VF	L/LA#	120H	1 (50)	35MBa(3x)/80LGr/[Vacid D]«	1	—	F	Berserk(NO)
Vibration, Weak	10H	130	FSpt/25	VF/FA	M/LA#	80H	1 (50)	40LBa(3x)/60LGr/[Vibration B]«	1	—	E	Berserk(NO)
Vibration, Normal	15H	120	FSpt/25	VF/FA	L/LA#	100H	1 (45)	45LBa(3x)/70LGr/[Vibration C]«	1	—	F	Berserk(NO)
Vibration, Strong	20H	110	FSpt/25	VF/FA	L/SL#	120H	1 (40)	50HBa(3x)/80HGr/[Vibration D]«	1	—	F	Berserk(NO)
Water, Weak	10H	60	Spt/0	SL/FA	M/I#	80H	3 (30)	60LBa/60LGr/[Impact B]«	1	—	E	Berserk(NO)
Water, Normal	15H	55	Spt/0	SL/FA	M/LA#	100H	3 (25)	80LBa/70LGr/[Impact C]«	1	—	F	Berserk(NO)
Water, Strong	20H	50	Spt/0	SL/FA	L/LA#	120H	3 (20)	100HBa/80HGr/[Impact D]«	1	—	F	Berserk(NO)
Wind, Weak	10H	130	FSpt/25	VF/VF	M/LA#	80H	1 (50)	40LBa(3x)/60LGr/[Impact B,Vacuum B]«	1	—	E	Berserk(NO)
Wind, Normal	15H	120	FSpt/25	VF/VF	L/LA#	100H	1 (45)	45LBa(3x)/70LGr/[Impact C,Vacuum C]«	1	—	F	Berserk(NO)
Wind, Strong	20H	110	FSpt/25	VF/VF	L/SL#	120H	1 (40)	50HBa(3x)/80HGr/[Impact D,Vacuum D]«	1	—	F	Berserk(NO)

Note — Elementals may also cast an Elemental Cone Attack. A Weak Elemental's Cone Attack is +15, a Normal Elemental's Cone Attack is +30, and a Strong Elemental's Cone Attack is +45. If the elemental elects to cast a Cone Attack it loses Concussion points equal to its level.



6.8 RIDING ELEMENTALS

Riding elementals are the "work horse" of the elementals. Riding elementals are extremely timid and rarely fight unless controlled; however, it cornered they can be deadly foes. Riding elementals can carry up to 2.5 times their current hits in pounds, and they are capable of moving fast and traveling long distances. Riding elementals can not speak and understand only rudimentary commands (i.e., stop/halt, go, etc.). Such commands must usually be accompanied with 'physical attention getters' (e.g., a kick of the spurs, yank on the reins, etc.).

Elemental Immunity: A riding elemental is immune to elemental attacks consisting of its own elemental force.

Slaying Criticals: In addition to normal criticals, elemental attacks consisting of an opposing elemental force will deliver a slaying critical to a riding elemental.

Criticals Due to Grappling: A target grappled by a riding elemental takes a critical each round. The critical severity is 'A' for weak riding elementals, 'B' for normal, and 'C' for strong. The critical's type is determined by the riding elemental's primary elemental force (e.g., a cold elemental delivers cold criticals). Certain element types may deliver multiple criticals, see the Riding Elemental Statistics Chart.

Spell Lists: Riding elementals do not use spell lists.

Entering the Area of Effect: Anyone voluntarily attempting to enter the area of effect of a riding elemental (i.e., its "body") must make a successful RR modified by his SD bonus.

Inside the Area of Effect: Anyone inside the area of effect of a riding elemental is at -25 to all actions.

Spirit Non-Intelligent Elemental: *(-)-(-)-9; flies; a swirling concentration of energy mass surrounded by a pulsating bands of colored energy particles (no one color prevalent yet all there at once); 7'-11' tall, 2'-5' radius.*

Time Non-Intelligent Elemental: *(-)-(-)-9; flies; a swirling concentration of energy mass surrounded by a shroud of ageless energy particles; 7'-11' tall, 2'-5' radius.*

Vacid Non-Intelligent Elemental: *(hnacf)-(GZ)-8; flies; a standing swirling column of black energy surrounded by a radiating bands of heat, cold, steam and sleet; 7'-11' tall, 2'- 5' radius.*

Vibration Non-Intelligent Elemental: *(-)-(-)-8; flies; an invisible energy wave of moving particles; 7'-11' tall, 2'-5' radius.*

Water Non-Intelligent Elemental: *(-)-(ZW)-7; must maintain contact with water source or ground (i.e., in can fly in rain, snow, fog, etc.); a spinning water-spout-like form; 7'-11' tall, 2'-5' radius.*

Wind Non-Intelligent Elemental: *(-)-(-)-7; flies; a tornado-like structure visible only by virtue of suspended particles caught in its wake;*



RIDING ELEMENTALS

Aether Riding Elemental: *(-)-(-)-9; flies; an bird-like structure composed of aether; 8'-15' tall, 2'-5' radius.*

Air Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of air; 8'-15' tall, 2'-5' radius.*

Chaos Riding Elemental: *(-)-(-)-9; must maintain contact with the ground; a horse-like structure composed of chaos; 8'-15' tall, 2'-5' radius.*

Cold Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of cold; 8'-15' tall, 2'-5' radius.*

Dark Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of dark; flies; 8'-15' tall, 2'-5' radius.*

Earth Riding Elemental: *(-)-(-)-8; must maintain contact with the ground; a horse-like structure composed of earth; 8'-15' tall, 2'-5' radius.*

Electrical Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of electricity; 8'-15' tall, 2'-5' radius.*

Fire Riding Elemental: *(-)-(-)-8; must maintain contact with the ground; a horse-like structure composed of fire; 8'-15' tall, 2'-5' radius.*

Gravity Riding Elemental: *(-)-(-)-9; flies; a bird-like structure composed of gravity; 8'-15' tall, 2'-5' radius.*

Heat Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of heat; 8'-15' tall, 2'-5' radius.*

Ice Riding Elemental: *(-)-(-)-8; must maintain contact with the ground; a horse-like structure composed of ice; 8'-15' tall, 2'-5' radius.*

Inertia Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of inertia; 8'-15' tall, 2'-5' radius.*

Light Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of light; flies; 8'-15' tall, 2'-5' radius.*





Nether Riding Elemental: *(-)-(-)-9; flies; a bird-like structure composed of nether; flies; 8'-15' tall, 2'-5' radius.*

Nexus Riding Elemental: *(-)-(-)-8; teleports; a horse-like structure composed of nexus; 8'-15' tall, 2'-5' radius.*

Plasma Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of plasma; 8'-15' tall, 2'-5' radius.*

Spirit Riding Elemental: *(-)-(-)-9; a bird-like structure composed of spirit; 8'-15' tall, 2'-5' radius.*

Time Riding Elemental: *(-)-(-)-9; flies; a bird-like structure composed of time; 8'-15' tall, 2'-5' radius.*

Vacid Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of vacid; 8'-15' tall, 2'-5' radius.*

Vibration Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of vibrations; 8'-15' tall, 2'-5' radius.*

Water Riding Elemental: *(-)-(-)-8; must maintain contact with water source or ground (i.e., in can fly in rain, snow, fog, etc.); a horse-like structure composed of water; 8'- 15' tall, 2'-5' radius.*

Wind Riding Elemental: *(-)-(-)-8; flies; a bird-like structure composed of wind; 8'-15' tall, 2'-5' radius.*

RIDING ELEMENTAL STATISTICS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Treasure	Bonus EP	Outlook (IQ)
Aether, Weak	5F	360	FSpt/30	BF/BF	M/LA#	90F	1 (60)	30MBa(3x)/50MGr/[Aether A]«	1	——	E	Timid(NO)
Aether, Normal	10F	320	FSpt/30	BF/BF	L/LA#	120F	1 (50)	35MBa(3x)/60MGr/[Aether B]«	1	——	E	Timid(NO)
Aether, Strong	15F	280	FSpt/30	BF/BF	L/SL#	150F	1 (40)	40MBa(3x)/70MGr/[Aether C]«	1	——	E	Timid(NO)
Air, Weak	5F	585	FSpt/40	BF/BF	M/LA#	90F	1 (60)	30MBa(3x)/50MGr/[Vacuum A]«	1	——	E	Timid(NO)
Air, Normal	10F	505	FSpt/40	BF/BF	L/LA#	120F	1 (55)	35MBa(3x)/60MGr/[Vacuum B]«	1	——	E	Timid(NO)
Air, Strong	15F	425	FSpt/40	BF/BF	L/SL#	150F	1 (50)	40MBa(3x)/70MGr/[Vacuum C]«	1	——	E	Timid(NO)
Chaos, Weak	5F	210	Spt/25	VF/VF	M/I#	200F	6 (15)	80MBa/30MGr/[Acid A,Phy Alt A]«	1	——	E	Timid(NO)
Chaos, Normal	10F	170	Spt/25	VF/VF	M/LA#	250F	6 (10)	90MBa/40MGr/[Acid B,Phy Alt B]«	1	——	E	Timid(NO)
Chaos, Strong	15F	130	Spt/25	VF/VF	L/LA#	300F	6 (5)	100LBa/50LGr/[Acid C,Phy Alt C]«	1	——	E	Timid(NO)
Cold, Weak	5F	270	FSpt/35	VF/VF	M/LA#	90F	1 (50)	30SBa(2x)/60SGr/[Cold A]«	1	——	E	Timid(NO)
Cold, Normal	10F	230	FSpt/35	VF/VF	L/LA#	120F	1 (45)	35SBa(2x)/70SGr/[Cold B]«	1	——	E	Timid(NO)
Cold, Strong	15F	190	FSpt/35	VF/VF	L/SL#	150F	1 (40)	40SBa(2x)/80SGr/[Cold C]«	1	——	E	Timid(NO)
Dark, Weak	5F	450	Dash/45	BF/BF	M/I#	90F	1 (60)	20SBa(4x)/60MGr/[Cold A,Depress A]«	1	——	E	Timid(NO)
Dark, Normal	10F	370	Dash/45	BF/BF	M/LA#	120F	1 (55)	25SBa(4x)/70MGr/[Cold B,Depress B]«	1	——	E	Timid(NO)
Dark, Strong	15F	290	Dash/45	BF/BF	L/LA#	150F	1 (50)	30SBa(4x)/80MGr/[Cold C,Depress C]«	1	——	E	Timid(NO)
Earth, Weak	5F	180	Spt/25	VF/VF	M/I#	200F	8 (20)	90MBa/40MGr/[Impact A,Puncture A]«	1	——	E	Timid(NO)
Earth, Normal	10F	140	Spt/25	VF/VF	M/LA#	250F	8 (15)	105MBa/50MGr/[Impact B,Puncture B]«	1	——	E	Timid(NO)
Earth, Strong	15F	100	Spt/25	VF/VF	L/LA#	300F	8 (10)	120HBa/60LGr/[Impact C,Puncture C]«	1	——	E	Timid(NO)
Electrical, Weak	5F	560	Dash/45	BF/BF	M/I#	100F	1 (65)	25TBa(4x)/65SGr/[Elect A]«	1	——	E	Timid(NO)
Electrical, Normal	10F	480	Dash/45	BF/BF	M/LA#	150F	1 (60)	30TBa(4x)/75SGr/[Elect B]«	1	——	E	Timid(NO)
Electrical, Strong	15F	400	Dash/45	BF/BF	L/LA#	200F	1 (55)	35TBa(4x)/85SGr/[Elect C]«	1	——	E	Timid(NO)
Fire, Weak	5F	290	FSpt/35	VF/VF	M/LA#	100F	1 (40)	40SBa(2x)(2D)/70SGr/[Heat A, Rad A]«	1	——	E	Timid(NO)
Fire, Normal	10F	250	FSpt/35	VF/VF	L/LA#	150F	1 (35)	45SBa(2x)(2D)/80SGr/[Heat B, Rad B]«	1	——	E	Timid(NO)
Fire, Strong	15F	210	FSpt/35	VF/VF	L/SL#	200F	1 (30)	50SBa(2x)(2D)/90SGr/[Heat C, Rad C]«	1	——	E	Timid(NO)
Gravity, Weak	5F	650	Dash/55	BF/BF	M/LA#	90F	4 (40)	60MBa(3x)/80MGr/[Crush A]«	1	——	E	Timid(NO)
Gravity, Normal	10F	570	Dash/55	BF/BF	L/LA#	120F	4 (35)	70MBa(3x)/90MGr/[Crush B]«	1	——	E	Timid(NO)
Gravity, Strong	15F	490	Dash/55	BF/BF	L/SL#	150F	4 (30)	80LBa(3x)/100LGr/[Crush C]«	1	——	E	Timid(NO)
Heat, Weak	5F	500	FSpt/45	BF/BF	M/LA#	90F	1 (50)	50SBa(2x)/80SGr/[Heat A]«	1	——	E	Timid(NO)
Heat, Normal	10F	420	FSpt/45	BF/BF	L/LA#	120F	1 (40)	55SBa(2x)/90MGr/[Heat B]«	1	——	E	Timid(NO)
Heat, Strong	15F	340	FSpt/45	BF/BF	L/SL#	150F	1 (30)	60MBa(2x)/100LGr/[Heat C]«	1	——	E	Timid(NO)
Ice, Weak	5F	230	Spt/35	VF/VF	M/I#	200F	6 (20)	50SBa(2x)/70SGr/[Impact A,Cold A]«	1	——	E	Timid(NO)
Ice, Normal	10F	190	Spt/35	VF/VF	M/LA#	250F	6 (15)	60MBa(2x)/80MGr/[Impact B,Cold B]«	1	——	E	Timid(NO)
Ice, Strong	15F	150	Spt/35	VF/VF	L/LA#	300F	6 (10)	70LBa(2x)/90LGr/[Impact C,Cold C]«	1	——	E	Timid(NO)
Inertia, Weak	5F	470	Dash/45	BF/BF	M/LA#	90F	1 (35)	50MBa(3x)/70MGr/[Impact A,Shock A]«	1	——	E	Timid(NO)
Inertia, Normal	10F	390	Dash/45	BF/BF	L/LA#	120F	1 (30)	60MBa(3x)/80MGr/[Impact B,Shock B]«	1	——	E	Timid(NO)
Inertia, Strong	15F	310	Dash/45	BF/BF	L/SL#	150F	1 (25)	70LBa(3x)/90LGr/[Impact C,Shock C]«	1	——	E	Timid(NO)
Light, Weak	5F	660	Dash/45	BF/BF	M/I#	90F	1 (70)	20TBa(4x)/60SGr/[Radiation A]«	1	——	E	Timid(NO)
Light, Normal	10F	580	Dash/45	BF/BF	M/LA#	120F	1 (65)	25TBa(4x)/70SGr/[Radiation B]«	1	——	E	Timid(NO)
Light, Strong	15F	500	Dash/45	BF/BF	L/LA#	150F	1 (60)	30TBa(4x)/80SGr/[Radiation C]«	1	——	E	Timid(NO)
Nether, Weak	5F	290	FSpt/55	VF/VF	M/LA#	100F	1 (50)	40SBa(3x)/80SGr/[Disruption A]«	1	——	E	Timid(NO)
Nether, Normal	10F	250	FSpt/55	VF/VF	L/LA#	150F	1 (40)	50SBa(3x)/90SGr/[Disruption B]«	1	——	E	Timid(NO)
Nether, Strong	15F	210	FSpt/55	VF/VF	L/SL#	200F	1 (30)	60MBa(3x)/100MGr/[Disruption C]«	1	——	E	Timid(NO)
Nexus, Weak	5F	180	Spt/25	VF/VF	M/I#	200F	8 (20)	100MBa/40MGr/[Nexus A]«	1	——	E	Timid(NO)
Nexus, Normal	10F	140	Spt/25	VF/VF	M/LA#	250F	8 (15)	110MBa/50MGr/[Nexus B]«	1	——	E	Timid(NO)
Nexus, Strong	15F	100	Spt/25	VF/VF	L/LA#	300F	8 (10)	120HBa/60LGr/[Nexus C]«	1	——	E	Timid(NO)
Plasma, Weak	5F	550	FSpt/35	BF/BF	M/I#	100F	12 (60)	100SBa(2x)(2D)/110SGr/[Plasma A]«	1	——	E	Timid(NO)
Plasma, Normal	10F	470	FSpt/35	BF/BF	M/LA#	150F	12 (55)	110MBa(2x)(2D)/120MGr/[Plasma B]«	1	——	E	Timid(NO)
Plasma, Strong	15F	390	FSpt/35	BF/BF	L/LA#	200F	12 (50)	120LBa(2x)(2D)/130LGr/[Plasma C]«	1	——	E	Timid(NO)
Spirit, Weak	5F	880	Dash/65	BF/BF	M/I#	90F	1 (95)	25SBa(3x)/40SGr/[Mental A]«	1	——	E	Timid(NO)
Spirit, Normal	10F	800	Dash/65	BF/BF	M/LA#	120F	1 (85)	30SBa(3x)/50SGr/[Mental B]«	1	——	E	Timid(NO)
Spirit, Strong	15F	720	Dash/65	BF/BF	L/LA#	150F	1 (75)	35SBa(3x)/60SGr/[Mental C]«	1	——	E	Timid(NO)
Time, Weak	5F	880	Dash/85	BF/BF	M/I#	90F	1 (95)	20TBa(4x)/30SGr/[Time A]«	1	——	E	Timid(NO)
Time, Normal	10F	800	Dash/85	BF/BF	M/LA#	120F	1 (85)	30TBa(4x)/40SGr/[Time B]«	1	——	E	Timid(NO)
Time, Strong	15F	720	Dash/85	BF/BF	L/LA#	150F	1 (75)	40TBa(4x)/50SGr/[Time C]«	1	——	E	Timid(NO)
Vacid, Weak	5F	350	Dash/45	BF/BF	M/I#	90F	1 (60)	25SBa(3x)/60SGr/[Vacid A]«	1	——	E	Timid(NO)
Vacid, Normal	10F	310	Dash/45	BF/BF	M/LA#	120F	1 (55)	30SBa(3x)/70SGr/[Vacid B]«	1	——	E	Timid(NO)
Vacid, Strong	15F	270	Dash/45	BF/BF	L/LA#	150F	1 (50)	35SBa(3x)/80MGr/[Vacid C]«	1	——	E	Timid(NO)
Vibration, Weak	5F	510	Dash/50	BF/BF	M/LA#	90F	1 (50)	40MBa(3x)/60MGr/[Vibration A]«	1	——	E	Timid(NO)
Vibration, Normal	10F	430	Dash/50	BF/BF	L/LA#	120F	1 (45)	45MBa(3x)/70MGr/[Vibration B]«	1	——	E	Timid(NO)
Vibration, Strong	15F	350	Dash/50	BF/BF	L/SL#	150F	1 (40)	50LBa(3x)/80LGr/[Vibration C]«	1	——	E	Timid(NO)
Water, Weak	5F	440	FSpt/25	BF/BF	M/I#	100F	3 (30)	60MBa/60MGr/[Impact A]«	1	——	E	Timid(NO)
Water, Normal	10F	400	FSpt/25	BF/BF	M/LA#	150F	3 (25)	80MBa/70MGr/[Impact B]«	1	——	E	Timid(NO)
Water, Strong	15F	360	FSpt/25	BF/BF	L/LA#	200F	3 (20)	100LBa/80LGr/[Impact C]«	1	——	E	Timid(NO)
Wind, Weak	5F	550	Dash/50	BF/BF	M/LA#	90F	1 (50)	40MBa(3x)/60MGr/[Impact A,Vacuum A]«	1	——	E	Timid(NO)
Wind, Normal	10F	470	Dash/50	BF/BF	L/LA#	120F	1 (45)	45MBa(3x)/70MGr/[Impact B,Vacuum B]«	1	——	E	Timid(NO)
Wind, Strong	15F	390	Dash/50	BF/BF	L/SL#	150F	1 (40)	50LBa(3x)/80LGr/[Impact C,Vacuum C]«	1	——	E	Timid(NO)

Note — Elementals may also cast an Elemental Cone Attack. A Weak Elemental's Cone Attack is +15, a Normal Elemental's Cone Attack is +30, and a Strong Elemental's Cone Attack is +45. If the elemental elects to cast a Cone Attack it loses Concussion points equal to its level.

6.9 SERVANT ELEMENTALS

Servant elementals are small spherical creatures, i.e., diminutive elementals. Extensions of their summoner/creator's mind, they going wherever he goes or directs (range equals 5' times master's level). They cannot speak or reason, but are capable of obeying simple commands (e.g., "Attack that ferret!"), and will do exactly as the master desires if he concentrates. In addition, servants can perform menial chores; with specific orders, they can retrieve objects at distances up to 100' time their master's level. Although they cannot manipulate items and are incapable of handlings objects affixed to something, elemental servants can pick up and carry loose objects (up to 10 pounds for weak servant elementals, 20 lbs for normal, and 30 lbs for strong).

Elemental Immunity: A servant elemental is immune to elemental attacks consisting of its own elemental force.

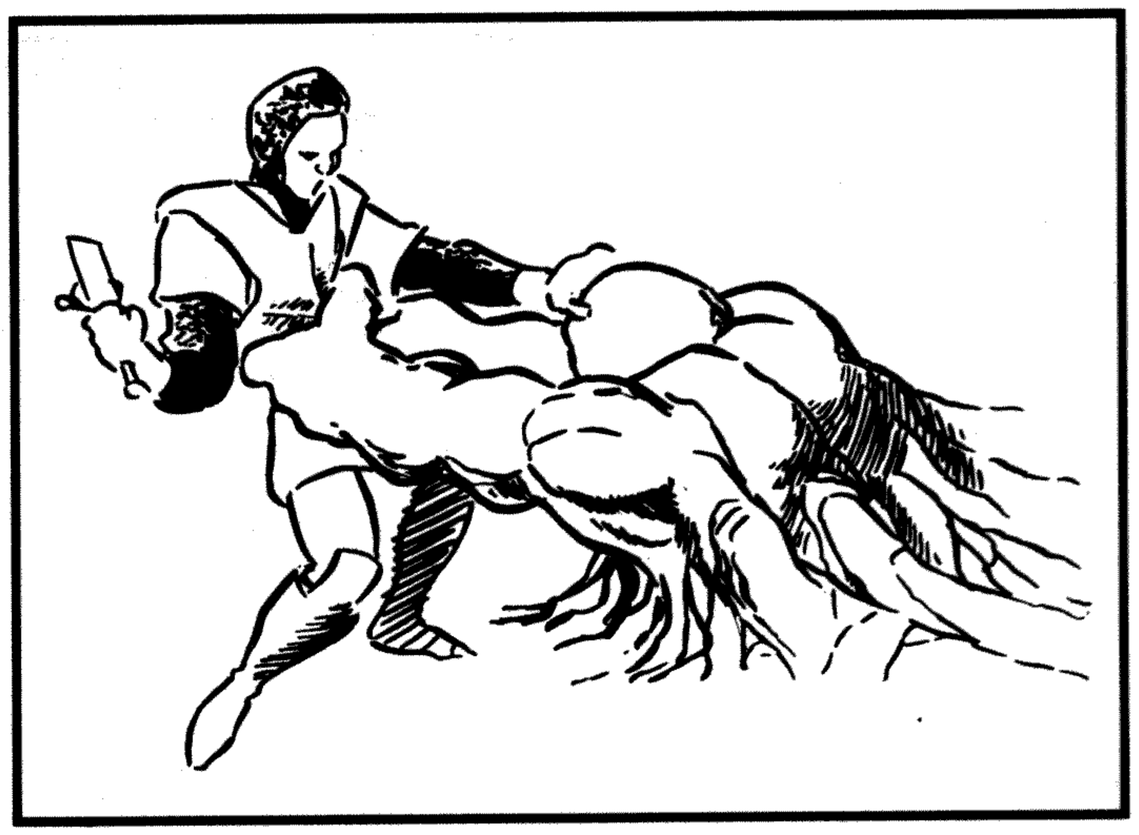
Slaying Criticals: In addition to normal criticals, elemental attacks consisting of an opposing elemental force will deliver a slaying critical to a servant elemental.

Criticals Due to Grappling: A target grappled by a normal or strong servant elemental takes a critical each round. The critical severity is 'A' for weak servant elementals, 'B' for normal, and 'C' for strong. The critical's type is determined by the servant elemental's primary elemental force (e.g., a cold elemental delivers cold criticals). Certain element types may deliver multiple criticals, see the Servant Elemental Statistics Chart.

Spell Lists: Servant elementals do not use spell lists.

Entering the Area of Effect: Anyone voluntarily attempting to enter the area of effect of a servant elemental (i.e., its "body") must make a successful RR modified by his SD bonus.

Inside the Area of Effect: Anyone inside the area of effect of a servant elemental is at -25 to all actions.



SERVANT ELEMENTALS

Aether Servant Elemental: *(-)-(-)-9; flying sphere of aether; 2'-3' diameter.*

Air Servant Elemental: *(-)-(-)-8; flying sphere of air; 2'-3' diameter.*

Chaos Servant Elemental: *(-)-(-)-9; flying sphere of chaos; 2'-3' diameter.*

Cold Servant Elemental: *(-)-(-)-8; flying sphere of cold; 2'-3' diameter.*

Dark Servant Elemental: *(-)-(-)-8; flying sphere of dark; 2'-3' diameter.*

Earth Servant Elemental: *(-)-(-)-8; flying sphere of earth; 2'-3' diameter.*

Electrical Servant Elemental: *(-)-(-)-8; flying sphere of electricity; 2'-3' diameter.*

Fire Servant Elemental: *(-)-(-)-8; flying sphere of fire; 2'-3' diameter.*

Gravity Servant Elemental: *(-)-(-)-9; flying sphere of gravity; 2'-3' diameter.*

Heat Servant Elemental: *(-)-(-)-8; flying sphere of heat; 2'-3' diameter.*

Ice Servant Elemental: *(-)-(--8; flying sphere of ice; 2'-3' diameter.*

Inertia Servant Elemental: *(-)-(-)-8; flying sphere of inertia; 2'-3' diameter.*

Light Servant Elemental: *(-)-(-)-8; flying sphere of light; 2'-3' diameter.*

Nether Servant Elemental: *(-)-(-)-9; flying sphere of nether; 2'-3' diameter.*



Nexus Servant Elemental: *(-)-(-)-8; teleporting sphere of nexus; 2'-3' diameter.*

Plasma Servant Elemental: *(-)-(-)-8; flying sphere of plasma; 2'-3' diameter.*

Spirit Servant Elemental: *(-)-(-)-9; flying sphere of spirit; 2'-3' diameter.*

Time Servant Elemental: *(-)-(-)-9; flying sphere of time; 2'-3' diameter.*

Vacid Servant Elemental: *(-)-(-)-8; flying sphere of vacid; 2'-3' diameter.*

Vibration Servant Elemental: *(-)-(-)-8; flying sphere of vibration; 2'-3' diameter.*

Water Servant Elemental: *(-)-(-)-8; flying sphere of water; 2'-3' diameter.*

Wind Servant Elemental: *(-)-(-)-8; flying sphere of wind; 2'-3' diameter.*

6.10 WISPLING ELEMENTALS

Wisplings are the weakest of all elementals. They are usually found causing trouble and annoying people, when controlled (or mastered), they can be used to entertain children and guests. Wisplings can not speak, must be controlled to do even simple tasks (e.g., lighting candles, closing doors, etc.). They can not manipulate, lift, or carry anything that requires more than half a pound of force. Unless controlled, wisplings do not fight unless cornered, but then you may feel their sting (small it may be).

Elemental Immunity: A wispling elemental is immune to elemental attacks consisting of its own elemental force.

Slaying Criticals: In addition to normal criticals, elemental attacks consisting of an opposing elemental force will deliver a slaying critical to a wispling elemental.

Criticals Due to Grappling: A target grappled by a normal or strong wispling elemental takes a critical each round. The critical severity is 'A' for normal wispling elementals and 'B' for strong. The critical's type is determined by the wispling elemental's primary elemental force (e.g., a cold elemental delivers cold criticals). Certain element types may deliver multiple criticals, see the Wispling Elemental Statistics Chart.

Spell Lists: Wispling elementals do not use spell lists.

Entering the Area of Effect: Anyone voluntarily attempting to enter the area of effect of a wispling elemental (i.e., its "body") must make a successful RR modified by his SD bonus.

Inside the Area of Effect: Anyone inside the area of effect of a wispling elemental is at -10 to all actions.

WISPLING ELEMENTALS

Aether Wispling Elemental: *(-)-(-)-9; flying sphere of aether; 1"-3" diameter.*

Air Wispling Elemental: *(-)-(-)-8; flying sphere of air; 1"-3" diameter.*

Chaos Wispling Elemental: *(-)-(-)-9; flying sphere of chaos; 1"-3" diameter.*

Cold Wispling Elemental: *(-)-(-)-8; flying sphere of cold; 1"-3" diameter.*

Dark Wispling Elemental: *(-)-(-)-8; flying sphere of dark; 1"-3" diameter.*

Earth Wispling Elemental: *(-)-(-)-8; flying sphere of earth; 1"-3" diameter.*

Electrical Wispling Elemental: *(-)-(-)-8; flying sphere of electricity; 1"-3" diameter.*

Fire Wispling Elemental: *(-)-(-)-8; flying sphere of fire; 1"-3" diameter.*

Gravity Wispling Elemental: *(-)-(-)-9; flying sphere of gravity; 1"-3" diameter.*

Heat Wispling Elemental: *(-)-(-)-8; flying sphere of heat; 1"-3" diameter.*

Ice Wispling Elemental: *(-)-(--8; flying sphere of ice; 1"-3" diameter.*

Inertia Wispling Elemental: *(-)-(-)-8; flying sphere of force; 1"-3" diameter.*

WISPLING ELEMENTAL STATISTICS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Treasure	Bonus EP	Outlook (IQ)
Aether, Weak	1D	100	Spt/10	BF/VF	S/II#	10D	1 (90)	20SBa(3x)/40SGr	1	—	C	Playful(MD)
Aether, Normal	2D	80	Spt/10	BF/VF	S/I#	20D	1 (80)	25SBa(3x)/50SGr/[Aether A]«	1	—	C	Playful(AV)
Aether, Strong	3D	60	Spt/10	BF/VF	M/I#	30D	1 (70)	30SBa(3x)/60SGr/[Aether B]«	1	—	C	Playful(AA)
Air, Weak	1D	100	Spt/15	VF/VF	S/II#	10D	1 (90)	20SBa(3x)/40SGr	1	—	C	Normal(MD)
Air, Normal	2D	90	Spt/15	VF/VF	S/I#	20D	1 (85)	25SBa(3x)/45SGr/[Vacuum A]«	1	—	C	Normal(AV)
Air, Strong	3D	80	Spt/15	VF/VF	M/I#	30D	1 (80)	30SBa(3x)/50SGr/[Vacuum B]«	1	—	C	Normal(AA)
Chaos, Weak	1D	30	Jog/5	SL/SL	S/II#	10D	6 (45)	70SBa/15SGr	1	—	C	Hungry(MD)
Chaos, Normal	2D	20	Jog/5	SL/SL	S/II#	20D	6 (40)	80SBa/25SGr/[Acid A,Phy Alt A]«	1	—	C	Hungry(AV)
Chaos, Strong	3D	10	Jog/5	SL/SL	S/I#	30D	6 (35)	90MBa/35MGr/[Acid B,Phy Alt B]«	1	—	C	Hungry(AA)
Cold, Weak	1D	50	Spt/15	MF/MF	S/II#	10D	1 (80)	25TBa(2x)/50TGr	1	—	C	Normal(MD)
Cold, Normal	2D	40	Spt/15	MF/MF	S/I#	20D	1 (75)	30TBa(2x)/60TGr/[Cold A]«	1	—	C	Normal(AV)
Cold, Strong	3D	30	Spt/15	MF/MF	M/I#	30D	1 (70)	35TBa(2x)/70TGr/[Cold B]«	1	—	C	Normal(AA)
Dark, Weak	1D	130	FSpt/25	BF/VF	S/II#	10D	1 (90)	10TBa(4x)/50TGr	1	—	C	Normal(MD)
Dark, Normal	2D	115	FSpt/25	BF/VF	S/II#	20D	1 (85)	15TBa(4x)/55TGr/[Cold A,Depress A]«	1	—	C	Normal(AV)
Dark, Strong	3D	100	FSpt/25	BF/VF	S/I#	30D	1 (80)	20TBa(4x)/60TGr/[Cold B,Depress B]«	1	—	C	Normal(AA)
Earth, Weak	1D	45	Run/5	SL/MD	S/II#	10D	8 (50)	80SBa/30SGr	1	—	C	Passive(MD)
Earth, Normal	2D	35	Run/5	SL/MD	S/II#	20D	8 (45)	95SBa/40SGr/[Impact A,Puncture A]«	1	—	C	Passive(AV)
Earth, Strong	3D	25	Run/5	SL/MD	S/I#	30D	8 (40)	110MBa/50MGr/[Impact B,Puncture B]«	1	—	C	Passive(AA)
Electrical, Weak	1D	140	FSpt/30	BF/VF	S/II#	10D	1 (95)	15TBa(4x)/55TGr	1	—	C	Dominate(MD)
Electrical, Normal	2D	125	FSpt/30	BF/VF	S/II#	20D	1 (90)	20TBa(4x)/65TGr/[Elect A]«	1	—	C	Dominate(AV)
Electrical, Strong	3D	110	FSpt/30	BF/VF	S/I#	30D	1 (85)	25TBa(4x)/75TGr/[Elect B]«	1	—	C	Dominate(AA)
Fire, Weak	1D	70	Spt/15	FA/FA	S/II#	10D	1 (70)	30TBa(2x)(2D)/70TGr	1	—	C	Hungry(MD)
Fire, Normal	2D	60	Spt/15	FA/FA	S/I#	20D	1 (65)	35TBa(2x)(2D)/80TGr/[Heat A, Rad A]«	1	—	C	Hungry(AV)
Fire, Strong	3D	50	Spt/15	FA/FA	M/I#	30D	1 (60)	40TBa(2x)(2D)/90TGr/[Heat B, Rad B]«	1	—	C	Hungry(AA)
Gravity, Weak	1D	160	Dash/35	BF/BF	S/II#	10D	4 (70)	50SBa(3x)/70SGr	1	—	C	Dominate(MD)
Gravity, Normal	2D	140	Dash/35	BF/BF	S/I#	20D	4 (65)	60SBa(3x)/80SGr/[Crush A]«	1	—	C	Dominate(AV)
Gravity, Strong	3D	120	Dash/35	BF/BF	M/I#	30D	4 (60)	70MBa(3x)/90MGr/[Crush B]«	1	—	C	Dominate(AA)
Heat, Weak	1D	80	Spt/25	VF/VF	S/II#	10D	1 (80)	40TBa(2x)/70TGr	1	—	C	Normal(MD)
Heat, Normal	2D	70	Spt/25	VF/VF	S/I#	20D	1 (70)	45TBa(2x)/80TGr/[Heat A]«	1	—	C	Normal(AV)
Heat, Strong	3D	60	Spt/25	VF/VF	M/I#	30D	1 (60)	50SBa(2x)/90SGr/[Heat B]«	1	—	C	Normal(AA)
Ice, Weak	1D	40	Run/15	SL/FA	S/II#	10D	6 (50)	40TBa(2x)/60TGr	1	—	C	Passive(MD)
Ice, Normal	2D	35	Run/15	SL/FA	S/II#	20D	6 (45)	50SBa(2x)/70SGr/[Impact A,Cold A]«	1	—	C	Passive(AV)
Ice, Strong	3D	20	Run/15	SL/FA	S/I#	30D	6 (40)	60MBa(2x)/80MGr/[Impact B,Cold B]«	1	—	C	Passive(AA)
Inertia, Weak	1D	150	Dash/25	BF/BF	S/II#	10D	1 (65)	40SBa(3x)/70SGr	1	—	C	Dominate(MD)
Inertia, Normal	2D	130	Dash/25	BF/BF	S/I#	20D	1 (60)	50SBa(3x)/80SGr/[Impact A,Shock A]«	1	—	C	Dominate(AV)
Inertia, Strong	3D	110	Dash/25	BF/BF	M/I#	30D	1 (55)	60MBa(3x)/90MGr/[Impact B,Shock B]«	1	—	C	Dominate(AA)
Light, Weak	1D	140	FSpt/25	BF/VF	S/II#	10D	1 (95)	10TBa(4x)/50TGr	1	—	C	Normal(MD)
Light, Normal	2D	125	FSpt/25	BF/VF	S/II#	20D	1 (90)	15TBa(4x)/60TGr/[Radiation A]«	1	—	C	Normal(AV)
Light, Strong	3D	110	FSpt/25	BF/VF	S/LA#	30D	1 (85)	20TBa(4x)/70TGr/[Radiation B]«	1	—	C	Normal(AA)
Nether, Weak	1D	70	Spt/35	VF/VF	S/II#	10D	1 (80)	30TBa(3x)/70TGr	1	—	C	Passive(MD)
Nether, Normal	2D	60	Spt/35	VF/VF	S/I#	20D	1 (70)	40TBa(3x)/80TGr/[Disruption A]«	1	—	C	Passive(AV)
Nether, Strong	3D	50	Spt/35	VF/VF	M/I#	30D	1 (60)	50SBa(3x)/90SGr/[Disruption B]«	1	—	C	Passive(AA)
Nexus, Weak	1D	45	Run/5	SL/SL	S/II#	10D	8 (50)	90SBa/30SGr	1	—	C	Passive(MD)
Nexus, Normal	2D	35	Run/5	SL/SL	S/II#	20D	8 (45)	100SBa/40SGr/[Nexus A]«	1	—	C	Passive(AV)
Nexus, Strong	3D	25	Run/5	SL/SL	S/I#	30D	8 (40)	110MBa/50MGr/[Nexus B]«	1	—	C	Passive(AA)
Plasma, Weak	1D	80	Spt/15	VF/VF	S/II#	20H	12 (80)	30TBa(2x)(2D)/60TGr	1	—	C	Aloof(MD)
Plasma, Normal	2D	70	Spt/15	VF/VF	S/I#	35H	12 (75)	40SBa(2x)(2D)/70SGr/[Plasma A]«	1	—	C	Aloof(AV)
Plasma, Strong	3D	60	Spt/15	VF/VF	M/I#	50H	12 (70)	50MBa(2x)(2D)/80MGr/[Plasma B]«	1	—	C	Aloof(AA)
Spirit, Weak	1D	160	Dash/45	BF/BF	S/II#	10D	1 (95)	15TBa(3x)/30TGr	1	—	C	Carefree(MD)
Spirit, Normal	2D	140	Dash/45	BF/BF	S/II#	20D	1 (90)	20TBa(3x)/40TGr/[Mental A]«	1	—	C	Carefree(AV)
Spirit, Strong	3D	120	Dash/45	BF/BF	S/I#	30D	1 (85)	25TBa(3x)/50TGr/[Mental B]«	1	—	C	Carefree(AA)
Time, Weak	1D	160	Dash/65	BF/BF	S/II#	10D	1 (95)	10TBa(4x)/20TGr	1	—	C	Carefree(MD)
Time, Normal	2D	140	Dash/65	BF/BF	S/II#	20D	1 (90)	20TBa(4x)/30TGr/[Time A]«	1	—	C	Carefree(AV)
Time, Strong	3D	120	Dash/65	BF/BF	S/I#	30D	1 (85)	30TBa(4x)/40TGr/[Time B]«	1	—	C	Carefree(AA)
Vacid, Weak	1D	130	FSpt/25	VF/VF	S/II#	10D	1 (90)	15TBa(3x)/50TGr	1	—	C	Dominate(MD)
Vacid, Normal	2D	110	FSpt/25	VF/VF	S/II#	20D	1 (85)	20TBa(3x)/60TGr/[Vacid A]«	1	—	C	Dominate(AV)
Vacid, Strong	3D	90	FSpt/25	VF/VF	S/I#	30D	1 (80)	25TBa(3x)/70SGr/[Vacid B]«	1	—	C	Dominate(AA)
Vibration, Weak	1D	90	FSpt/30	VF/FA	S/II#	10D	1 (80)	30SBa(3x)/50SGr	1	—	C	Aloof(MD)
Vibration, Normal	2D	80	FSpt/30	VF/FA	S/I#	20D	1 (75)	35SBa(3x)/60SGr/[Vibration A]«	1	—	C	Aloof(AV)
Vibration, Strong	3D	70	FSpt/30	VF/FA	M/I#	30D	1 (70)	40MBa(3x)/70MGr/[Vibration B]«	1	—	C	Aloof(AA)
Water, Weak	1D	20	Spt/5	SL/FA	S/II#	10D	3 (60)	50SBa/50SGr	1	—	C	Normal(MD)
Water, Normal	2D	15	Spt/5	SL/FA	S/II#	20D	3 (55)	70SBa/60SGr/[Impact A]«	1	—	C	Normal(AV)
Water, Strong	3D	10	Spt/5	SL/FA	S/I#	30D	3 (50)	90MBa/70MGr/[Impact B]«	1	—	C	Normal(AA)
Wind, Weak	1D	90	FSpt/30	VF/VF	S/II#	10D	1 (80)	30SBa(3x)/50SGr	1	—	C	Playful(MD)
Wind, Normal	2D	80	FSpt/30	VF/VF	S/I#	20D	1 (75)	35SBa(3x)/60SGr/[Impact A,Vacuum A]«	1	—	C	Playful(AV)
Wind, Strong	3D	70	FSpt/30	VF/VF	M/I#	30D	1 (70)	40MBa(3x)/70MGr/[Impact B,Vacuum B]«	1	—	C	Playful(AA)

Note — Elementals may also cast an Elemental Cone Attack. A Weak Elemental's Cone Attack is +15, a Normal Elemental's Cone Attack is +30, and a Strong Elemental's Cone Attack is +45. If the elemental elects to cast a Cone Attack it loses Concussion points equal to its level.

Light Wispling Elemental: *(-)-(-)-8; flying sphere of light; 1"-3" diameter.*

Nether Wispling Elemental: *(-)-(-)-9; flying sphere of nether; 1"-3" diameter.*

Nexus Wispling Elemental: *(-)-(-)-8; teleporting sphere of nexus; 1"-3" diameter.*

Plasma Wispling Elemental: *(-)-(-)-8; flying sphere of plasma; 1"-3" diameter.*

Spirit Wispling Elemental: *(-)-(-)-9; flying sphere of spirit; 1"-3" diameter.*

Time Wispling Elemental: *(-)-(-)-9; flying sphere of time; 1"-3" diameter.*

Vacid Wispling Elemental: *(-)-(-)-8; flying sphere of vacid; 1"-3" diameter.*

Vibration Wispling Elemental: *(-)-(-)-8; flying sphere of vibration; 1"-3" diameter.*

Water Wispling Elemental: *(-)-(-)-8; flying sphere of water; 1"-3" diameter.*

Wind Wispling Elemental: *(-)-(-)-8; flying sphere of wind; 1"-3" diameter.*



6.11 ZEPHYR HOUNDS

Dragon breath streams from the sloppering mouths of the brutish zephyr hounds. A pack of the creatures devastates swiftly the lands through which it roams, adopting a wandering existence through necessity. Each breed of hound adheres to its own kind, fighting to the death in encounters with other breeds. All of these hounds can operate in daylight or at night, and they all blend in with their base environments (+50 to slaking/hiding).

Elemental Immunity: A zephyr hound is immune to elemental attacks consisting of its own elemental force.

Slaying Criticals: In addition to normal criticals, elemental attacks consisting of an opposing elemental force will deliver a slaying critical to a zephyr hound.

ZEPHYR HOUNDS

Aether Hound: *(-)-EKVX@#-7; 3-5 young; use aether breath (AetherBr); bolt range is 200'; cone length is 75' with a 50' base.*

The grey aether hound can move to and from the aether plane freely. To move to any other plane, the hound must go to the aether plane first. Their eyes are pools of glowing gold.

Air Hound: *(-)-EKVX@#,(Q)-5; 3-5 young; use air breath (AirBr); bolt range is 50'; cone length is 30' with a 20' base.*

This hound has pale blue eyes that glow in dark. Its breath weapon is invisible but has a distinctive dank and putrid smell. Its brown fur coat is silky long.

Chaos Hound: *(-)-EKVX@#-7; 3-5 young; use chaos breath (ChaosBr); bolt range is 200'; cone length is 75' with a 50' base.*

The chaos hound is constantly changing shape, color and size. One moment its bashing and the next it is clawing and biting. Pity the souls that tangles with this beast.

Cold Hound: *ktcf-EKX@#,G,AUW,T-4; 3-5 young; use cold breath (ColdBr); bolt range is 50'; cone length is 30' with a 20' base.*

A cold icy stare of dull pink eyes and a frosted white fur coat are the trademarks of this hound. It has no movement penalties on snow or ice.

Dark Hound: *(-)-EKVX@#,(Q)-5; 3-5 young; use dark breath (DarkBr); bolt range is 50'; cone length is 30' with a 20' base.*

This deep black furred hound and it's glowing black eyes has the look of death upon it venomous fangs. Black vapors swirl when it breathes. This hound display an intense dislike for sunshine and lighted areas preferring its close association with the dark of night.

Earth Hound: *(-)-EKVX@#,(Q)-5; 3-5 young; use earth breath (EarthBr); bolt range is 50'; cone length is 30' with a 20' base; can move in earth at half at it base rate.*

These hounds can merge with the ground and their brown fur is always covered with piece of dirt and small stones. Earth hounds love to roll around on freshly dug up earth — if one was to get close enough, they could be heard purring with delight. These hounds have been seen running half in and half out of the ground.

Electrical Hound: *asc-EKVX@#-5; 3-5 young; use electrical breath (ElBr); bolt range is 100'; cone length is 50' with a 30' base.*

These hounds' coats radiate the sizzling crack of live electricity. Arcs of electricity can be seen passing through and between the hounds glowing red eyes.

ZEPHYR HOUND STATISTICS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	# Enc	Treasure	Bonus EP	Outlook (IQ)
Aether Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50Aether Breath	1-10	q	E	Belligerent(NO)
Air Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60Air Breath	1-10	h	D	Belligerent(NO)
Chaos Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50Chaos Breath	1-10	q	E	Belligerent(NO)
Cold Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60Cold Breath	1-10	h	D	Belligerent(NO)
Dark Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60Dark Breath	1-10	h	D	Belligerent(NO)
Earth Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60Earth Breath	1-10	h	D	Belligerent(NO)
Electrical Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50Electrical Breath	1-10	m	E	Belligerent(NO)
Fire Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50Fire Breath	1-10	q	E	Belligerent(NO)
Gravity Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60Gravity Breath	1-10	h	D	Belligerent(NO)
Heat Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60Heat Breath	1-10	h	D	Belligerent(NO)
Ice Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50Ice Breath	1-10	r	E	Belligerent(NO)
Inertia Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60Inertia Breath	1-10	h	D	Belligerent(NO)
Light Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60Light Breath	1-10	h	D	Belligerent(NO)
Nether Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50Nether Breath	1-10	q	E	Belligerent(NO)
Nexus Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50Nexus Breath	1-10	q	E	Belligerent(NO)
Night Hound	5E	140	Dash/20	VF/FA	M/-	80G	4(30)	60MBi/50Gas Breath	1-10	l	D	Belligerent(NO)
Plasma Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50Plasma Breath	1-10	q	E	Belligerent(NO)
Spirit Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50Spirit Breath	1-10	q	E	Belligerent(NO)
Storm Hound	3C	140	Dash/20	VF/FA	M/-	60G	4(30)	50MBi/60Shock Breath	1-10	g	D	Belligerent(NO)
Time Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50Time Breath	1-10	q	E	Belligerent(NO)
Vacid Hound	5E	140	Dash/20	VF/FA	M/-	80G	4(30)	60MBi/50Vacid Breath	1-10	m	E	Belligerent(NO)
Vapor Hound	5E	140	Dash/20	VF/FA	M/-	80G	4(30)	60MBi/50Gas Breath	1-10	m	E	Belligerent(NO)
Vibration Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60Vibration Breath	1-10	h	D	Belligerent(NO)
Water Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60Water Breath	1-10	h	D	Belligerent(NO)
Wind Hound	5E	140	Dash/20	VF/FA	M/-	80G	4(30)	60MBi/50Wind Breath	1-10	m	E	Belligerent(NO)

Fire Hound: *nams-EKVX@#,RUW-5; 3-5 young; uses fire breath (FireBr); bolt range is 100', cone length is 50' with a 30' base.*

Glowing red eyes match the smoking flames that roar from a fire hound's fanged mouth. Soot dulls it coppery fur and marks the ground where it passes. A pack of fire hounds pollutes the air and earth with ashen residue while shedding the blood of all who cross their path.

Gravity Hound: *(-)-EKVX@#,-5; 3-5 young; uses gravity breath (GravBr); bolt range is 50'; cone length is 30' with a 20' base.*

The gravity hound is brown with glowing golden eyes. As a pack of gravity hounds runs from place to place, a trail of destruction is left. One can spot them by the sound of objects being crushed and broken and by the sight of objects "leaping" into the air.

Heat Hound: *nams-EKVX@#,-5; 3-5 young; uses heat breath (HeatBr); bolt range is 50'; cone length is 30' with a 20' base.*

A close cousin to the fire hound, this hound cooks the land and air without the benefits of flame. Its fur is dry and coarse and light grey in color.

Ice Hound: *ktcf-EKX@#,G,AUW,T-4; 3-5 young; use ice breath (IceBr); bolt range is 100'; cone length is 50' with a 30' base.*

Grey fur and florescent blue eyes suggest the frigid nature of this hound. It is very sure-footed on snow and ice and suffers no maneuver penalties.

Inertia Hound: *(-)-EKVX@#,(Q)-5; 3-5 young; use inertia breath (InertBr); bolt range is 50'; cone length is 30' with a 20' base; suffers no movement exhaustion for walking, fast walk, or running pace* ***and*** *only half exhaustion for sprint, fast sprint and dash.*

These black and grey hounds love to run and run and run. They have been known to run for several days straight without stopping.

Light Hound: *(-)-EKVX@#,(Q)-5; 3-5 young; use light breath (LightBr); bolt range is 50'; cone length is 30' with a 20' base.*

These blonde hounds love to bath in the sunlight. Their eyes glow as white specks in the glory of the hot sun. They sleep during the dark nights, only straying about if bothered or harassed.

Nether Hound: *(-)-EKVX@#-7; 3-5 young; use nether breath (NeBr); bolt range is 200'; cone length is 75' with a 50' base.*

The nether hound's fur is black with traces of white. Its totally black eyes give it the appearance of being blinded or eyeless.

Nexus Hound: *(-)-EKVX@#-7; 3-5 young; use nexus breath (NxBr); bolt range is 200'; cone length is 75' with a 50' base; moves between the planes freely; and thus can "teleport/long door" at will.*

The nexus hound has a black coat and orange glowing eyes. It can "step" from one plane to another. It favorite tactic is leap on it victim and then 'blink' into another plane with the victim (if a RR is failed). Once on the other plane the hound 'blinks' back leaving the victim on the other plane; coming back to feed later.

Night Hound: *wmskt-EKX@#,RUW-6; 3-5 young; uses gas breath (GasBr) 4th level poison (Var. C) which induces comas:* mild *1-10 rounds,* moderate *1-10 minutes,* serious *1-10 hours,* extreme *1-10 days; each breath will coalesce into a 10'R sphere after the first round and drift with the wind, lasting 2-20 rounds before dispersing; cone length is 50' with a 30' base; it is immune to sleep spells. Its elemental forces are dark and air.*

Night hounds shun the sun, wandering by starlight when their coal black coats conceal their presence.

Plasma Hound: *(-)-EKVX@#-7; 3-5 young; use plasma breath (PlasmaBr); bolt range is 200'; cone length is 75' with a 50' base.*

These hounds are engulfed in fire and ice, light and dark, changing from one moment to the next. They have silvery globes for eyes.

Spirit Hound: *(-)-EKVX@#-7; 3-5 young; use spirit breath (SpBr); bolt range is 200'; cone length is 75' with a 50' base.*

These hounds' white coats are spotted brown and yellow markings. Their eyes glow with a bright intelligence not found in most beasts. These are perhaps the most cunning beasts that a hunter can come up against.

Storm Hound: *hnwmk-EKX@#,FLMQ-5; 3-5 young; use shock breath (ShBr); bolt range is 100'; cone length is 50' with a 30' base; Its elemental forces are electricity and air.*

Static-filled, yellow fur crackles around the lithe forms of these hounds, and their eyes glow citron yellow.

Time Hound: *(-)-EKVX@#-7; 3-5 young; use time breath (TimeBr); bolt range is 200'; cone length is 75' with a 50' base; moves forward or back in time freely.*

These hounds' coats are as black as midnight and as white as pure snow. Their fur coloring is constantly changing giving them a grey appearance. Their eyes are vast pools of ageless wisdom. The time hound loves to toy with it victim by moving back and forward in time as it makes its attacks.

Vacid Hound: *(-)-EKVX@#-5; 3-5 young; use vacid breath (VacidBr); bolt range is 100'; cone length is 50' with a 30' base; never stunned.*

The vacid hound has a coat of copper with white stripes. The vivid pink eyes glow with hatred for all living things.

Vapor Hound: *hw-EKVX@#,FILMQS-6; 3-5 young; use gas breath (GasBr) 3rd level reduction poison (Var. B); cone length is 30' with a 20' base; each breath will coalesce into a 5'R sphere after the first round and drift on the wind, lasting 1-10 rounds before dispersing; immune to all reduction poisons. Its elemental forces are air and chaos.*

Soft-footed as the breeze, these hounds stalk their prey with feline care. Disguised by thick snowy coats, they creep along the ground like small clouds to bathe victims in a fog of green vapor.

Vibration Hound: *(-)-EKVX@#,(Q)-5; 3-5 young; use vibration breath (VibrBr); bolt range is 50'; cone length is 30' with a 20' base.*

The white and grey hairs of this hound's fur coat are stiff and very sturdy. It marks it passage by rubbing up against trees, leaving gapping wounds.

Water Hound: *hnwmk-EKVX@#,FILMQS-5; 3-5 young; use water breath (WaterBr); bolt range is 100'; cone length is 30' with a 20' base; can swim well and can breathe water as well as air.*

These founds are as much at home in the water as on land. Many a swimmer has found himself besieged by these blue-furred hounds both in the surf and on the beach.

Wind Hound: *(-)-EKVX@#-5; 3-5 young; use wind breath (WindBr); bolt range is 100'; cone length is 50' with a 30' base.*

The grey hounds, as these hounds have been called, are covered with long silk fur. They love to put their snouts into the on coming wind — he higher the wind speed the better. These hounds frequent regions of strong winds.

7.0 ELEMENTAL MODIFICATIONS

7.1 SPELL MASTERY

When a GM requires elemental spell users to make spell mastery skill rolls when using elemental spells, the modifiers provided in the Elemental Modifications Chart should be used. The applicable factor/situation should be cross-indexed with the type of elemental force being used: i.e., column "A" is for lesser basic elements, column "B" is for greater basic elements, column "C" is for compound elements, column "D" is for super compound elements, and column "E" is for complex elementals.

The Modifications

The situation/factors that have modifiers that could affect an elemental spell mastery roll are:

Elemental Type — This factor only applies if an elemental creature is involved with the spell, i.e., an elemental creature is being summoned, created, controlled, manipulated, etc. For example, this type of modification could be used if summoning a specific elemental creature. The racial types are: Wispling Elemental, Servant Elemental, Riding Elemental, Non-Intelligent Elemental, Intelligent Elemental, and Guardian Elemental.

Purity — This factor is based upon the purity level (see Section 15.0) of raw elemental force the spell caster is trying to manipulate. The purity levels are: Lesser, Normal, Greater, Minor, Major, Superior, and Elemental Plane.

Maturity — This factor, the age/level of an elemental creature, only applies if the elemental creature is involved with the spell, i.e., an elemental creature is being summoned, created, controlled, manipulated, etc. The maturity levels are: Weak, Normal, Strong, Unusually Powerful.

Attack Size — This factor applies if an elemental attack is involved with the spell, i.e., the spell is an elemental attack spell. The sizes are: Tiny, Small, Medium, Large, Super Large, and Huge.

Spell Complexity — This factor refers to the complexity of the elemental spell. There are three levels of complexity: level one, level two and level three.

- *Level one* complexity spells are the simplest elemental spells to use, they include spells involving: bolts, walls, 'touch', clouds/fogs, server elementals, shields, resistance, summoning, etc.

ELEMENTAL MODIFICATIONS CHART

	Lesser Basic — Elemental Structure A	Greater Basic — Elemental Structure B	Compound — Elemental Structure C	Super Compound — Elemental Structure D	Complex — Elemental Structure E
Type of Elemental					
Wispling Elemental	+10	+5	+0	-10	-20
Servant Elemental	+5	+0	-10	-20	-30
Riding Elemental	+0	-10	-20	-30	-50
Non-Intelligent Elemental	-10	-20	-30	-50	-70
Intelligent Elemental	-20	-30	-50	-70	-90
Guardian Elemental	-30	-50	-70	-90	-120
Elemental's Maturity					
Weak	+0	-5	-10	-20	-30
Normal	-5	-10	-20	-30	-50
Strong	-10	-20	-30	-50	-70
Unusually Powerful	-20	-30	-50	-70	-90
Purity of Elemental Force					
Lesser	+10	+5	+0	5	-10
Normal	+5	+0	-5	-10	-20
Greater	+0	-5	-10	-20	-30
Minor	-5	-10	-20	-30	-50
Major	-10	-20	-30	-50	-70
Superior	-20	-30	-50	-70	-90
Elemental Plane	-30	-50	-70	-90	-120
Attack Size					
Tiny	+0	-5	-10	-20	-30
Small	-5	-10	-20	-30	-50
Medium	-10	-20	-30	-50	-70
Large	-20	-30	-50	-70	-90
Super Large	-30	-50	-70	-90	-120
Huge	-50	-70	-90	-120	-150
Spell Complexity					
Level I (bolts, summoning, etc.)	+10	+0	-10	-20	-30
Level II (balls, controlling, etc.)	+0	-10	-20	-30	-50
Level III (cones, mastering, etc.)	-10	-20	-30	-50	-70
Element's Relation to the Caster					
Primary Element	+10	+0	-10	-20	-30
Secondary Element	+0	-10	-20	-30	-50
Opposing to Primary	-10	-20	-30	-50	-70
Opposing to Secondary	-20	-30	-50	-70	-90
Other	-5	-15	-25	-40	-60
RR Modifier due to Type of Target Elemental					
Wispling Elemental	-20	-15	-10	-5	+0
Servant Elemental	-15	-10	-5	+0	+5
Riding Elemental	-10	-5	+0	+5	+10
Non-Intelligent Elemental	-5	+0	+5	+10	+15
Intelligent Elemental	+0	+5	+10	+15	+20
Guardian Elemental	+5	+10	+15	+20	+25
RR Modifiers due to Maturity of Target Elemental					
Weak	-50	-30	-20	-15	-10
Normal	-30	-20	-15	-10	-5
Strong	-20	-15	-10	-5	+0
Unusually Powerful	-15	-10	-5	+0	+5

- *Level two* complexity spells are more difficult to use, they include spells involving: balls, circles, 'entangle', storms, elemental beasts, armor, protection, controlling, etc.
- *Level three* complexity spells are the most difficult use, they include spells involving: cones, 'enshroud', 'bonds', fields, elemental beings, weapons, immolation, mastering, etc.

Element's Relation to the Caster — This factor is the elemental force's relation to the caster; the elemental force can fall into one of the following five categories: his primary element, his secondary element, opposing to his primary element, opposing to his secondary element.

Using the Modifications

Below we provide some suggestions on which spell mastery modifiers to use for certain categories of spells.

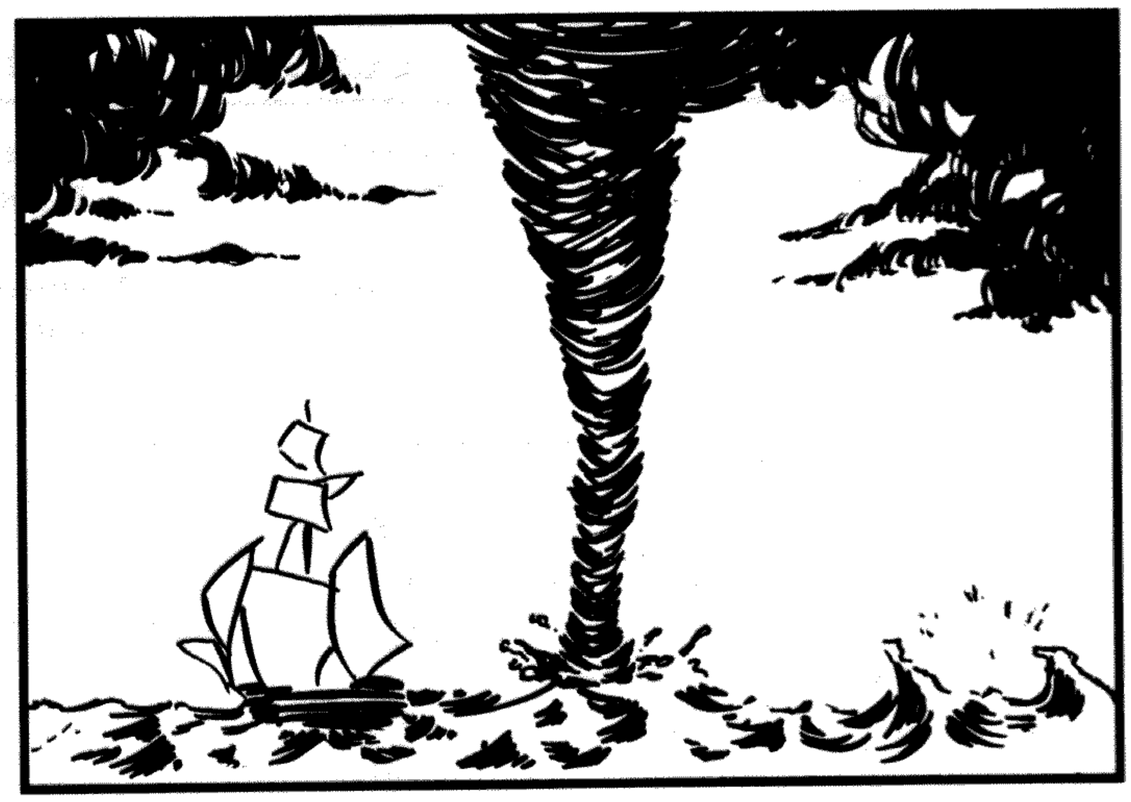
Elemental Attack Spells — Spell mastery attempts for elemental attack spells may be modified by: purity rating, attack size, spell complexity, and the element's relationship to the caster.

Mobility/Nonmobile Spells — Spell mastery attempts for these spell may be modified by: purity rating, spell complexity, and the element's relationship to the caster.

Item Spells — Spell mastery attempts for these spell may be modified by: purity rating, spell complexity, and the element's relationship to the caster.

Summoning Spells — Spell mastery attempts for these spell may be modified by: purity rating, the summoned elemental's maturity, spell complexity, and the element's relationship to the caster.

Protection Spells — Spell mastery attempts for these spell may be modified by: purity rating, spell complexity, and the element's relationship to the caster.



7.2 RESISTANCE ROLL MODIFIERS

These modifications only comes into play if a target elemental is forced to make a RR.

RR Elemental Type Modifiers — The types of elementals are: Wispling Elemental, Servant Elemental, Riding Elemental, Non-Intelligent Elemental, Intelligent Elemental, and Guardian Elemental.

RR Elemental Maturity Modifiers — The maturity levels are: Weak, Normal, Strong, Unusually Powerful.

8.0 NON ELEMENTAL SPELL USERS

Section 3.0 presents some guidelines for the use of elemental spells and spell lists by non elemental spell users. GM may also wish to use some of the modifications and additional guidelines presented in this section.

Using Proto-elemental Material

A GM may wish to prohibit the use of proto-elemental material and spells by non elemental spell users (see Section 15.0).

Attack Tables Used

A GM may decide to allow non elemental spell users to use the Normal Elemental Force Attack Table 9.4 in lieu of the elemental attack tables found in *Spell Law*.

Option 1: A non elemental spell user must choose which attack table(s) to use when he learns his first elemental attack spell. It is suggested that each such spell user use either the *SL* tables or Table 9.4, but not both.

Option 2: A non elemental spell user may choose which attack table to use each time he casts an elemental attack spell.

Learning Elemental Spell Lists

A GM may wish to prohibit the learning of closed elemental spell lists by non elemental spell users.

9.0 ELEMENTAL FORCE ATTACK TABLES

9.1 GUIDELINES

The *Elemental Companion* provides six elemental force attack tables for use with an alternative system for resolving elemental attacks (e.g., bolts, balls, cones, etc.). These tables limit the maximum damage that an attack can do by the "size" of the attack; this attack size is usually the size of the being or creature making the attack. In certain cases, the attack size can also be affected the exact composition of the elemental force being used.

Note: *These tables grew out of the belief that a Dragon should be more deadly than a Magician when both are using the same type of elemental attack.*

Attack Size — Maximum Results

Each table has six maximum result thresholds: Tiny, Small, Medium, Large, Super Large, and Huge. An attacker's modified elemental attack roll (EAR, see *SL* Section 8.4.1) can not exceed the attack's maximum result threshold based upon the attacker's size. That is, treat modified EARs above an attack's maximum result threshold as being equal to the threshold. For example, man is medium sized and thus his elemental attacks are limited by the Medium maximum result thresholds of "146-150" on the Elemental Force Attack Tables 9.3-9.8.

Purity — Attack Table Used

As the "purity" of an elemental force attack increases, the amount of potential damage also increases. The purity of an elemental attack determines which Elemental Force Attack Table (9.3-9.8) is used to resolve the attack. Tables 9.3-9.5 cover attacks made by standard elemental forces, while Tables 9.6-9.8 cover attacks made by proto-elemental forces (see Section 15.0).

In the case of *elemental attack spells*, the attack table used (and thus the purity) is stated in the spell description.

Elemental Force Attack Table	Purity Level
Lesser (9.3)	01% - 25% purity (elemental force)
Normal (9.4)	26% - 75% purity (elemental force)
Greater (9.5)	76%+ purity (elemental force)
Minor (9.6)	01% - 10% purity (proto-elemental force)
Major (9.7)	11% - 40% purity (proto-elemental force)
Superior (9.8)	41% - 50% purity (proto-elemental force)

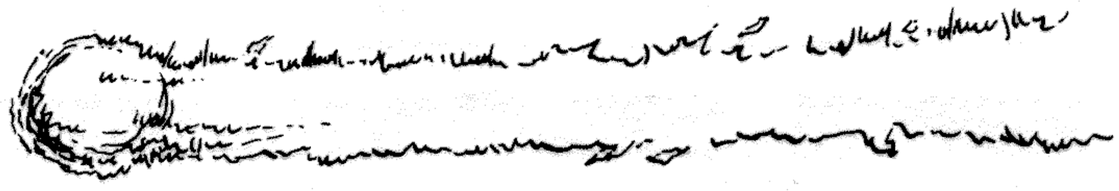
Note: *Proto-elemental force attacks of greater than 51% purity should only be allowed on the elemental force's home elemental plane (see Section 14.0). In which case, a GM may wish to reassign the purity ranges to: 01%–25% (minor), 26%–75% (major), 76% and greater (superior).*

Criticals — Critical Table Used

The type of critical(s) delivered by an elemental attack is based upon the type of elemental force used. Critical results of F–J indicated that two or three criticals *might* be delivered by an elemental force attack (see the chart below). A separate roll is made for each critical and all results are applied cumulatively.

Critical Indicated on Attack Table	Primary Critical	Secondary Critical	Tertiary Critical
A	A	—	—
B	B	—	—
C	C	—	—
D	D	—	—
E	E	—	—
F	E	A	—
G	E	B	—
H	E	C	A
I	E	D	B
J	E	D	C

Lesser Basic elemental attacks do not deliver multiple criticals, so ignore secondary criticals and tertiary criticals. Greater Basic elemental attacks do not deliver tertiary criticals, so ignore tertiary criticals. The chart below indicates the critical types for primary, secondary, and tertiary criticals, based on the elemental force type of the attack.



Element Force	Primary Critical	Secondary Critical	Tertiary Critical
air	vacuum	—	—
cold	cold	—	—
light	radiation	—	—
vibration	vibration	—	—
water	impact	—	—
gravity	krush	stress	—
heat	heat	shock	—
dark	cold	depression	—
inertia	impact	shock	—
earth	impact	krush	—
electrical	electrical	impact	heat
fire	heat	radiation	heat
ice	impact	cold	cold
wind	impact	vacuum	impact
plasma	plasma	cold	electrical
vacid	shock	stress	varies
aether	aether	aether	aether
chaos	acid	physical alteration	acid
nether	disruption	stress	stress
nexus	physical alteration	vibration	vibration
spirit	mental	mental	mental
time	time	time	time

9.2 ADDITIONAL E.A.R. MODIFICATIONS

This section outlines the normal Spell Law elemental attack procedure (Section 8.4.1) along with some additional special EAR (Elemental Attack Roll) modifications:

Bolts: Bolt attacks are modified by the target's DB, by the attacker's directed spell skill bonus, and perhaps by a number of other factors outlined in *SL* Section 8.4.1, *SL* Table 15.3, and in this section.

Balls & Cones: Ball attacks and cone attacks are modified by the target's DB, and perhaps by a number of other factors outlined in *SL* Section 8.4.1, *SL* Table 15.3, and in this section For these purposes, both types of attacks are "area attacks." See Section 12.0 for more on cone attacks.

Option: *For a target inside of the area of effect of a ball or a cone attack, a GM may wish to automatically inflict an "A" critical in addition to a normal attack.*

Example: *Blackson, a 7th level common man Rogue Elementalist has 5 skill ranks in directed spells for Dark Bolts, resulting in a total directed spell skill bonus of 49. He attacks a target 40' away with a Greater Dark Bolt spell; the applicable modifications are: -20 (target's defensive factors) and +0 (range modifier). No other modifiers apply. Blackson rolls a 48, for a modified EAR of 77 = 48 -20 +49. Using the Greater Elemental Force Attack Table 9.5 and cross-indexing 77 with the target's AT of 3, we get an attack result "16B."*

Standard Range Modifications

Range	EAR Modification
0' – 10'	+35
11' – 50'	+0
51' – 100'	-25
101'– 200'	-40
201' – 300'	-55
301' – up	-75

The Modified EAR

Modified EAR =

Elemental Attack Roll (1-100 open-ened)
+ caster's directed spell skill bonus for *non-area attack* spells
(skill rank bonus+stat bonus+level bonus)
+ caster's level for *area attack* spells
(skill rank bonus+stat bonus+level bonus)
+ range modifiers
(see below and *SL* Section 8.4.1)
- target's defensive factors
(see *SL* Table 15.3)
± miscellaneous factors
(see *SL* Table 15.3)
± miscellaneous factors
(GM assigned)

ELEMENTAL ATTACK ROLL MODIFICATIONS

A/D	CATEGORY	EFFECT	NOTES
A	Level of Spell Caster	+1 per level	
A	Caster's Agility (NA)	-25 to +35	See SL Table 10.93.
A	Caster's Spell Expertise	+0 to +50	May be higher (see SL Opt. Rule 9.7).
A,D	Spells	+ (variable)	Depends on specific spell.
A,D	Items	+ 5 per bonus	+ 1 if a 3-18 system is used.
D	Defender's Quickness	-25 to +35	See SL Table 10.93.
D	Full Cover	-60	Detected, but not sighted; Quickness bonus not used.
D	Partial Cover	-30	Less than half of target sighted; QU bonus not used.
D	Static Target	+30	Applies only to prone and/or surprised targets without cover being used; Quickness bonus not used.
D	Wall Shield (NA)	-30	Must be facing caster.
D	Full Shield (NA)	-20	Must be facing caster.
D	Normal Shield (NA)	-15	Must be facing caster.
D	Target Shield (NA)	-5	Must be facing caster.
D	No Helmet	+5	
D	Full Helmet (covers face)	-5	
D	Center Point of Area Spell	+20	Only applies to area spells like Fireball.
D	Range	-75 to +35	See specific attack table.

(NA) = Not applicable to area spells. A = Based on Attacker. D = Based on Defender.

9.3 LESSER ELEMENTAL FORCE ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	0	0
11-20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
21-30	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
31-35	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
36-40	2	2	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	2	0
41- 45	2	3	2	1	2	2	1	0	1	0	0	0	1	1	0	0	1	1	4	0
46-50	3	4	3	2	2	3	3	1	1	1	1	0	2	2	1	0	2	3	6	3
	Maximum Results for Tiny Attack																			
51-55	3	4	4	4	2	4	4	3	2	2	3	1	3	3	2	1	3	5	7	5
56-60	4	5	5	6	3	5	6	5	2	3	5	3	4	4	3	3	4	6	8	7
61-65	4	5	6	7	4	6	7	7	3	4	6	5	5	5	4	5	5	7	9	9
66-70	5	6	7	9	4	7	8	9	3	4	7	7	6	6	5	7	6	8	10	10
71-75	5	6	8	10	5	8	9	10	4	5	8	9	7	7	6	9A	7	9	11	11A
76-80	5	7	9	11	5	9	9	11	4	5	9	11A	8	8	7	11A	8	10	12A	12A
81-85	6	7	10	12	6	9	11	12A	5	6	10	13A	9	9	8	13A	9	11	13A	13A
86-90	6	8	11	14A	6	10	12	14A	6	7	12A	15A	10	10	9	15A	10	12	14A	14A
91-95	6	8	12	15A	8	10	13A	16A	6	8	14A	17A	11	11	10A	16A	11	13A	15A	16A
96-100	7	9	13A	16A	8	11	14A	17A	7	9	15A	18A	12	12A	11A	17A	12A	14A	16A	18A
	Maximum Results for Small Attack																			
101-105	7	9	14A	17A	9	11	15A	18A	7	10	16A	19A	13A	13A	12A	18B	13A	16A	18A	20B
106-110	7	10	15A	18A	0	12	16A	19A	8	11A	17A	20B	14A	14A	13A	19B	14A	18A	20B	22B
111-115	8	10	16A	19A	10	12A	17A	20A	8	11A	18A	21B	15A	15A	15A	20B	16A	20A	22B	24B
116-120	8	11A	17A	20A	11A	13A	19A	22B	9A	12A	19B	22B	16A	16A	16B	22B	18A	22A	24B	26B
121-125	9A	12A	18A	21B	12A	14A	20B	23B	10A	13A	20B	23B	17A	17B	18B	24B	20A	24B	26B	28B
126-130	9A	12A	19A	22B	12A	14A	20B	23B	10A	13A	21B	24B	18B	18B	20B	26B	22B	26B	28B	30B
131-135	9A	13A	20B	23B	13A	14A	21B	24B	10A	14A	22B	25B	19B	19B	21B	28C	24B	28B	30B	32C
136-140	10A	13A	21B	24B	14A	15A	22B	25B	11A	14A	23B	26B	20B	20B	22B	30C	26B	30B	32C	34C
141-145	10A	14A	22B	25B	15A	16A	23B	26B	11A	15B	24B	27B	21B	21B	24B	32C	28B	32B	34C	36C
146-150	10A	14B	23B	26B	16B	16B	24B	27B	11A	15B	25B	28B	22B	22B	26C	34C	30B	34B	36C	38C
	Maximum Results for Medium Attack																			
151-155	11A	15B	24B	27B	17B	18B	26B	28C	12B	16B	26C	29C	23B	24C	27C	36C	32B	36C	38C	40C
156-160	11A	15B	25B	28B	18B	20B	27B	30C	12B	17B	27C	30C	24C	25C	28C	38C	34C	38C	40C	42C
161-165	12B	16B	26B	29C	19B	22B	28B	31C	13B	18B	28C	31C	25C	26C	29C	40D	36C	40C	42C	44D
166-170	12B	17B	27B	30C	20B	24B	28C	31C	13B	19B	29C	32C	26C	27C	30C	42D	38C	42C	44D	46D
171-175	12B	17B	28C	31C	21B	25B	29C	32C	14B	20C	30C	33C	27C	28C	31C	44D	40C	44C	46D	48D
176-180	13B	18B	29C	32C	22C	26C	30C	33C	14B	21C	31C	34C	28C	29C	32D	46D	42C	46C	48D	50D
181-185	13B	18B	30C	33C	23C	27C	31C	34C	15B	22C	32C	35C	29C	31D	33D	48D	44C	48D	50D	52D
186-190	13B	19C	31C	34C	24C	28C	32C	35D	16C	22C	33C	36D	30D	32D	34D	50D	46D	50D	52D	54D
191-195	14B	19C	32C	35C	25C	29C	34C	36D	16C	23C	34D	37D	31D	33D	35D	52D	48D	52D	54D	56E
196-200	14B	20C	33C	36C	26C	30C	35C	38D	16C	24C	35D	38D	32D	34D	37D	54E	50D	54D	56E	58E
	Maximum Results for Large Attack																			
201-205	15C	20C	34C	37D	27C	31C	36D	39D	17C	24D	36D	39D	33D	35D	38D	56E	51D	55D	58E	60E
206-210	15C	21C	35C	38D	28D	32D	36D	39D	17C	25D	37D	40D	34D	36D	39E	58E	52D	56D	60E	62E
211-215	15C	22C	36D	39D	29D	33D	37D	40D	17C	25D	38D	41D	35D	37E	41E	60E	53D	57E	61E	64E
216-220	16C	22C	37D	40D	30D	35D	38D	41D	18C	26D	39D	42E	36E	38E	43E	62E	54E	58E	62E	66E
221-225	16C	23D	38D	41D	31D	36D	39D	42D	18D	26D	40D	43E	37E	39E	45E	63E	55E	59E	63E	68E
226-230	16C	23D	39D	42D	32D	37D	40D	43E	19D	27D	41E	44E	38E	40E	46E	64E	56E	60E	64E	70E
231-235	17C	24D	40D	43D	33D	38D	42D	44E	20D	28D	42E	45E	39E	41E	47E	65E	57E	61E	65E	72E
236-240	17C	24D	41D	44E	34D	39D	43D	44E	21D	29E	43E	46E	40E	42E	48E	66E	58E	62E	66E	74E
241-245	18D	25D	42D	45E	35D	40D	44E	45E	22D	30E	44E	47E	41E	43E	49E	67E	59E	63E	67E	76E
246-250	18D	25D	43E	46E	36D	40D	44E	45E	23E	31E	45E	48E	42E	44E	50E	68E	60E	64E	68E	78E
	Maximum Results for Super Large Attack																			
251-255	18D	26D	44E	47E	37E	41E	45E	46E	24E	32E	46E	49E	43E	45E	51E	69E	61E	65E	69E	79E
256-260	19D	27E	45E	48E	38E	42E	46E	47E	25E	33E	47E	50E	44E	46E	52E	70E	62E	66E	70E	80E
261-265	19D	27E	46E	49E	39E	43E	47E	48E	26E	33E	48E	51E	45E	47E	53E	71E	63E	67E	71E	81E
266-270	19E	28E	47E	50E	40E	44E	48E	49E	37E	34E	49E	52E	46E	48E	54E	72E	64E	68E	72E	82E
271-275	20E	28E	48E	51E	41E	46E	50E	50E	28E	35E	50E	53E	47E	49E	55E	73E	65E	69E	73E	83E
276-280	20E	29E	49E	52E	42E	47E	51E	52E	29E	35E	51E	54E	48E	50E	56E	74E	66E	70E	74E	84E
281-285	21E	29E	50E	53E	43E	48E	52E	53E	30E	35E	52E	55E	49E	51E	57E	75E	67E	71E	75E	85E
286-290	21E	30E	51E	54E	44E	49E	52E	53E	31E	36E	53E	56E	50E	52E	59E	76E	68E	72E	76E	86E
291-295	21E	30E	52E	55E	45E	50E	53E	54E	32E	36E	54E	57E	51E	53E	60E	77E	69E	73E	77E	87E
296-300	22E	31E	53E	56E	46E	51E	54E	55E	33E	37E	55E	58E	52E	54E	62E	78E	70E	74E	78E	88E
	Maximum Results for Huge Attack																			
UM 100	26E	35E	58E	61E	50E	55E	58E	60E	37E	41E	59E	63E	58E	62E	69E	85E	79E	83E	87E	97E

9.4 NORMAL ELEMENTAL FORCE ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	0	0
11-20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
21-30	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
31-35	2	2	1	0	4	1	0	0	0	0	0	0	0	0	0	0	0	0	4	0
36-40	3	3	4	1	4	4	1	0	1	0	0	0	1	1	0	0	1	1	5	0
41- 45	4	4	5	4	5	5	4	1	4	1	1	0	4	4	1	1	4	4	7A	1
46-50	5	5	6	6	5	6	6	4	4	4	4	1	5	5	4	4A	5	6	9A	6A
	Maximum Results for Tiny Attack																			
51-55	6	6	7	7	5	7	7	6	5	5	6	4A	6	6	5	5A	6	8A	10A	8A
56-60	7	7	8	9	6	8	9	8A	5	6	8	6A	7	7	6A	6A	7A	9A	11A	10A
61-65	7	8	9	10A	7	9	10	10A	6	7	9A	8A	8	8	7A	8A	8A	10A	12A	12A
66-70	8	9	10	12A	7	10	11A	12A	6	7	10A	10A	9	9A	8A	10A	9A	11A	13A	13A
71-75	8	9	11A	13A	8	11	12A	13A	7	8A	11A	12A	10A	10A	9A	12B	10A	12A	14A	14B
76-80	8	10	12A	14A	9	12A	13A	14A	7A	8A	12A	14B	11A	11A	10A	14B	11A	13A	15B	15B
81-85	9	10A	13A	15A	9A	12A	14A	15B	8A	9A	13A	16B	12A	12A	11A	15B	12A	14A	16B	16B
86-90	9A	11A	14A	17B	9A	13A	15A	17B	9A	10A	15B	18B	13A	13A	12A	18B	13A	15A	17B	17B
91-95	9A	11A	15A	18B	11A	13A	16B	19B	9A	11A	17B	20B	14A	14A	13B	19B	14A	16B	18B	19B
96-100	10A	12A	16B	19B	11A	14A	17B	20B	10A	12A	18B	21B	15A	15B	14B	20B	15B	17B	19B	21B
	Maximum Results for Small Attack																			
101-105	10A	12A	17B	20B	12A	14A	18B	21B	10A	13A	19B	22B	16B	16B	15B	21C	16B	19B	21B	23C
106-110	10A	13A	18B	21B	13A	15A	19B	22B	11A	14A	20B	23C	17B	17B	16B	22C	17B	21B	23C	25C
111-115	11A	13A	19B	22B	13A	15A	20B	23B	11A	14B	21B	24C	18B	18B	18B	23C	19B	23B	25C	27C
116-120	11A	14B	20B	23B	14B	16B	22B	25C	12B	15B	22C	25C	19B	19B	19C	25C	21B	25B	27C	29C
121-125	12B	15B	21B	24C	15B	17B	23C	26C	13B	16B	23C	26C	20B	20C	21C	27C	23B	27C	29C	31C
126-130	12B	15B	22B	25C	15B	17B	23C	26C	13B	16B	24C	27C	21C	21C	23C	29C	25C	29C	31C	33C
131-135	12B	16B	23C	26C	16B	17B	24C	27C	13B	17B	25C	28C	22C	22C	24C	31D	27C	31C	33C	35D
136-140	13B	16B	24C	27C	17B	18B	25C	28C	14B	17B	26C	29C	23C	23C	25C	33D	29C	33C	35D	37D
141-145	13B	17B	25C	28C	18B	19B	26C	29C	14B	18C	27C	30C	24C	24C	27C	35D	31C	35C	37D	39D
146-150	13B	17C	26C	29C	19C	19C	27C	30C	14B	18C	28C	31C	25C	25C	29D	37D	33C	37C	39D	41D
	Maximum Results for Medium Attack																			
151-155	14B	18C	27C	30C	20C	21C	29C	31D	15C	19C	29D	32D	26C	27D	30D	39D	35C	39D	41D	43D
156-160	14B	18C	28C	31C	21C	23C	30C	33D	15C	20C	30D	33D	27D	28D	31D	41D	37D	41D	43D	45D
161-165	15C	19C	29C	32C	22C	25C	31C	34D	16C	21C	31D	34D	28D	29D	32D	43E	39D	43D	45D	47E
166-170	15C	20C	30C	33D	23C	27C	31D	34D	16C	22C	32D	35D	29D	30D	33D	45E	41D	45D	47E	49E
171-175	15C	20C	31C	34D	24C	28C	32D	35D	17C	23D	33D	36D	30D	31D	34D	47E	43D	47D	49E	51E
176-180	16C	21C	32D	35D	25D	29D	33D	36D	17C	24D	34D	37D	31D	32D	35E	49E	45D	49D	51E	53E
181-185	16C	21C	33D	36D	26D	30D	34D	37D	18C	25D	35D	38D	32D	34E	36E	51E	47D	51E	53E	55E
186-190	16C	22D	34D	37D	27D	31D	35D	38E	19D	25D	36D	39E	33E	35E	37E	53E	49E	53E	55E	57E
191-195	17C	22D	35D	38D	28D	32D	37D	39E	19D	26D	37E	40E	34E	36E	38E	55E	51E	55E	57E	59F
196-200	17C	23D	36D	39D	29D	33D	38D	41E	19D	27D	38E	41E	35E	37E	40E	57F	53E	57E	59F	61F
	Maximum Results for Large Attack																			
201-205	18D	23D	37D	40E	30D	34D	39E	42E	20D	27E	39E	42E	36E	38E	41E	59F	54E	58E	61F	63F
206-210	18D	24D	38D	41E	31E	35E	39E	42E	20D	28E	40E	43E	37E	39E	42F	61F	55E	59E	63F	65F
211-215	18D	25D	39E	42E	32E	36E	40E	43E	20D	28E	41E	44E	38E	40F	44F	63F	56E	60F	64F	67F
216-220	19D	25D	40E	43E	33E	38E	41E	44E	21D	29E	42E	45E	39F	41F	46F	65F	57F	61F	65F	69F
221-225	19D	26E	41E	44E	34E	39E	42E	45E	21E	29E	43E	46F	40F	42F	48F	66F	58F	62F	66F	71F
226-230	19D	26E	42E	45E	35E	40E	43E	46F	22E	30E	44E	47F	41F	43F	49F	67F	59F	63F	67F	73F
231-235	20D	27E	43E	46E	36E	41E	45E	45F	23E	31E	45F	48F	42F	49F	50F	68F	60F	64F	68F	75F
236-240	20D	27E	44E	47F	37E	42E	46E	47F	24E	32E	46F	49F	43F	45F	51F	69F	61F	65F	69F	77F
241-245	21E	28E	45E	48F	38E	43E	47F	48F	25E	33F	47F	50F	44F	46F	52F	70F	62F	66F	70F	79F
246-250	21E	28E	46F	49F	39E	43E	47F	48F	26E	34F	48F	51F	45F	47F	53F	71F	63F	67F	71F	81F
	Maximum Results for Super Large Attack																			
251-255	21E	29E	47F	50F	40F	44F	48F	49F	27E	35F	49F	52F	46F	48F	54F	72F	64F	68F	72F	82F
256-260	22E	30F	48F	51F	41F	45F	49F	50F	28F	36F	50F	53F	47F	49F	55F	73F	65F	69F	73F	83F
261-265	22E	30F	49F	52F	42F	46F	50F	51F	29F	36F	51F	54F	48F	50F	56F	74F	66F	70F	74F	84F
266-270	22E	31F	50F	53F	43F	47F	51F	52F	30F	37F	52F	55F	49F	51F	57F	75F	67F	71F	75F	85F
271-275	23E	31F	51F	54F	44F	49F	53F	53F	31F	38F	53F	56F	50F	52F	58F	76F	68F	72F	76F	86F
276-280	23E	32F	52F	55F	45F	50F	54F	55F	32F	38F	54F	57F	51F	53F	59F	77F	69F	73F	77F	87F
281-285	24F	32F	53F	56F	46F	51F	55F	56F	33F	38F	55F	58F	52F	54F	61F	78F	70F	74F	78F	88F
286-290	24F	33F	54F	57F	47F	52F	55F	56F	34F	39F	56F	59F	53F	55F	62F	79F	71F	75F	79F	89F
291-295	24F	33F	55F	58F	48F	53F	56F	57F	35F	39F	57F	60F	54F	56F	63F	80F	72F	76F	80F	90F
296-300	25F	34F	56F	59F	49F	54F	57F	58F	36F	40F	58F	61F	55F	57F	65F	81F	73F	77F	81F	91F
	Maximum Results for Huge Attack																			
UM 100	29F	38F	61F	64F	53F	58F	61F	63F	40F	44F	62F	66F	58F	62F	69F	85F	79F	83F	87F	100F

9.5 GREATER ELEMENTAL FORCE ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	0	0
11-20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
21-30	1	1	1	0	1	1	0	0	1	0	0	0	1	0	0	0	0	0	4	0
31-35	3	2	2	1	3	2	1	1	3	1	1	1	2	1	1	1	1	1	6	1
36-40	5	4	3	3	5	3	3	2	5	3	3	2	4	3	3	4A	4	4	8A	3
41- 45	7	6	5	6	6	5	6	4	6	5	6	4A	6	6	5	5A	7	7	10A	5A
46-50	8	8	7	9	7	7	9	7A	7	7	8	5A	8	8	7A	6A	8	9A	12A	9A
Maximum Results for Tiny Attack																				
51-55	9	10	9	10A	8	9	10	9A	8	8	9A	7A	9	9A	8A	7A	9A	11A	13B	11B
56-60	10	11	11	12A	9	11	12A	11A	8	9	11A	9A	10A	10A	9A	9B	10A	12A	14B	13B
61-65	10	11	12A	13A	10	12	13A	13A	9	10A	12A	11B	11A	11A	10A	11B	11A	13B	15B	15B
66-70	11	12	13A	15A	10	13A	14A	15B	9A	10A	13A	13B	12A	12A	11B	13B	12B	14B	16B	16B
71-75	11	12A	14A	16B	11A	14A	15A	16B	10A	11A	14B	15B	13B	13A	12B	15B	13B	15B	17B	17C
76-80	11A	13A	15A	17B	12A	15A	16B	17B	10A	11A	15B	17B	14B	14B	13B	17C	14B	16B	18C	18C
81-85	12A	13A	16B	18B	12A	15A	17B	18B	11A	12B	16B	19C	15B	15B	14B	18C	15B	17B	19C	19C
86-90	12A	14A	17B	20B	12A	16B	18B	20C	11A	13B	18B	21C	16B	16B	15C	21C	16B	18B	20C	20C
91-95	12A	14B	18B	21C	14A	16B	19B	22C	12B	14B	20C	23C	17B	17B	16C	22C	17B	19C	21C	22C
96-100	13A	15B	19B	22C	14B	17B	20C	23C	13B	15B	21C	24C	18B	18C	17C	23C	18C	20C	22C	24C
Maximum Results for Small Attack																				
101-105	13B	15B	20C	23C	15B	17B	21C	24C	13B	16B	22C	25C	19C	19C	18C	24D	19C	22C	24C	26D
106-110	13B	16B	21C	24C	16B	18B	22C	25C	14B	17C	23C	26D	20C	20C	19C	25D	20C	24C	26D	28D
111-115	14B	16B	22C	25C	16B	18C	23C	26C	14C	17C	24C	27D	21C	21C	21D	26D	22C	26C	28D	30D
116-120	14B	17C	23C	26C	17C	19C	25C	28D	15C	18C	25D	28D	22C	22C	22D	28D	24C	28C	30D	32D
121-125	15C	18C	24C	27D	18C	20C	26D	29D	16C	19C	26D	29D	23C	23D	24D	30D	26C	30D	32D	34D
126-130	15C	18C	25C	28D	18C	20C	26D	29D	16C	19C	27D	30D	24D	24D	26D	32D	28D	32D	34D	36D
131-135	15C	19C	26D	29D	19C	20C	27D	30D	16C	20D	28D	31D	25D	25D	27D	34E	30D	34D	36D	38E
136-140	16C	19C	27D	30D	20C	21C	28D	31D	17C	20D	29D	32D	26D	26D	28D	36E	32D	36D	38E	40E
141-145	16C	20C	28D	31D	21C	22D	29D	32D	17C	21D	30D	33E	27D	27D	30D	38E	34D	38D	40E	42E
146-150	16C	20D	29D	32D	22C	22D	30D	33D	17D	21D	31D	34E	28D	28D	32E	40E	36D	40D	42E	44E
Maximum Results for Medium Attack																				
151-155	17C	21D	30D	33D	23C	24D	32D	34E	18D	22D	32E	35E	29D	30E	33E	42E	38D	42E	44E	46E
156-160	17C	21D	31D	34D	24D	26D	33D	36E	18D	23D	33E	36E	30E	31E	34E	44E	40E	44E	46E	48E
161-165	18D	22D	32D	35D	25D	28D	34D	37E	19D	24D	34E	37E	31E	32E	35E	46F	42E	46E	48E	50F
166-170	18D	23D	33D	36E	26D	30D	34E	37E	19D	25D	35E	38E	32E	33E	36E	48F	44E	48E	50F	52F
171-175	18D	23D	34D	37E	27D	31D	35E	38E	20D	26E	36E	39E	33E	34E	37E	50F	46E	50E	52F	54F
176-180	19D	24D	35E	38E	28D	32E	36E	39E	20D	27E	37E	40E	34E	35E	38F	52F	48E	52E	54F	56F
181-185	19D	24D	36E	39E	29D	33E	37E	40E	21D	28E	38E	41F	35E	37F	39F	54F	50E	54F	56F	58F
186-190	19D	25E	37E	40E	30D	34E	38E	41F	22E	28E	39E	42F	36F	38F	40F	56F	52F	56F	58F	60F
191-195	20D	25E	38E	41E	31E	35E	40E	42F	22E	29E	40F	43F	37F	39F	41F	58F	54F	58F	60F	62G
196-200	20D	26E	39E	42E	32E	36E	41E	44F	22E	30E	41F	44F	38F	40F	43F	60G	56F	60F	62G	64G
Maximum Results for Large Attack																				
201-205	21E	26E	40E	43F	33E	37E	42F	45F	23E	30F	42F	45F	39F	41F	44F	62G	57F	61F	64G	66G
206-210	21E	27E	41E	44F	34E	38E	42F	45F	23E	31F	43F	46F	40F	42F	45G	64G	58F	62F	66G	68G
211-215	21E	28E	42F	45F	35E	39F	43F	46F	23F	31F	44F	47F	41F	43G	47G	66G	59F	63G	67G	70G
216-220	22E	28E	43F	46F	36E	41F	44F	47F	24F	32F	45F	48F	42G	44G	49G	68G	60G	64G	68G	72G
221-225	22E	29F	44F	47F	37F	42F	45F	48F	24F	32F	46F	49G	43G	45G	51G	69G	61G	65G	69G	74G
226-230	22E	29F	45F	48F	38F	43F	46F	49G	25F	33F	47F	50G	44G	46G	52G	70G	62G	66G	70G	76G
231-235	23E	30F	46F	49F	39F	44F	48F	48G	26F	34F	48G	51G	45G	52G	53G	71G	63G	67G	71G	78G
236-240	23E	30F	47F	50G	40F	45F	49G	50G	27F	35F	49G	52G	46G	48G	54G	72G	64G	68G	72G	80G
241-245	24F	31F	48F	51G	41F	46F	50G	51G	28F	36G	50G	53G	47G	49G	55G	73G	65G	69G	73G	82G
246-250	24F	31F	49G	52G	42F	46G	50G	51G	29F	37G	51G	54G	48G	50G	56G	74G	66G	70G	74G	84G
Maximum Results for Super Large Attack																				
251-255	24F	32F	50G	53G	43F	47G	51G	52G	30F	38G	52G	55G	49G	51G	57G	75G	67G	71G	75G	85G
256-260	25F	33G	51G	54G	44F	48G	52G	53G	31G	39G	53G	56G	50G	52G	58G	76G	68G	72G	76G	86G
261-265	25F	33G	52G	55G	45F	49G	53G	54G	32G	39G	54G	57G	51G	53G	59G	77G	69G	73G	77G	87G
266-270	25F	34G	53G	56G	46G	50G	54G	55G	33G	40G	55G	58G	52G	54G	60G	78G	70G	74G	78G	88G
271-275	26F	34G	54G	57G	47G	52G	56G	56G	34G	41G	56G	59G	53G	55G	61G	79G	71G	75G	79G	89G
276-280	26F	35G	55G	58G	48G	53G	57G	58G	35G	41G	57G	60G	54G	56G	62G	80G	72G	76G	80G	90G
281-285	27G	35G	56G	59G	49G	54G	58G	59G	36G	41G	58G	61G	55G	57G	64G	81G	73G	77G	81G	91G
286-290	27G	36G	57G	60G	50G	55G	58G	59G	37G	42G	59G	62G	56G	58G	65G	82G	74G	78G	82G	92G
291-295	27G	36G	58G	61G	51G	56G	59G	60G	38G	42G	60G	63G	57G	59G	66G	83G	75G	79G	83G	93G
296-300	28G	37G	59G	62G	52G	57G	60G	61G	39G	43G	61G	64G	58G	60G	68G	84G	76G	80G	84G	94G
Maximum Results for Huge Attack																				
UM 100	32G	41G	64G	67G	56G	61G	64G	66G	43G	47G	65G	69G	61G	65G	72G	88G	82G	86G	90G	103G

9.6 MINOR ELEMENTAL FORCE ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	0	0
11-20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
21-30	1	1	1	0	1	1	0	0	1	0	0	0	1	1	0	0	1	1	4	1
31-35	3	2	2	1	3	2	1	1	3	1	1	0	3	3	1	1	3	4	7A	3
36-40	5	4	3	3	5	4	4	4	5	4	5	1A	6	5	3	3A	5	6	10A	5A
41- 45	7	6	5	6	6	6	7	7A	7	7	8	3A	8	8	6A	6A	7	8A	12A	8A
46-50	8	8	7	9A	7	8	9	10A	9	9	10A	7A	10	10A	9A	8A	9A	11A	14B	11B
	Maximum Result for Tiny Attack																			
51-55	9	10	10A	13A	9	11	12A	12A	11	11A	12A	10A	12A	12A	11A	10B	11A	13A	16B	14B
56-60	10	11	13A	15A	11	13A	14A	14B	11A	12A	14A	12B	13A	13A	12B	12B	13A	15B	17B	16B
61-65	12	13A	15A	16B	13A	15A	16B	16B	12A	13A	15B	14B	14A	14B	13B	14B	14B	16B	18B	18C
66-70	14A	15A	16B	18B	13A	16A	17B	18B	12A	13B	16B	16B	15B	15B	14B	16C	15B	17B	19B	19C
71-75	14A	15A	17B	19B	14A	17B	18B	19B	13B	14B	17B	18C	16B	16B	15C	18C	16B	18B	20C	20C
76-80	14A	16B	18B	20B	15B	18B	19B	20C	13B	14B	18C	20C	17B	17B	16C	20C	17B	19C	21C	21C
81-85	15B	16B	19B	21C	15B	18B	20C	21C	14B	15B	19C	22C	18B	18C	17C	21C	18C	20C	22C	22C
86-90	15B	17B	20C	23C	15B	19B	21C	23C	15B	16C	21C	24C	19C	19C	18C	24C	19C	21C	23C	23D
91-95	15B	17B	21C	24C	17B	19C	22C	25C	15C	17C	23C	26C	20C	20C	19C	25D	20C	22D	24D	25D
96-100	16B	18C	22C	25C	17C	20C	23C	26C	16C	18C	24C	27D	21C	21C	20D	26D	21D	23D	25D	27D
	Maximum Result for Small Attack																			
101-105	16C	18C	23C	26C	18C	20C	24C	27D	16C	19C	25D	28D	22C	22D	21D	27E	22D	25D	27D	29E
106-110	16C	19C	24C	27D	19C	21C	25D	28D	17C	20D	26D	29E	23D	23D	22D	28E	23D	27D	29D	31E
111-115	17C	19C	25D	28D	19C	21D	26D	29D	17D	20D	27D	30E	24D	24D	24E	29E	25D	29D	31E	33E
116-120	17C	20D	26D	29D	20D	22D	28D	31E	18D	21D	28E	31E	25D	25D	25E	31E	27D	31D	33E	35E
121-125	18D	21D	27D	30E	21D	23D	29E	32E	19D	22D	29E	32E	26D	26E	27E	33E	29D	33E	35E	37E
126-130	18D	21D	28D	31E	21D	23D	29E	32E	19D	22D	30E	33E	27E	27E	29E	35E	31E	35E	37E	39E
131-135	18D	22D	29E	32E	22D	23D	30E	33E	19D	23D	31E	34E	28E	28E	30E	37F	33E	37E	39E	41F
136-140	19D	22D	30E	33E	23D	24D	31E	34E	20D	23D	32E	35E	29E	29E	31E	39F	35E	39E	41F	43F
141-145	19D	23D	31E	34E	24D	25D	32E	35E	20D	24E	33E	36E	30E	30E	33E	41F	37E	41E	43F	45F
146-150	19D	23D	32E	35E	25D	25E	33E	36E	20D	24E	34E	37E	31E	31E	35F	43F	39E	43E	45F	47F
	Maximum Result for Medium Attack																			
151-155	20D	24E	33E	36E	26D	27E	35E	37F	21E	25E	35E	38F	32E	33F	36F	45F	41E	45F	47F	49F
156-160	20D	24E	34E	37E	27E	29E	36E	39F	21E	26E	36E	39F	33F	34F	37F	47F	43F	47F	49F	51F
161-165	21E	25E	35E	38E	28E	31E	37E	40F	22E	27E	37F	40F	34F	35F	38F	49G	45F	49F	51F	53G
166-170	21E	26E	36E	39F	29E	33E	37F	40F	22E	28E	38F	41F	35F	36F	39F	51G	47F	51F	53G	55G
171-175	21E	26E	37E	40F	30E	34E	38F	41F	23E	29F	39F	42F	36F	37F	40F	53G	49F	53F	55G	57G
176-180	22E	27F	38F	41F	31E	35F	39F	42F	23E	30F	40F	43F	37F	38F	41G	55G	51F	55F	57G	59G
181-185	22E	27F	39F	42F	32E	36F	40F	43F	24F	31F	41F	44F	38F	40G	42G	57G	53F	57G	59G	61G
186-190	22E	28F	40F	43F	33F	37F	41F	44F	25F	31F	42F	45G	39G	41G	43G	59G	55G	59G	61G	63G
191-195	23E	28F	41F	44F	34F	38F	43F	45G	25F	32F	43G	46G	40G	42G	44G	61G	57G	61G	63G	65H
196-200	23E	29F	42F	45F	35F	39F	44F	47G	25F	33F	44G	47G	41G	43G	46G	63H	59G	63G	65H	67H
	Maximum Result for Large Attack																			
201-205	24F	29F	43F	46G	36F	40F	45G	48G	26F	33G	45G	48G	42G	44G	47G	65H	60G	64G	67H	69H
206-210	24F	30F	44F	47G	37F	41F	45G	48G	26F	34G	46G	49G	43G	45G	48H	67H	61G	65G	69H	71H
211-215	24F	31F	45G	48G	38F	42F	46G	49G	26F	34G	47G	50G	44G	46H	50H	69H	62G	66H	70H	73H
216-220	25F	31F	46G	49G	39F	44F	47G	50G	27F	35G	48G	51G	45H	47H	52H	71H	63H	67H	71H	75H
221-225	25F	32F	47G	50G	40F	45G	48G	51G	27G	35G	49G	52H	46H	48H	54H	72H	64H	68H	72H	77H
226-230	25F	32G	48G	51G	41F	46G	49G	52G	28G	36G	50G	53H	47H	49H	55H	73H	65H	69H	73H	79H
231-235	26F	33G	49G	52G	42G	47G	51G	51H	29G	37G	51H	54H	48H	55H	56H	74H	66H	70H	74H	81H
236-240	26F	33G	50G	53G	43G	48G	52G	53H	30G	38H	52H	55H	49H	51H	57H	75H	67H	71H	75H	83H
241-245	27G	34G	51G	54H	44G	49G	53H	54H	31G	39H	53H	56H	50H	52H	58H	76H	68H	72H	76H	85H
246-250	27G	34G	52G	55H	45G	49G	53H	54H	32G	40H	54H	57H	51H	53H	59H	77H	69H	73H	77H	87H
	Maximum Result for Super Large Attack																			
251-255	27G	35G	53H	56H	46G	50G	54H	55H	33G	41H	55H	58H	52H	54H	60H	78H	70H	74H	78H	88H
256-260	28G	36G	54H	57H	47G	51H	55H	56H	34H	42H	56H	59H	53H	55H	61H	79H	71H	75H	79H	89H
261-265	28G	36G	55H	58H	48G	52H	56H	57H	35H	42H	57H	60H	54H	56H	62H	80H	72H	76H	80H	90H
266-270	28G	37H	56H	59H	49H	53H	57H	58H	36H	43H	58H	61H	55H	57H	63H	81H	73H	77H	81H	91H
271-275	26G	37H	57H	60H	50H	55H	59H	59H	37H	44H	59H	62H	56H	58H	64H	82H	74H	78H	82H	92H
276-280	26G	38H	58H	61H	51H	56H	60H	61H	38H	44H	60H	63H	57H	59H	65H	80H	75H	79H	80H	93H
281-285	30H	38H	59H	62H	52H	57H	61H	62H	39H	44H	61H	64H	58H	60H	67H	84H	76H	80H	84H	94H
286-290	30H	39H	60H	63H	53H	58H	61H	62H	40H	45H	62H	65H	59H	61H	68H	85H	77H	81H	85H	95H
291-295	30H	39H	61H	64H	54H	59H	62H	63H	41H	45H	63H	66H	60H	62H	69H	86H	78H	82H	86H	96H
296-300	31H	40H	62H	65H	55H	60H	63H	64H	42H	46H	64H	67H	61H	63H	71H	87H	79H	80H	87H	97H
	Maximum Result for Huge Attack																			
UM 100	35H	44H	67H	70H	59H	64H	67H	69H	46H	50H	68H	72H	64H	68H	75H	91H	85H	89H	96H	106H

9.7 MAJOR ELEMENTAL FORCE ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	1	0
11-20	1	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	1	3	0
21-30	3	1	1	1	3	1	1	1	3	1	1	1	4	1	1	1	4	3	6A	1
31-35	6	4	4	3	6	4	4	4	6	4	4	4A	7	4	4A	4A	7	7	9A	5A
36-40	9	7	7	6	9	8	8	6A	8	7	7A	7A	9	7A	7A	7A	10	10A	12A	8A
41- 45	11	11	11	9A	11	11	11A	9A	10	11A	11A	9A	11A	10A	10A	9B	13A	13A	15B	11B
46-50	13	13	13A	13A	13	14A	14A	13A	12A	13A	13A	11B	13A	13A	13B	11B	14A	15A	18B	15B
	Maximum Result for Tiny Attack																			
51-55	15	16A	16A	16B	14A	16A	16A	15B	14A	14A	15B	13B	15A	15B	14B	13B	15A	17B	19B	17C
56-60	16A	17A	17B	18B	15A	17A	18B	17B	14A	15B	17B	15B	16B	16B	15B	15B	16B	18B	20C	19C
61-65	16A	17A	18B	19B	16A	18B	19B	19B	15B	16B	18B	17B	17B	17B	16B	17C	17B	19B	21C	21C
66-70	17A	18B	19B	21B	16B	19B	20B	21B	15B	16B	19B	19C	18B	18B	17C	19C	18B	20C	22C	22D
71-75	17B	18B	20B	22C	17B	20B	21B	22C	16B	17B	20C	21C	19B	19C	18C	21C	19C	21C	23D	23D
76-80	17B	19B	21C	23C	18B	21B	22C	23C	16B	17C	21C	23C	20C	20C	19C	23D	20C	22C	24D	24D
81-85	18B	19B	22C	24C	18B	21C	23C	24C	17C	18C	22C	25D	21C	21C	20C	24D	21C	23D	25D	25D
86-90	18B	20C	23C	26C	18C	22C	24C	26D	18C	19C	24C	27D	22C	22C	21D	27D	22D	24D	26D	26D
91-95	18C	20C	24C	27D	20C	22C	25C	28D	18C	20C	26D	29D	23C	23D	22D	28D	23D	25D	27D	28D
96-100	19C	21C	25D	28D	20C	23C	26D	29D	19C	21D	27D	30D	24D	24D	23D	29D	24D	26D	28D	30E
	Maximum Result for Small Attack																			
101-105	19C	21C	26D	29D	21C	23D	27D	30D	19D	22D	28D	31D	25D	25D	24D	30E	25D	28D	30E	32E
106-110	19C	22D	27D	30D	22D	24D	28D	31D	20D	23D	29D	32E	26D	26D	25E	31E	26D	30D	32E	34E
111-115	20D	22D	28D	31D	22D	24D	29D	32E	20D	23D	30E	33E	27D	27D	27E	32E	28D	32E	34E	36E
116-120	20D	23D	29D	32E	23D	25D	31E	34E	21D	24D	31E	34E	28D	28E	28E	34E	30E	34E	36E	38E
121-125	21D	24D	30D	33E	24D	26D	32E	35E	22D	25E	32E	35E	29D	29E	30E	36F	32E	36E	38E	40E
126-130	21D	24D	31E	34E	24D	26E	32E	35E	22D	25E	33E	36F	30E	30E	32E	38F	34E	38E	40E	42F
131-135	21D	25D	32E	35E	25D	26E	33E	36E	22E	26E	34E	37F	31E	31E	33E	40F	36E	40E	42F	44F
136-140	22D	25E	33E	36E	26E	27E	34E	37F	23E	26E	35E	38F	32E	32E	34F	42F	38E	42E	44F	46F
141-145	22D	26E	34E	37E	27E	28E	35E	38F	23E	27E	36F	39F	33E	33F	36F	44G	40E	44F	46F	48F
146-150	22E	26E	35E	38F	28E	28E	36F	39F	23E	27F	37F	40G	34E	34F	38F	46G	42F	46F	48F	50F
	Maximum Result for Medium Attack																			
151-155	23E	27E	36E	39F	29E	30E	38F	40F	24E	28F	38F	41G	35E	36F	39F	48G	44F	48F	50F	52F
156-160	23E	27E	37F	40F	30E	32F	39F	42G	24E	29F	39F	42G	36F	37F	40G	50G	46F	50F	52F	54G
161-165	24E	28E	38F	41F	31E	34F	40F	43G	25F	30F	40G	43G	37F	38G	41G	52G	48F	52F	54G	56G
166-170	24E	29F	39F	42G	32F	36F	40G	43G	25F	31F	41G	44G	38F	39G	42G	54H	50F	54F	56G	58G
171-175	24E	29F	40F	43G	33F	37F	41G	44G	26F	32G	42G	45G	39F	40G	43G	56H	52F	56G	58G	60G
176-180	25F	30F	41G	44G	34F	38G	42G	45G	26F	33G	43G	46G	40G	41G	44H	58H	54G	58G	60G	62G
181-185	25F	30F	42G	45G	35F	39G	43G	46G	27G	34G	44G	47G	41G	43G	45H	60H	56G	60G	62G	64G
186-190	25F	31G	43G	46G	36G	40G	44G	47G	28G	34G	45G	48H	42G	44H	46H	62H	58G	62G	64G	66H
191-195	26F	31G	44G	47G	37G	41G	46G	48G	28G	35G	46H	49H	43G	45H	47H	64H	60G	64G	66H	68H
196-200	26F	32G	45G	48G	38G	42G	47G	50H	28G	36G	47H	50H	44H	46H	49H	66I	62G	66G	68H	70H
	Maximum Result for Large Attack																			
201-205	27G	32G	46G	49H	39G	43G	48H	51H	29G	36H	48H	51H	45H	47H	50H	68I	63G	67H	70H	72H
206-210	27G	33G	47G	50H	40G	44H	48H	51H	29G	37H	49H	52H	46H	48H	51I	70I	64H	68H	72H	74H
211-215	27G	34G	48H	51H	41G	45H	49H	52H	29H	37H	50H	53I	47H	49I	53I	72I	65H	69H	73H	76H
216-220	28G	34G	49H	52H	42H	47H	50H	53H	30H	38H	51H	54I	48H	50I	55I	74I	66H	70H	74H	78H
221-225	28G	35G	50H	53H	43H	48H	51H	54H	30H	38H	52I	55I	49H	51I	57I	75I	67H	71H	75H	80H
226-230	28G	35H	51H	54H	44H	49H	52H	55I	31H	39H	53I	56I	50I	52I	58I	76I	68H	72H	76H	82H
231-235	29G	36H	52H	55H	45H	50H	54H	54I	32H	40I	54I	57I	51I	58I	59I	77I	69H	73H	77H	84H
236-240	29G	36H	53H	56I	46H	51H	55I	56I	33H	41I	55I	58I	52I	54I	60I	78I	70H	74H	78H	86I
241-245	30H	37H	54H	57I	47H	52H	56I	57I	34H	42I	56I	59I	53I	55I	61I	79I	71H	75H	79I	88I
246-250	30H	37H	55I	58I	48H	52H	56I	57I	35H	43I	57I	60I	54I	56I	62I	80I	72H	76H	80I	90I
	Maximum Result for Super Large Attack																			
251-255	30H	38H	56I	59I	49H	53I	57I	58I	36H	44I	58I	61I	55I	57I	63I	81I	73H	77I	81I	91I
256-260	31H	39H	57I	60I	50H	54I	58I	59I	37I	45I	59I	62I	56I	58I	64I	82I	74I	78I	82I	92I
261-265	31H	39I	58I	61I	51H	55I	59I	60I	38I	45I	60I	63I	57I	59I	65I	83I	75I	79I	83I	93I
266-270	31H	40I	59I	62I	52I	56I	60I	61I	39I	46I	61I	64I	58I	60I	66I	84I	76I	80I	84I	94I
271-275	29H	40I	60I	63I	53I	58I	62I	62I	40I	47I	62I	65I	59I	61I	67I	85I	77I	81I	85I	95I
276-280	29H	41I	61I	64I	54I	59I	63I	64I	41I	47I	63I	66I	60I	62I	68I	83I	78I	82I	83I	96I
281-285	33I	41I	62I	65I	55I	60I	64I	65I	42I	47I	64I	67I	61I	63I	70I	87I	79I	83I	87I	97I
286-290	33I	42I	63I	66I	56I	61I	64I	65I	43I	48I	65I	68I	62I	64I	71I	88I	80I	84I	88I	98I
291-295	33I	42I	64I	67I	57I	62I	65I	66I	44I	48I	66I	69I	63I	65I	72I	89I	81I	85I	89I	99I
296-300	34I	43I	65I	68I	58I	63I	66I	67I	45I	49I	67I	70I	64I	66I	74I	90I	82I	83I	90I	100I
	Maximum Result for Huge Attack																			
UM 100	38I	47I	70I	73I	62I	67I	70I	72I	49I	53I	71I	75I	67I	71I	78I	94I	88I	89I	99I	109I

110 9.8 SUPERIOR ELEMENTAL FORCE ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	0	0	0	0
11-20	1	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	1	3	0
21-30	3	1	1	1	3	1	1	1	3	1	1	1	4	1	1	1A	4	3	6A	1A
31-35	6	4	4	3	6	4	4	4A	6	4	4	4A	7	4A	4A	4A	7	7A	9A	5A
36-40	9	7	7	7A	9	8	8A	6A	8	7A	7A	7A	9A	7A	7A	7B	10A	10A	12A	8A
41- 45	12	11A	11A	11A	11	11A	11A	10B	10A	11A	11A	9B	11A	10A	10B	9B	13A	13B	15B	12B
46-50	14A	15A	15A	15B	13A	15A	15A	14B	13A	13A	14B	11B	14A	14B	13B	12B	14B	16B	18B	16B
	Maximum Result for Tiny Attack																			
51-55	18A	19A	19B	19B	17A	19B	19B	18B	17A	17B	18B	15B	18B	18B	17B	16C	18B	20B	22C	20C
56-60	19A	20B	20B	21B	18A	20B	21B	20B	17B	18B	20B	18C	19B	19B	18C	18C	19B	21C	23C	22C
61-65	19B	20B	21B	22B	19B	21B	22B	22C	18B	19B	21C	20C	20B	20C	19C	20C	20C	22C	24C	24D
66-70	20B	21B	22B	24C	19B	22B	23C	24C	18B	19C	22C	22C	21C	21C	20C	22D	21C	23C	25D	25D
71-75	20B	21B	23C	25C	20B	23C	24C	25C	19C	20C	23C	24D	22C	22C	21D	24D	22C	24D	26D	26D
76-80	20B	22C	24C	26C	21C	24C	25C	26D	19C	20C	24D	26D	23C	23D	22D	26D	23D	25D	27D	27D
81-85	21C	22C	25C	27C	21C	24C	26D	27D	20C	21D	25D	28D	24D	24D	23D	27D	24D	26D	28D	28E
86-90	21C	23C	26C	29D	21C	25D	27D	29D	21D	22D	27D	30D	25D	25D	24D	30D	25D	27D	29E	29E
91-95	21C	23C	27D	30D	23D	25D	28D	31D	21D	23D	29D	32D	26D	26D	25D	31E	26D	28D	30E	31E
96-100	22C	24D	28D	31D	23D	26D	29D	32D	22D	24D	30D	33D	27D	27D	26E	32E	27D	29E	31E	33E
	Maximum Result for Small Attack																			
101-105	22D	24D	29D	32D	24D	26D	30D	33D	22D	25D	31D	34E	28D	28E	27E	33E	28E	31E	33E	35E
106-110	22D	25D	30D	33D	25D	27D	31D	34D	23D	26D	32E	35E	29E	29E	28E	34E	29E	33E	35E	37F
111-115	23D	25D	31D	34E	25D	27D	32D	35E	23D	26E	33E	36E	30E	30E	30E	35E	31E	35E	37F	39F
116-120	23D	26D	32D	35E	26D	28D	34E	37E	24E	27E	34E	37E	31E	31E	31E	37F	33E	37F	39F	41F
121-125	24D	27D	33E	36E	27D	29E	35E	38E	25E	28E	35E	38E	32E	32E	33F	39F	35F	39F	41F	43F
126-130	24D	27E	34E	37E	27E	29E	35E	38E	25E	28E	36E	39F	33E	33F	35F	41F	37F	41F	43F	45F
131-135	24D	28E	35E	38E	28E	29E	36E	39E	25E	29E	37F	40F	34F	34F	36F	43F	39F	43F	45F	47F
136-140	25E	28E	36E	39E	29E	30E	37E	40F	26E	29F	38F	41F	35F	35F	37F	45G	41F	45F	47F	49G
141-145	25E	29E	37E	40F	30E	31E	38F	41F	26F	30F	39F	42F	36F	36F	39F	47G	43F	47F	49G	51G
146-150	25E	29E	38E	41F	31E	31F	39F	42F	26F	30F	40F	43F	37F	37F	41G	49G	45F	49G	51G	53G
	Maximum Result for Medium Attack																			
151-155	26E	30E	39F	42F	32F	33F	41F	43F	27F	31F	41F	44F	38F	39F	42G	51G	47G	51G	53G	55G
156-160	26E	30F	40F	43F	33F	35F	42F	45F	27F	32F	42F	45G	39F	40G	43G	53G	49G	53G	55G	57G
161-165	27F	31F	41F	44F	34F	37F	43F	46G	28F	33F	43G	46G	40G	41G	44G	55H	51G	55G	57G	59G
166-170	27F	32F	42F	45G	35F	39F	43F	46G	28F	34G	44G	47G	41G	42G	45G	57H	53G	57G	59G	61H
171-175	27F	32F	43F	46G	36F	40F	44G	47G	29G	35G	45G	48G	42G	43G	46H	59H	55G	59G	61H	63H
176-180	28F	33F	44G	47G	37F	41G	45G	48G	29G	36G	46G	49G	43G	44G	47H	61H	57G	61H	63H	65H
181-185	28F	33F	45G	48G	38G	42G	46G	49G	30G	37G	47G	50H	44G	46H	48H	63H	59H	63H	65H	67H
186-190	28F	34G	46G	49G	39G	43G	47G	50H	31G	37G	48G	51H	45G	47H	49H	65I	61H	65H	67H	69I
191-195	29G	34G	47G	50H	40G	44G	49G	51H	31G	38G	49H	52H	46H	48H	50H	67I	63H	67H	69I	71I
196-200	29G	35G	48G	51H	41G	45G	50H	53H	31G	39H	50H	53H	47H	49H	52I	69I	65H	69I	71I	73I
	Maximum Result for Large Attack																			
201-205	30G	35G	49H	52H	42G	46G	51H	54H	32H	39H	51H	54H	48H	50I	53I	71I	66I	70I	73I	75I
206-210	30G	36G	50H	53H	43G	47H	51H	54H	32H	40H	52H	55H	49H	51I	54I	73I	67I	71I	75I	77I
211-215	30G	37H	51H	54H	44H	48H	52H	55H	32H	40H	53H	56H	50I	52I	56I	75I	68I	72I	76I	79I
216-220	31G	37H	52H	55H	45H	50H	53H	56H	33H	41H	54H	57I	51I	53I	58I	77I	69I	73I	77I	81I
221-225	31H	38H	53H	56H	46H	51H	54H	57H	33H	41H	55I	58I	52I	54I	60I	78I	70I	74I	78I	83I
226-230	31H	38H	54H	57H	47H	52H	55H	58I	34H	42I	56I	59I	53I	55I	61I	79J	71I	75I	79I	85J
231-235	32H	39H	55H	58I	48H	53H	57I	57I	35I	43I	57I	60I	54I	61I	62I	80J	72I	76I	80J	87J
236-240	32H	39H	56I	59I	49H	54I	58I	59I	36I	44I	58I	61I	55I	57I	63I	81J	73I	77J	81J	89J
241-245	33H	40I	57I	60I	50I	55I	59I	60I	37I	45I	59I	62I	56I	58I	64J	82J	74J	78J	82J	91J
246-250	33H	40I	58I	61I	51I	55I	59I	60I	38I	46I	60I	63J	57I	59J	65J	83J	75J	79J	83J	93J
	Maximum Result for Super Large Attack																			
251-255	33I	41I	59I	62I	52I	56I	60I	61J	39I	47I	61J	64J	58J	60J	66J	84J	76J	80J	84J	94J
256-260	34I	42I	60I	63J	53I	57I	61J	62J	40I	48J	62J	65J	59J	61J	67J	85J	77J	81J	85J	95J
261-265	34I	42I	61J	64J	54I	58I	62J	63J	41J	48J	63J	66J	60J	62J	68J	86J	78J	82J	86J	96J
266-270	34I	43I	62J	65J	55I	59J	63J	64J	42J	49J	64J	67J	61J	63J	69J	87J	79J	83J	87J	97J
271-275	32I	43I	63J	66J	56J	61J	65J	65J	43J	50J	65J	68J	62J	64J	70J	88J	80J	84J	88J	98J
276-280	32I	44J	64J	67J	57J	62J	66J	67J	44J	50J	66J	69J	63J	65J	71J	86J	81J	85J	86J	99J
281-285	36J	44J	65J	68J	58J	63J	67J	68J	45J	50J	67J	70J	64J	66J	73J	90J	82J	86J	90J	100J
286-290	36J	45J	66J	69J	59J	64J	67J	68J	46J	51J	68J	71J	65J	67J	74J	91J	83J	87J	91J	101J
291-295	36J	45J	67J	70J	60J	65J	68J	69J	47J	51J	69J	72J	66J	68J	75J	92J	84J	88J	92J	102J
296-300	37J	46J	68J	71J	61J	66J	69J	70J	48J	52J	70J	73J	67J	69J	77J	90J	85J	86J	90J	103J
	Maximum Result for Huge Attack																			
UM 100	41J	50J	73J	76J	65J	70J	73J	75J	52J	56J	74J	78J	70J	74J	81J	97J	91J	92J	102J	112J

10.0 CRITICAL STRIKE TABLES

This section presents four new critical strike tables:

Aether/Nexus Critical Strike Table 10.1
Mental Critical Strike Table 10.2
Time Critical Strike Table 10.3
Vibration Critical Strike Table 10.4

NOTES FOR AETHER/NEXUS CRITICALS

Orientation Rolls

Results on this critical table always require an "orientation roll" for the target that takes the critical.

- This roll consists of making an open-ended roll (1-100) and adding the target's appropriate perception bonus.
- Then the result of the orientation roll is obtained from the *ChL* Maneuver/Movement Table 15.3.1 by cross-indexing the modified roll with the difficulty as indicated by the critical result.
- A number result indicated what percentage of normal activity the target gets for his "next round" (i.e., the target losses [100 - result]% of one round's activity).

Option: If a target fails an "orientation roll" (i.e., gets a result of less than 100), a GM may require another orientation roll the next round. The difficulty of this roll would be one "degree less" than the orientation roll attempted the previous round (e.g., absurd becomes sheer folly, hard becomes medium, etc.). The negative modifier of the second orientation roll would be equal to the negative modifier for the orientation roll attempted the previous round plus 5 (e.g., -30 becomes -25, -25 becomes -20, etc.)

Physical Alteration Criticals

A critical result indicating a "physical alteration critical" means that the target must make a successful RR or he will suffer the results of a physical alteration critical (see *RMCIII* Section 12.3). For physical alteration criticals resulting from aether/nexus criticals that did not cause the target to "telephase" (see below), ignore any "change ß%" results.

Option: The GM may wish to make physical alteration criticals automatically take effect (i.e., no RRs).

Reality Checks

A critical result indicating a "realty check of ß%" means that there is a "ß%" chance of the target being forced to make a successful RR to avoid being (see Section 14.0):

1) displaced on his current plane (recommended unless GM has other planes fully developed), **or**
2) "telephased" to the nexus plane (i.e., usually results in going to another random plane), **or**
3) "telephased" to the aether plane

To determine the exact results of such displacement or telephasing, a GM can use his own discretion **or** he can use the guidelines below.

Option: The GM may wish to make Reality Checks automatically take effect (i.e., no RRs).

Displacement / Telephase Guidelines

Displaced on Current Plane: This displacement can take place in distance or time. We suggest distance or displacement into the near future, unless a GM runs a game where time travel to the past is not disruptive. Distance displacement should occur on the surface of the earth; determine direction randomly. The amount of displacement is based upon the severity of the critical causing the reality check **and** the chance of the reality check had of occurring. The results on the chart below should be multiplied by the reality check # (e.g., for a reality check # of 40%, multiply by 40).

Critical	Distance *	Time *
A	1D10 feet	1D10 minutes
B	1D10 x 100 feet	1D10 hours
C	1D10 x 1000 feet	1D10 days
D	1D10 x 1 mile	1D10 weeks
E	1D10 x 10 miles	1D10 months

* — multiply result by reality check #

Telephased to the Nexus plane: Since the Nexus plane is the plane/material that separates the other planes, this result means that the target is telephased to a random elemental plane to be determined by the GM. Displacement upon arrival can be determined as outlined above).

Telephased to the Aether Plane: Target is transported to the aether plane, displacement upon arrival can be determined as outlined above).

The Physical Alteration Critical: If the target is telephased to another plane with a radically different environment, the physical alteration critical indicated by the aether/nexus critical automatically takes place (no RR) **and** the target is altered to fit the environment of the plane telephased to.

If the physical alteration critical indicates a "100% Change," the target may live and operate normally. The GM may also wish to alter the mind of the target so that it will not remember its existence on the other plane **and** so that it will know the local language and customs (i.e., the target will behave and act as if they have always lived on the new plane).

If the critical indicates less than a "100% change", the target's transformation is not complete; the GM must choose one of the following alternatives:

- Target dies immediately
- Target operate with a negative modifier while on this plane. The negative modifier is "change #% " - 100 (e.g., the target was changed 60%, so the target would have a 40 = 100 - 60 modifier applied against all their actions).

Option: If a reality check occurs but the target makes a successful RR, the GM may wish to have the corresponding physical alteration affect all or part of the target's body. For example, if a reality check occurs and a target makes a successful RR, a physical alteration critical result calling for an "80% change" might give 80% of the target's body properties related to the elemental force involved. This "% of change" should fade at a rate of 1% per hour, or a similar rate to be set by the GM.

10.1 AETHER/NEXUS CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Easy orientation.	Light orientation at -5. Reality check of 10%.	Medium orientation at -10. Reality check of 15%. 'A' physical alteration crit.	Hard orientation at -15. Reality check of 20%. 'B' physical alteration crit.	Very hard orientation at -20. Reality check of 25%. 'C' physical alteration crit.
06-10	Easy orientation at -5. Reality check of 10%.	Light orientation at -10. Reality check of 15%.	Medium orientation at -15. Reality check of 20%. 'A' physical alteration crit.	Hard orientation at -20. Reality check of 25%. 'B' physical alteration crit.	Very hard orientation at -25. Reality check of 30%. 'C' physical alteration crit.
11-15	Easy orientation at -10. Reality check of 15%.	Light orientation at -15. Reality check of 20%.	Medium orientation at -20. Reality check of 25%. 'A' physical alteration crit.	Hard orientation at -25. Reality check of 30%. 'B' physical alteration crit.	Very hard orientation at -30. Reality check of 35%. 'C' physical alteration crit.
16-20	Easy orientation at -15. Reality check of 20%.	Light orientation at -20. Reality check of 25%.	Medium orientation at -25. Reality check of 30%. 'A' physical alteration crit.	Hard orientation at -30. Reality check of 35%. 'B' physical alteration crit.	Very hard orientation at -35. Reality check of 40%. 'C' physical alteration crit.
21-35	Easy orientation at -20. Reality check of 25%.	Light orientation at -25. Reality check of 30%.	Medium orientation at -30. Reality check of 35%. 'A' physical alteration crit.	Hard orientation at -35. Reality check of 40%. 'B' physical alteration crit.	Very hard orientation at -40. Reality check of 45%. 'C' physical alteration crit.
36-45	Light orientation. Reality check of 30%.	Medium orientation at -5. Reality check of 35%. 'A' physical alteration crit.	Hard orientation at -10. Reality check of 40%. 'B' physical alteration crit.	Very hard orientation at -15. Reality check of 45%. 'C' physical alteration crit.	Extremely hard orientation at -20. Reality check of 50%. 'D' physical alteration crit.
46-50	Light orientation at -5. Reality check of 35%.	Medium orientation at -10. Reality check of 40%. 'A' physical alteration crit.	Hard orientation at -15. Reality check of 45%. 'B' physical alteration crit.	Very hard orientation at -20. Reality check of 50%. 'C' physical alteration crit.	Extremely hard orientation at -25. Reality check of 55%. 'D' physical alteration crit.
51-55	Light orientation at -10. Reality check of 40%.	Medium orientation at -15. Reality check of 45%. 'A' physical alteration crit.	Hard orientation at -20. Reality check of 50%. 'B' physical alteration crit.	Very hard orientation at -25. Reality check of 100%. 'C' physical alteration crit.	Extremely hard orientation at -30. Reality check of 100%. 'D' physical alteration crit.
56-60	Light orientation at -15. Reality check of 45%.	Medium orientation at -20. Reality check of 50%. 'A' physical alteration crit.	Hard orientation at -25. Reality check of 55%. 'B' physical alteration crit.	Very hard orientation at -30. Reality check of 60%. 'C' physical alteration crit.	Extremely hard orientation at -35. Reality check of 100%. 'D' physical alteration crit.
61-65	Light orientation at -20. Reality check of 50%.	Medium orientation at -25. Reality check of 55%. 'A' physical alteration crit.	Hard orientation at -30. Reality check of 60%. 'B' physical alteration crit.	Very hard orientation at -35. Reality check of 65%. 'C' physical alteration crit.	Extremely hard orientation at -40. Reality check of 70%. 'D' physical alteration crit.
66	Hard orientation. Reality check of 90%. 'B' physical alteration crit.	Very hard orientation at -5. Reality check of 95%. 'C' physical alteration crit.	Extremely hard orientation at -10. Reality check of 100%. 'D' physical alteration crit.	Sheer folly orientation at -15. Reality check of 100%. 'E' physical alteration crit.	Absurd orientation at -20. Reality check of 100%. 'E' physical alteration crit.
67-70	Medium orientation. Reality check of 55%. 'A' physical alteration crit.	Hard orientation at -5. Reality check of 60%. 'B' physical alteration crit.	Very hard orientation at -10. Reality check of 65%. 'C' physical alteration crit.	Extremely hard orientation at -15. Reality check of 70%. 'D' physical alteration crit.	Sheer folly orientation at -20. Reality check of 75%. 'E' physical alteration crit.
71-75	Medium orientation at -5. Reality check of 60%. 'A' physical alteration crit.	Hard orientation at -10. Reality check of 65%. 'B' physical alteration crit.	Very hard orientation at -15. Reality check of 70%. 'C' physical alteration crit.	Extremely hard orientation at -20. Reality check of 75%. 'D' physical alteration crit.	Sheer folly orientation at -25. Reality check of 80%. 'E' physical alteration crit.
76-80	Medium orientation at -10. Reality check of 65%. 'A' physical alteration crit.	Hard orientation at -15. Reality check of 70%. 'B' physical alteration crit.	Very hard orientation at -20. Reality check of 75%. 'C' physical alteration crit.	Extremely hard orientation at -25. Reality check of 80%. 'D' physical alteration crit.	Sheer folly orientation at -30. Reality check of 85%. 'E' physical alteration crit.
81-85	Medium orientation at -15. Reality check of 70%. 'A' physical alteration crit.	Hard orientation at -20. Reality check of 75%. 'B' physical alteration crit.	Very hard orientation at -25. Reality check of 80%. 'C' physical alteration crit.	Extremely hard orientation at -30. Reality check of 85%. 'D' physical alteration crit.	Sheer folly orientation at -35. Reality check of 100%. 'E' physical alteration crit.
86-90	Hard orientation at -5. Reality check of 75%. 'A' physical alteration crit.	Very hard orientation at -10. Reality check of 80%. 'B' physical alteration crit.	Extremely hard orientation at -15. Reality check of 85%. 'C' physical alteration crit.	Sheer folly orientation at -20. Reality check of 100%. 'D' physical alteration crit.	Absurd orientation at -25. Reality check of 100%. 'E' physical alteration crit.
91-95	Hard orientation at -10. Reality check of 80%. 'A' physical alteration crit.	Very hard orientation at -15. Reality check of 85%. 'B' physical alteration crit.	Extremely hard orientation at -20. Reality check of 100%. 'C' physical alteration crit.	Sheer folly orientation at -25. Reality check of 100%. 'D' physical alteration crit.	Absurd orientation at -30. Reality check of 100%. 'E' physical alteration crit.
96-99	Hard orientation at -15. Reality check of 85%. 'A' physical alteration crit.	Very hard orientation at -20. Reality check of 100%. 'B' physical alteration crit.	Extremely hard orientation at -25. Reality check of 100%. 'C' physical alteration crit.	Sheer folly orientation at -30. Reality check of 100%. 'D' physical alteration crit.	Absurd orientation at -35. Reality check of 100%. 'E' physical alteration crit.
100	Very hard orientation. Reality check of 100%. 'B' physical alteration crit.	Extremely hard orientation at -5. Reality check of 100%. 'C' physical alteration crit.	Sheer folly orientation at -10. Reality check of 100%. 'D' physical alteration crit.	Absurd orientation at -15. Reality check of 100%. 'E' physical alteration crit.	Absurd orientation at -20. Reality check of 100%. 'E' physical alteration crit.

10.2 MENTAL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Easy orientation.	Light orientation at –5.	Medium orientation at –10.	Hard orientation at –15.	Very hard orientation at –20. Lose 1 DP.
06-10	Easy orientation at –5.	Light orientation at –10.	Medium orientation at –15.	Hard orientation at –20. Lose 1 DP.	Very hard orientation at –25. Lose 2 DPs.
11-15	Easy orientation at –10.	Light orientation at –15.	Medium orientation at –20. Lose 1 DP.	Hard orientation at –25. Lose 2 DPs.	Very hard orientation at –30. Lose 3 DPs. Reduce one mental stat by 1.
16-20	Easy orientation at –15.	Light orientation at –20. Lose 1 DP.	Medium orientation at –25. Lose 2 DPs.	Hard orientation at –30. Lose 3 DPs.	Very hard orientation at –35. Lose 4 DPs. Reduce one mental stat by 2.
21-35	Easy orientation at –20. Lose 1 DP.	Light orientation at –25. Lose 2 DPs.	Medium orientation at –30. Lose 3 DPs.	Hard orientation at –35. Lose 4 DPs. Reduce one mental stat by 1.	Very hard orientation at –40. Lose 5 DPs. Reduce one mental stat by 3.
36-45	Light orientation. Lose 2 DPs.	Medium orientation at –5. Lose 3 DPs.	Hard orientation at –10. Lose 4 DPs.	Very hard orientation at –15. Lose 5 DPs. Reduce one mental stat by 2.	Extremely hard orientation at –20. Lose 6 DPs. Reduce one mental stat by 4.
46-50	Light orientation at –5. Lose 3 DPs.	Medium orientation at –10. Lose 4 DPs.	Hard orientation at –15. Lose 5 DPs. Reduce one mental stat by 1.	Very hard orientation at –20. Lose 6 DPs. Reduce one mental stat by 3.	Extremely hard orientation at –25. Lose 7 DPs. Reduce one mental stat by 5.
51-55	Light orientation at –10. Lose 4 DPs.	Medium orientation at –15. Lose 5 DPs. Reduce one mental stat by 1.	Hard orientation at –20. Lose 6 DPs. Reduce one mental stat by 2.	Very hard orientation at –25. Lose 7 DPs. Reduce two mental stats by 6.	Extremely hard orientation at –30. Lose 8 DPs. Reduce two mental stats by 7.
56-60	Light orientation at –15. Lose 5 DPs. Reduce one mental stat by 1.	Medium orientation at –20. Lose 6 DPs. Reduce one mental stat by 2.	Hard orientation at –25. Lose 7 DPs. Reduce one mental stat by 3.	Very hard orientation at –30. Lose 8 DPs. Reduce one mental stat by 4.	Extremely hard orientation at –35. Lose 9 DPs. Reduce two mental stats by 8.
61-65	Light orientation at –20. Lose 6 DPs. Reduce one mental stat by 2.	Medium orientation at –25. Lose 7 DPs. Reduce one mental stat by 3.	Hard orientation at –30. Lose 8 DPs. Reduce one mental stat by 4.	Very hard orientation at –35. Lose 9 DPs. Reduce one mental stat by 5.	Extremely hard orientation at –40. Lose 10 DPs. Reduce one mental stat by 6.
66	Hard orientation. Lose 10 DPs. Reduce two mental stats by 5.	Very hard orientation at –5. Lose 15 DPs. Reduce two mental stats by 6.	Extremely hard orientation at –15. Lose 20 DPs. Reduce two mental stats by 7.	Sheer folly orientation at –20. Lose 25 DPs. Reduce two mental stats by 8.	Absurd orientation at –25. Lose 30 DPs. Reduce two mental stats by 9.
67-70	Medium orientation. Lose 7 DPs. Reduce one mental stat by 3.	Hard orientation at –5. Lose 8 DPs. Reduce one mental stat by 4.	Very hard orientation at –10. Lose 9 DPs. Reduce one mental stat by 5.	Extremely hard orientation at –15. Lose 10 DPs. Reduce one mental stat by 6.	Sheer folly orientation at –20. Lose 11 DPs. Reduce one mental stat by 7.
71-75	Medium orientation at –5. Lose 8 DPs. Reduce one mental stat by 4.	Hard orientation at –10. Lose 9 DPs. Reduce one mental stat by 5.	Very hard orientation at –15. Lose 10 DPs. Reduce one mental stat by 6.	Extremely hard orientation at –20. Lose 11 DPs. Reduce one mental stat by 7.	Sheer folly orientation at –25. Lose 12 DPs. Reduce one mental stat by 8.
76-80	Medium orientation at –10. Lose 9 DPs. Reduce one mental stat by 5.	Hard orientation at –15. Lose 10 DPs. Reduce one mental stat by 6.	Very hard orientation at –20. Lose 11 DPs. Reduce one mental stat by 7.	Extremely hard orientation at –25. Lose 12 DPs. Reduce one mental stat by 8.	Sheer folly orientation at –30. Lose 15 DPs. Reduce one mental stat by 9.
81-85	Medium orientation at –15. Lose 10 DPs. Reduce one mental stat by 6.	Hard orientation at –20. Lose 11 DPs. Reduce one mental stat by 7.	Very hard orientation at –25. Lose 12 DPs. Reduce one mental stat by 8.	Extremely hard orientation at –30. Lose 15 DPs. Reduce one mental stat by 9.	Sheer folly orientation at –35. Lose 20 DPs. Reduce two mental stats by 10.
86-90	Hard orientation at –5. Lose 11 DPs. Reduce one mental stat by 7.	Very hard orientation at –10. Lose 12 DPs. Reduce one mental stat by 8.	Extremely hard orientation at –15. Lose 15 DPs. Reduce one mental stat by 9.	Sheer folly orientation at –20. Lose 20 DPs. Reduce two mental stats by 10.	Absurd orientation at –25. Lose 25 DPs. Reduce two mental stats by 12.
91-95	Hard orientation at –10. Lose 12 DPs. Reduce one mental stat by 8.	Very hard orientation at –15. Lose 15 DPs. Reduce one mental stat by 9.	Extremely hard orientation at –20. Lose 20 DPs. Reduce two mental stats by 10.	Sheer folly orientation at –25. Lose 25 DPs. Reduce two mental stats by 12.	Absurd orientation at –30. Lose 30 DPs. Reduce two mental stats by 14.
96-99	Hard orientation at –15. Lose 15 DPs. Reduce one mental stat by 9.	Very hard orientation at –20. Lose 20 DPs. Reduce two mental stats by 10.	Extremely hard orientation at –25. Lose 25 DPs. Reduce two mental stats by 12.	Sheer folly orientation at –30. Lose 30 DPs. Reduce two mental stats by 14.	Absurd orientation at –35. Lose 35 DPs. Reduce two mental stats by 16.
100	Very hard orientation. Lose 20 DPs. Reduce two mental stats by 10.	Extremely hard orientation at –5. Lose 25 DPs. Reduce two mental stats by 12.	Sheer folly orientation at –10. Lose 30 DPs. Reduce two mental stats by 14.	Absurd orientation at –15. Lose 35 DPs. Reduce two mental stats by 16.	Absurd orientation at –50. Lose 40 DPs. Reduce two mental stats by 18.

An **aether** physical alteration would make the target's body invisible (a property of aether). The percentage change could be used as the chance each minute (or round) that the target is invisible (e.g., a 40% change would mean a 40% chance each minute of the target being invisible). A GM may wish to modify physical damage 'done to' and 'done by' a target with aether plane properties by the target's "% of change" (round up). For example, a physical attack delivering a '33E' against (or by) a target with a "50% change" would be a '17C' slash: 50% of an 'E' is 'B.5' or a 'C'.

A **nexus** physical alteration would make the target's body take on a property reflecting the most abundant or most dominant elemental force on the random elemental plane that the target would have been telephased to if the RR had failed.

NOTES FOR MENTAL CRITICALS

Orientation Rolls

Results on this critical table always require an "orientation roll" for the target that takes the critical. See the Notes of Aether/Nexus Criticals for a complete explanation of the procedure involved.

Lost Development Points

All development points loses are semi-permanent — they may only be recovered by using magic, by using special herbs, or perhaps by using the secondary skill: Sanity Healing Lore (GM discretion). Lost development points come from those for the target's next experience level (i.e., the ones being used for current skill development); the GM may randomly choose which DPs are lost or he may allow the target to choose. A target never loses more DPs than he has available for his next experience level.

Reduced Stats

All stat reductions mentioned in the critical results from this table affect temporary stats and are semi-permanent — they may only be recovered by normal level advancement, by using magic, by using special herbs, or perhaps by using the secondary skill: Sanity Healing Lore (GM discretion). If a temporary stat goes below zero, the target lapses into a coma.

To determine which mental stat is affected, roll on the chart below:

Roll	Stat Affected
01-25	Reasoning
26-50	Memory
51-70	Self Discipline
71-80	Empathy
81-90	Intuition
91-100	Presence

Option: A GM that wants to make the result on the Mental Critical Strike Table 10.2 more significant can multiply each stat reduction by 2, 3, 4, or 5.

Note: This critical strike table may be useful for GMs who are running 'Horror' campaigns. Since it is often very difficult to handle and role play insane characters, this gives the GM an option for dealing with characters that "sees the incomprehensible."

NOTES FOR TIME CRITICALS

Once a target takes a time critical result, the GM must determine if the stat reductions indicated affect temporary or potential stats. Temporary stat reductions represent a "rejuvenation" phenomena, while potential stat reductions represent an "aging" phenomena — these phenomena are not normally reflected by actual rejuvenation or aging on the target's part. To determine what type of stat is affected, roll 1-100 for each stat reduced:

(01-50) ..... temporary stat is lowered
(51-00) ..... potential stat is lowered

To determine which stat is affected, roll on the chart below:

Roll	Stat Affected
01-10	Agility
11-20	Constitution
21-30	Self Discipline
31-40	Reasoning
41-50	Memory
51-60	Strength
61-70	Quickness
71-80	Empathy
81-90	Intuition
91-100	Presence

All stat reductions are semi-permanent — they may only be recovered by the normal level advancement procedure, by using magic, or by using special herbs. If a temporary stat goes below zero, the target lapses into a coma. If a potential stat goes below zero, the target dies.

A temporary stat may never be greater than its associated potential stat; so reduce temporary stats accordingly when their corresponding potential stats drop low enough.

Option: A GM that wants to make the result on the Time Critical Strike Table 10.3 more significant can multiply each stat reduction by 2, 3, 4, or 5.

Option: Since a potential stat reduction usually also lowers the corresponding temporary stat, a GM may wish to bias the temporary/potential roll above so that temporary stats are reduced more often than potential stats. We suggest a 75/25 roll or *even* a 90/10 *or 95/5* roll.

Option: Keep track of temporary stat values that drop due to potential stat reduction. If a reduced potential stat returns to a high enough value, the corresponding temporary stat can be increase up to its previous value.

OPTION: Additional Physical Criticals for Mental and Time Criticals

A GM who wants mental and time critical strikes to also deliver physical damage may supplement normal mental and time critical results with an additional Stress critical (or perhaps Depression or Shock). A GM may wish to allow a Co-based RR to avoid such a critical. The severity of the additional critical should be based upon the mental critical strike roll:

(01-10) ..... four degrees of severity less
(11-35) ..... three degrees of severity less
(36-65) ..... two degrees of severity less
(67-85) ..... one degree of severity less
(66 and 86-100) ..... same severity

10.3 TIME CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Hair rises on the back of your neck.	A momentary touch makes your eyes widen!	Lucky move on your part!	Your lucky is going to change. Count on it!	Time will get you; however, it will be next time.
06-10	You feel the sting of power.	Death's caress just misses.	–1 from 1 random stat.	–2 from 1 random stat.	–1 from 1 random stat. –2 from 1 random stat.
11-15	Chilled bones confirm just how close death was!	–1 from 1 random stat.	–2 from 1 random stat.	–1 from 1 random stat. –2 from 1 random stat.	–1 from 2 random stats. –2 from 1 random stat.
16-20	–1 from 1 random stat.	–2 from 1 random stat.	–1 from 1 random stat. –2 from 1 random stat.	–1 from 2 random stats. –2 from 1 random stat.	–2 from 2 random stats. –1 from all other stats.
21-35	–2 from 1 random stat.	–1 from 1 random stat. –2 from 1 random stat.	–1 from 2 random stats. –2 from 1 random stat.	–2 from 2 random stats. –1 from all other stats.	–3 from 2 random stats. –2 from all other stats.
36-45	–1 from 1 random stat. –2 from 1 random stat.	–1 from 2 random stats. –2 from 1 random stat.	–2 from 2 random stats. –1 from all other stats.	–3 from 2 random stats. –2 from all other stats.	–4 from 2 random stats. –2 from all other stats.
46-50	–1 from 2 random stats. –2 from 1 random stat.	–2 from 2 random stats. –1 from all other stats.	–3 from 2 random stats. –2 from all other stats.	–4 from 2 random stats. –2 from all other stats.	–5 from 2 random stats. –3 from all other stats.
51-55	–2 from 2 random stats. –1 from all other stats.	–3 from 2 random stats. –2 from all other stats.	–4 from 2 random stats. –2 from all other stats.	You are bone tired, age has a grip on you. –5 from all the stats.	Joints crack and ache. –2 to all the stats.
56-60	–3 from 2 random stats. –2 from all other stats.	–4 from 2 random stats. –2 from all other stats.	–5 from 2 random stats. –3 from all other stats.	–6 from 2 random stats. –4 from all other stats.	Eye sight and hearing fade as old age consumes your body. –15 to all the stats.
61-65	–4 from 2 random stats. –3 from all other stats.	–5 from 2 random stats. –3 from all other stats.	–6 from 2 random stats. –4 from all other stats.	–7 from 2 random stats. –5 from all other stats.	–8 from 2 random stats. –6 from all other stats.
66	Death's grip was frightening. –10 from all the stats.	Skin stretches tight across your face. –12 from all stats.	Great age sets badly upon your body. –15 from all the stats.	Age claims you as it's prize. –70 to all actions for 12 rnds, then you die suddenly.	You are not growing old gracefully. Rapid aging kills you in 3 rnds.
67-70	–6 from 2 random stats. –4 from all other stats.	–7 from 2 random stats. –5 from all other stats.	–8 from 2 random stats. –6 from all other stats.	–9 from 2 random stats. –7 from all other stats.	–10 from 2 random stats. –8 from all other stats.
71-75	–7 from 2 random stats. –5 from all other stats.	–8 from 2 random stats. –6 from all other stats.	–9 from 2 random stats. –7 from all other stats.	–10 from 2 random stats. –8 from all other stats.	–11 from 2 random stats. –9 from all other stats.
76-80	–8 from 2 random stats. –6 from all other stats.	–9 from 2 random stats. –7 from all other stats.	–10 from 2 random stats. –8 from all other stats.	–11 from 2 random stats. –9 from all other stats.	–12 from 2 random stats. –10 from all other stats.
81-85	–9 from 2 random stats. –7 from all other stats.	–10 from 2 random stats. –8 from all other stats.	–11 from 2 random stats. –9 from all other stats.	–12 from 2 random stats. –10 from all other stats.	Your body dries up as old age squeezes out your life essence. Die in 8 inactive rnds.
86-90	–10 from 2 random stats. –8 from all other stats.	–11 from 2 random stats. –9 from all other stats.	–12 from 2 random stats. –10 from all other stats.	8 rnds of bone twisting agony, –50 to all actions; then you lean over and die.	Aging bones protest against any movement. –75 to all actions as rapid aging kills you in seven rnds.
91-95	–11 from 2 random stats. –9 from all other stats.	–12 from 2 random stats. –10 from all other stats.	Sudden despair strikes. Your life passes before your eyes. After 4 inactive rnds, death claims you.	You heart stops, pain smashes through your chest. Unable to move, you age rapidly and die in 3 rnds. Peace at last.	The shock of aging rapidly places you in a coma for 6 rnds and then death strikes.
96-99	–12 from 2 random stats. –10 from all other stats.	Your muscles grow limp. Death claims you in 4 short rnds.	Legs collapse from brittled bones. Aging process leaves you in a coma for 3 rnds, then you die.	Death's agony rips out your life force causing you to die in two rnds. –50 to all actions until then.	Body is picked up and tossed in the air for 2 rnds. Body fades as age burns up flesh and blood. Not a happy death.
100	Your teeth clatter to the floor, as the centuries of old age are thrust upon you. Die in one rnd.	Silly you. Don't you know your advanced age has already killed you.	Who said you won't die of old age. They lied, because you just died.	Your body withers and shrivels and dies of old age; all in one rnd.	Your body crumbles to dust so quickly that there is nothing you can do.

10.4 VIBRATION CRITICAL TABLE

	A	B	C	D	E
01-05	Skin Tingles.	Strike tickles foes sides.	+1 hit.	+2 hit.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits. +10 to your next strike.	+4 hits. Lose initiative 1 rnd.	+5 hits. Lose initiative 1 rnd. Stunned 1 rnd.
11-15	+2 hits. Lose initiative next rnd.	+4 hits. Minor side strike. Lose initiative 1 rnd.	+5 hits. Minor side strike. Unbalanced, must parry 1 rnd. +1 hits/rnd.	+7 hits. Minor side strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hits/rnd.	+8 hits. Minor side strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hit/rnd.
16-20	+3 hits. Lose initiative next rnd. Must parry 1 rnd.	+5 hits. Minor side strike. Unbalanced, must parry 1 rnd at –30.	+8 hits. Minor side strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd.	+8 hits. Minor side strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hits/rnd.	+15 hits. Minor side strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hit/rnd.
21-35	+6 hits. Unbalanced, loses initiative 2 rnds. Must parry 1 rnd.	+7 hits. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hit/rnd.	+9 hits. Minor chest strike. Unbalanced. Stunned no parry 1 rnd. +1 hits/rnd.	+10 hits. Minor leg strike. Unbalanced. Stunned no parry 1 rnd. +1 hits/rnd.	+15 hits. Minor side strike. Unbalanced. Stunned no parry 2 rnds. +1 hit/rnd.
36-45	+8 hits. Lower leg strike. Unbalanced, loses initiative 2 rnds. Stunned 1 rnd. +1 hit/ rnd. Moves at –10.	+9 hits. Lower leg strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +4 hit/rnd. Moves at –10.	+10 hits. Lower leg strike. Unbalanced and knocked down to one knee. Stunned 2 rnds. +3 hits/rnd. Moves at –10.	+12 hits. Minor groin strike. Unbalanced. Stunned 3 rnds, no parry 2 rnds. +2 hits/rnd.	+12 hits. Minor leg strike. Leg is shattered, destroying leg muscles, tendons, cartilage. Knocked down and back 10'. –35 to activity.
46-50	+8 hits. Minor back strike. Unbalanced, loses initiative 3 rnds. Stunned 1 rnd. +1 hits/ rnd. Moves at –10.	+10 hits. Minor back strike. Unbalanced, Stunned no parry 1 rnd. +1 hit/rnd. –10 to activity.	+12 hits. Minor back strike. Stunned 2 rnds. Must parry 1 rnd. +1 hits/rnd. –10 to activity.	+16 hits. Minor back strike. Stunned 2 rnds. Must parry 1 rnd. +2 hits/rnd . –15 to activity.	+20 hits. Major back strike. Knocked down 3 rnds. Stunned 2 rnds. Must parry 2 rnds. +2 hits/rnd and at –50.
51-55	+10 hits. Minor chest strike. Unbalanced. Stunned 1 rnd. Must parry 1 rnd. +1 hits/rnd. Moves at –10.	+12 hits. Minor chest strike. Unbalanced and knocked down. Stunned 2 rnds. +2 hits/rnd. –15 to activity.	+15 hits. Minor chest strike. Unbalanced and knocked back 5 feet, down 2 rnds. Stunned 2 rnds. +2 hits/rnd. –15 to activity.	+20 hits. Major chest strike. A lung collapses. +2 hits/rnd. –20 to activity.	+20 hits. Major back strike. Out cold for 2 rnds. Stunned no parry 5 rnds. +5 hits/rnd. –25 to activity.
56-60	+10 hits. Minor thigh strike. Knocked down. Stunned 1 rnd. +1 hits/rnd. Moves at 10.	+10 hits. Minor thigh strike. Spun around. Stunned 1 rnd. +2 hits/rnd. Moves at –10.	+12 hits. Minor thigh strike. Knocked down 2 rnds. Stunned 3 rnds. +2 hits/rnd. Moves at –75.	+10 hits. Minor leg strike. Stunned 1 rnd, no parry 1 rnd. +3 hits/rnd. –30 to activity.	+20 hits. Major chest strike. Out cold 3 rnds. Stunned no parry 6 rnds. +6 hits/rnd. –35 to activity.
61-65	+12 hits. Minor forearm strike. Unbalanced. Stunned 1 rnd. –10 to all actions.	+10 hits. Minor forearm strike. Forearm shattered, hand is useless. Stunned no parry 1 rnd. +2 hits/rnd. –10 to activity.	+12 hits. Minor forearm strike. Forearm shattered, arm is useless. Stunned no parry 1 rnd. +2 hits/rnd. –20 to activity.	+10 hits. Minor forearm strike. Forearm shattered, arm is useless. Stunned 2 rnds, no parry 1 rnds. +3 hits/rnd. –40 to all actions.	+20 hits. Major forearm strike. Forearm joint is destroyed. Knocked down, out 3 rnds, arm is useless. Stunned 4 rnds. –25 to all actions.
66	+20 hits. Major shoulder strike. Non–weapon shoulder broken, arm is useless. Stunned no parry 1 rnd. +3 hits/rnd. –25 to all actions.	+15 hits. Major arm strike. Weapon arm is shattered, joints destroyed, arm is useless. Stunned no parry 5 rnds. +4 hits/rnd. –25 to activity.	+25 hits. Major leg strike. Knee is shattered, joints destroyed, leg is useless. Out cold 5 rnds. +2 hits/rnd. –35 to activity.	+30 hits. Major head strike. If foe is not wearing a helm, dies; otherwise, out cold 3 hours. +2 hits/rnd. –35 to activity.	+40 hits. Major chest strike. Drops and dies in 6 agonizing rnds. Massive damage to torso and internal organs. +7 hits/rnd. –45 to activity.
67-70	+7 hits. Minor collar bone strike. Unbalanced. Stunned 3 rnds, –10 to all actions.	+10 hits. Minor back strike. Stunned 3 rnds, no parry 1 rnd. +1 hits/rnd. –10 to activity.	+12 hits. Minor back strike. Stunned 4 rnds, no parry 2 rnds. +3 hits/rnd. –15 to activity.	+15 hits. Minor back strike. Out cold 2 rnds. Stunned 7 rnds. +4 hits/rnd. –25 to activity.	+25 hits. Major chest strike. Knocked out for 1 day. +7 hits/rnd. –45 to activity.
71-75	+10 hits. Torn tendons in lower leg, unbalanced, knocked down to one knee. Stunned 1 rnd. –10 all actions.	+10 hits. Minor calf strike. Stunned 4 rnds, no parry 3 rnds. +2 hits/rnd. –25 to activity.	+10 hits. Minor leg strike. Knocked down 2 rnds. Stunned 5 rnds, no parry 8 rnds. +2 hits/rnd. –25 to activity.	+15 hits. Minor leg strike. Knocked out 3 rnds. Stunned no parry 5 rnds. +5 hits/rnd. –30 to activity.	+20 hits. Major chest strike. Blood vessels pop. Bleed to death in 8 inactive rnds. +7 hits/rnd. –45 to activity.
76-80	+11 hits. Torn tendons and muscles in biceps. Stunned 2 rnds, no parry next rnd. +1 hits/rnd. –10 to all actions.	+10 hits. Minor arm strike. Non weapon arm has broken bones and torn tendons and muscles. Stunned 3 rnds. –20 to activity.	+15 hits. Minor chest strike. Collar bone is broken, arm is useless. Stunned 3 rnds. +3 hits/rnd. –25 to activity.	+20 hits. Major chest strike. Knocked out 5 rnds. Stunned no parry 12 rnds. +6 hits/rnd. –35 to activity.	+25 hits. Major groin strike. Pain staggers and drops foe, blood fills torso cavity. Death comes in 6 very painful rnds. +10 hits/rnd.
81-85	+12 hits. Broken ribs and torn cartilage. Stunned 4 rnds. +3 hits/rnd. –10 to all actions. +10 to your next strike.	+12 hits. Broken ribs and torn cartilage. Stunned 6 rnds. +4 hits/rnd. –20 to activity.	+15 hits.Broken leg and torn tendons, muscles and cartilage. Stunned 6 rnds, no parry to 7 rnds. +4 hits/rnd. –25 to activity.	+20 hits. Broken spine and torn tendons, muscles and cartilage. Paralyzed from the neck down. +4 hits/rnd. Foe is very unhappy.	+30 hits. Shattered collar bone and shoulder. Neck snaps, death occurs in 10+1D10 rnds from suffocation. +4 hits/rnd.
86-90	+13 hits. Minor back strike. Knocked down 2 rnds. Stunned 3 rnds. +2 hits/rnd. –10 to all actions.	+20 hits. Major calf strike. Broken bones and torn tendons. Knocked down. Stunned no parry 5 rnds. –25 to activity.	+25 hits. Major groin strike. Broken bones and torn tendons and muscles. Stunned no parry 8 rnds. +4 hits/rnd. –30 to activity.	+30 hits. Major abdomen strike. Internal organs are turned to pulp. –40 to activity for 4 rnds, then dies.	+35 hits. Major head strike. Brain functions cease, except breathing and heart beat (treat as a coma). Foe would be better off dead.
91-95	+20 hits. Major hip strike. Knocked down 2 rnds. Stunned 2 rnds. –25 to all actions.	+25 hits. Major hip strike. Shattered hip. Stunned 5 rnds, then out cold for 1 hour. +2 hits/rnd. –25 to activity.	+30 hits. Major head strike. Shattered skull, bone fragments destroy brain. +6 hits/rnd. Dies in 4 inactive rnds.	+35 hits. Limbs are shattered. Arms and legs flail about for 3 rnds. Treat as if paralyzed from neck down. +6 hits/rnd.	+40 hits. Major body strike. Body split into four equal parts, each going its own separate way. Foe is dead (all four parts). +25 hits/rnd.
96-99	+20 hits. Major head strike. If foe not wearing helmet, knocked out for 1 month (coma); otherwise, out 1 day.	+25 hits. Major head strike. Side of foe's face is shattered, dies in 3 inactive rnds. +2 hits/ rnd. –25 to activity.	+30 hits. Major chest strike. Heart overheats and shuts down. Dies in 2 rnds. +2 hits/rnd. –35 to activity.	+40 hits. Chest and back muscles are liquified, chest cavity plunges down to hips, destroying all internal organs, dies in 1 rnd.	+50 hits. Major head strike. Brain flames out of existence, flames sprout out of facial openings. Foe is gone forever.
100	+20 hits. Major head strike. If not wearing helmet, neck snaps, dies in 3 rnds; else, out 1 day. –25 to all actions.	+30 hits. Major head strike. Brain is turned to mush. Foe is dead.	+30 hits. Major head strike. Eyes turn to jelly, ears quiver, head is filled with a loud hum. Brain ceases to functions.	+50 hits. Major head strike. Brain oozes out facial openings, body takes two involuntary steps back and then drops very dead.	+60 hits. Major body strike. Body is literally ripped into thousands of parts. Foe is made into a pool of bloody jelly. Very Dead.

11.0 INTERACTION BETWEEN THE ELEMENTS

What happens when two or more elemental attacks are in the same space at the same time? Do such attacks take effect normally, do they cancel each other, does the more powerful attack cancel the less powerful one? What happens to an elemental attack that is cancelled, does it just evaporate? What happens if the two attacks using the same elemental force are cast in the same space at the same time?

There are no quick and easy solutions to these problems, but this section presents some guidelines for "element interaction" that a GM can use to resolve such questions on a case by case basis. A GM should choose one of two different methods for resolving element interaction: the RR method (Section 11.1) and the comparison method (Section 11.2).

For these element interaction guidelines to apply, the elemental forces involved must "overlap," i.e., the elemental forces must occupy the same area at the same time.



11.1 THE RR METHOD

If two interacting attacks use the same elemental force, just resolve both attacks normally. Otherwise, each elemental attack must make a RR with the other elemental attack's level used as the attack level for the RR. There are three possible outcomes:

Both Fail the RR: In this case, both attacks are cancelled **and** the energy is lost to the surrounding environment.

One RR Fails and One RR Succeeds: The elemental attack that fails is cancelled and it's energy is lost to the surrounding environment. The elemental attack that succeeds is resolved normally.

Both Succeed the RR: Both elemental attacks are resolved normally. The main problem will come when the affects are incompatible (e.g., fire and water); in which case, the GM will have to determine the outcome in a realistic and appropriate manner (e.g., one steam attack).

Example: *A 4th level fire bolt is shot at a raging marauder at the same time that a 6th level stun cloud is cast into the same area. The 4th level fire bolt must make a RR versus the 6th level stun cloud (58 or better)* ***and*** *the 6th level stun cloud must make a RR versus the 4th level fire bolt (42 or better). The stun cloud's roll is 49 and the fire bolt's roll is 53, so the fire bolt is canceled and the stun cloud proceeds normally.*

Note: *This technique can be extended to more than two elemental attacks; each elemental attack would make a RR versus each other elemental attack. If an attack fails any RR, it is canceled. If more than one attack succeeds in all of its RRs, all attacks are canceled.*

11.2 THE COMPARISON METHOD

Using the purity, attack size, and relationship of the interacting elemental attacks, this method "combines" interacting attacks into just one attack that needs to be resolved. There are three possible relationships between interacting elemental attacks:

Identical — same element

Dissimilar — elements are different but not opposing

Opposing — elements are opposing

Note: *This technique can be extended to more than two elemental attacks. Just combine pairs of elemental attacks, then pair the resulting attacks and combine them. Repeat this process until only one attack remains. As a rule of thumb, pair attacks in this order: identical, dissimilar, and then opposing.*

Identical Elemental Forces

Identical elemental forces are just that: they consist of the same element. The elemental forces combine and increase the purity and size of the resulting elemental attack.

- The *purity* of the combined attack is obtained by cross-indexing the two elemental attacks' purities on the "Identical" section of the Purity Comparison Table 11.3.
- The *size* of the combined attack is obtained by cross-indexing the two elemental attacks' sizes on the "Increased" section of the Size Comparison Table 11.4.



- A normal attack roll is made for each attack **and** the rolls are averaged. The resultant average attack roll is applied to the appropriate Elemental Force Attack Table (9.3-9.8) as determined by the combined attack's purity. Any result is limited by the combined attack's size.

Example: *Two fire lizards attack in unison against a warrior. Each fire lizard makes a tiny lesser fire bolt attack. The fire bolt attacks combine to create a small normal fire bolt attack.*

Example: *Three of the fire lizards mentioned above attack in unison against a warrior. Two tiny lesser attacks combine to make a small normal attack, then the small normal attack combines with the third tiny lesser attack to make a medium greater attack.*

Example: *Four of the fire lizards mentioned above attack in unison against a warrior. Two tiny lesser attacks combine to make a small normal attack, then two small normal attacks combine to make a large minor attack.*

Example: *Two high elementalists attack a giant using normal medium nether bolts; which would combine into a huge minor nether bolt attack.*



Dissimilar Elemental Forces

Dissimilar elemental forces consist of different elements that are **not** opposing. The elemental forces combine and increase the purity and size of the resulting elemental attack.

- The *purity* of the combined attack is obtained by cross-indexing the two elemental attacks' purities on the "Dissimilar" section of the Purity Comparison Table 11.3
- The *size* of the combined attack is obtained by cross-indexing the two elemental attacks' sizes on the "Dissimilar" section of the Size Comparison Table 11.4.
- A normal attack roll is made for each attack **and** the rolls are averaged. The resultant average attack roll is applied to the appropriate Elemental Force Attack Table (9.3-9.8) as determined by the combined attack's purity. Any result is limited by the combined attack's size.
- The type of critical delivered is determined by the elemental attack with the higher purity. If both attacks have the same purity, the type of critical delivered is determined by the elemental attack with the largest size. If both attacks have the same size and purity, determine the critical type randomly.

Example: *A wind serpent and a high elementalist attack a frost giant. The wind serpent attacks with a small minor wind bolt and the high elementalist attacks with a medium superior fire ball. The combined attack is a small normal fire bolt.*

Example: *Two elemental mages attack a score of skeletons. Their attacks are a large normal dark ball and a medium normal gravity ball. The combined attack is a medium lesser dark ball.*

Opposing Elemental Forces

Opposing elemental forces consist of different elements that are opposing. The elemental forces combine and increase the purity and size of the resulting elemental attack.

- The *purity* of the combined attack is obtained by cross-indexing the two elemental attacks' purities on the "Opposing" section of the Purity Comparison Table 11.3.
- The *size* of the combined attack is obtained by cross-indexing the two elemental attacks' sizes on the "Opposing" section of the Size Comparison Table 11.4.
- A normal attack roll is made for each attack **and** the rolls are averaged. The resultant average attack roll is applied to the appropriate Elemental Force Attack Table (9.3-9.8) as determined by the combined attack's purity. Any result is limited by the combined attack's size.
- The type of critical delivered is determined by the elemental attack with the higher purity. If both attacks have the same purity, the type of critical delivered is determined by the elemental attack with the largest size. If both attacks have the same size and purity, determine the critical type randomly.

Example: *A fire dragon and a ice dragon attack each other. Their attacks are superior fire and ice (respectively) cone attacks. The combined attack is a tiny "canceled" attack (i.e., no attack).*

Example: *An elemental physician casts a medium lesser water ball on the same area in which an elemental casts a super large greater earth ball. The combined attack is a small lesser earth ball.*

11.3 PURITY COMPARISON CHART

IDENTICAL ELEMENTAL FORCES

	Lesser	Normal	Greater	Minor	Major	Superior
Lesser	Normal	Greater	Minor	Major	Superior	Superior
Normal	Greater	Minor	Major	Superior	Superior	Superior
Greater	Minor	Major	Superior	Superior	Superior	Superior
Minor	Major	Superior	Superior	Superior	Superior	Superior
Major	Superior	Superior	Superior	Superior	Superior	Superior
Superior	Superior	Superior	Superior	Superior	Superior	Superior

DISSIMILAR ELEMENTAL FORCES

	Lesser	Normal	Greater	Minor	Major	Superior
Lesser	Lesser	Lesser	Normal	Greater	Minor	Major
Normal	Lesser	Lesser	Lesser	Normal	Greater	Minor
Greater	Normal	Lesser	Lesser	Lesser	Normal	Greater
Minor	Greater	Normal	Lesser	Lesser	Lesser	Normal
Major	Minor	Greater	Normal	Lesser	Lesser	Lesser
Superior	Major	Minor	Greater	Normal	Lesser	Lesser

OPPOSING ELEMENTAL FORCES

	Lesser	Normal	Greater	Minor	Major	Superior
Lesser	Canceled	Canceled	Lesser	Normal	Greater	Minor
Normal	Canceled	Canceled	Canceled	Lesser	Normal	Greater
Greater	Lesser	Canceled	Canceled	Canceled	Lesser	Normal
Minor	Normal	Lesser	Canceled	Canceled	Canceled	Lesser
Major	Greater	Normal	Lesser	Canceled	Canceled	Canceled
Superior	Minor	Greater	Normal	Lesser	Canceled	Canceled

11.4 SIZE COMPARISON CHART

IDENTICAL ELEMENTAL FORCES

	Tiny	Small	Medium	Large	Super Large	Huge
Tiny	Small	Medium	Large	Super Large	Huge	Huge(1.5x)
Small	Medium	Large	Super Large	Huge	Huge(1.5x)	Huge(2x)
Medium	Large	Super Large	Huge	Huge(1.5x)	Huge(2x)	Huge(2.5x)
Large	Super Large	Huge	Huge(1.5x)	Huge(2x)	Huge(2.5x)	Huge(3x)
Super Large	Huge	Huge(1.5x)	Huge(2x)	Huge(2.5x)	Huge(3x)	Huge(3.5x)
Huge	Huge(1.5x)	Huge(2x)	Huge(2.5x)	Huge(3x)	Huge(3.5x)	Huge(4x)

DISSIMILAR ELEMENTAL FORCES

	Tiny	Small	Medium	Large	Super Large	Huge
Tiny	Tiny	Tiny	Small	Small	Medium	Medium
Small	Tiny	Small	Small	Medium	Medium	Large
Medium	Small	Small	Medium	Medium	Large	Large
Large	Small	Medium	Medium	Large	Large	Super Large
Super Large	Medium	Medium	Large	Large	Super Large	Super Large
Huge	Medium	Large	Large	Super Large	Super Large	Huge

OPPOSING ELEMENTAL FORCES

	Tiny	Small	Medium	Large	Super Large	Huge
Tiny	Tiny	Tiny	Small	Medium	Large	Super Large
Small	Tiny	Tiny	Tiny	Small	Medium	Large
Medium	Small	Tiny	Tiny	Tiny	Small	Medium
Large	Medium	Small	Tiny	Tiny	Tiny	Small
Super Large	Large	Medium	Small	Tiny	Tiny	Tiny
Huge	Super Large	Large	Medium	Small	Tiny	Tiny

Note: *Huge(#x) indicates a huge sized attack whose normal concussion hit damage is multiplied by #.*

12.0 CONE ATTACKS

A cone attack is an elemental attack that is usually the result of a spell or a breath weapon. It can be envisioned as a ball attack that affects a cone-shaped area originating from the caster of the cone (or breather). A cone attack can be the most devastating type of elemental attack.

Note: *For simplification purposes much of the discussion in this section assume a cone with half of its normal area on top of a "surface" (i.e., the ground). Thus, we are dealing with the geometry of "half-cones". The geometry of a cone attack can easily be extended to cases in which a "surface" is not involved.*



12.1 CONE STATISTICS

Maximum Radius: Many creatures have a maximum radius based on a spell **or** on a creature's size or age (see Sections 4.0 and 6.0); if no radius is given, it is assumed to be a 10'R. This statistic varies and its exact value is determined at the time the spell is cast or by the size of the breath weapon. A cone's radius determines many of its other statistics.

Length: Many creatures have a cone length based on a spell **or** on a creature's size or age (see Section 6.0). If a fixed length is not specified (e.g., for spells), the length of a cone attack is proportional to the attack's size, usually this is the size of the cone attack (see the Cone Statistics Chart).

The range given for certain "cone" spells is the maximum length of the resulting cone.

Center Line Area of Effect (CLAE): The center line of a cone attack is runs right down the middle of the cone (see diagram), in a straight line from point A (it's starting position) to point B (the maximum distance the cone attack can travel). This center line (CL) is very important because it is used to determine whether or not a target is within the cone's area of effect.

The "center line area of effect" (CLAE) of a cone attack has a radius equal to 10% of the cone's radius (e.g., a 10'R cone attack has a 0'R CLAE at its starting point and a 1'R CLAE at its furthest point). There is a special +20 modification against targets intersected by the CLAE.

Area of Effect: The area of effect of a cone attack is just that: the area encompassed by a cone of the given length and radius. To determine if a target is in a cone attack's area of effect, compare the distance from the target to the cone attack's center line (call this ß, see diagram) to the distance to the target as measured along the center line (call this ∂, see diagram).

A target is within a cone's attack if:

ß ≤ [∂ x (cone's radius ÷ cone's length)]

A cone's radius divided by its length is based upon its size — see the Cone Statistics Chart.

Example: *A medium cone attack with a 20'R has a length of 200' and a (radius ÷ length) of 0.1. Four targets are at the 40', 45', 60' and 94', respectively. In order for the targets to be within the area of effect of the cone attack, each of the four targets must be within 4', 4.5', 6', and 9.4' of the centerline, respectively.*

Duration of Cone Attacks: The normal duration of a cone elemental attack spell is 1 round.

The maximum duration for cone breath attacks varies dependent upon the size of the creature making the attack, see the Cone Statistics Chart. To maintain a cone attack for more than one round, the creature making such an attack must remain at the cone attack's starting point (the cone may move) and the attack requires at least 50% of its activity.

Example: *A huge Dragon in flight breathes and a cone attack results. The Dragon may glide/fly along at 50% of normal movement; and the cone attack may be continued for up to 5 additional rounds, however the cone attack's area of effect will move with the Dragon. The Dragon may not perform other activities requiring more than 50% activity until it stops the cone attack.*

Preparation Time: Cone attacks made by spells use normal *Spell Law* restrictions.

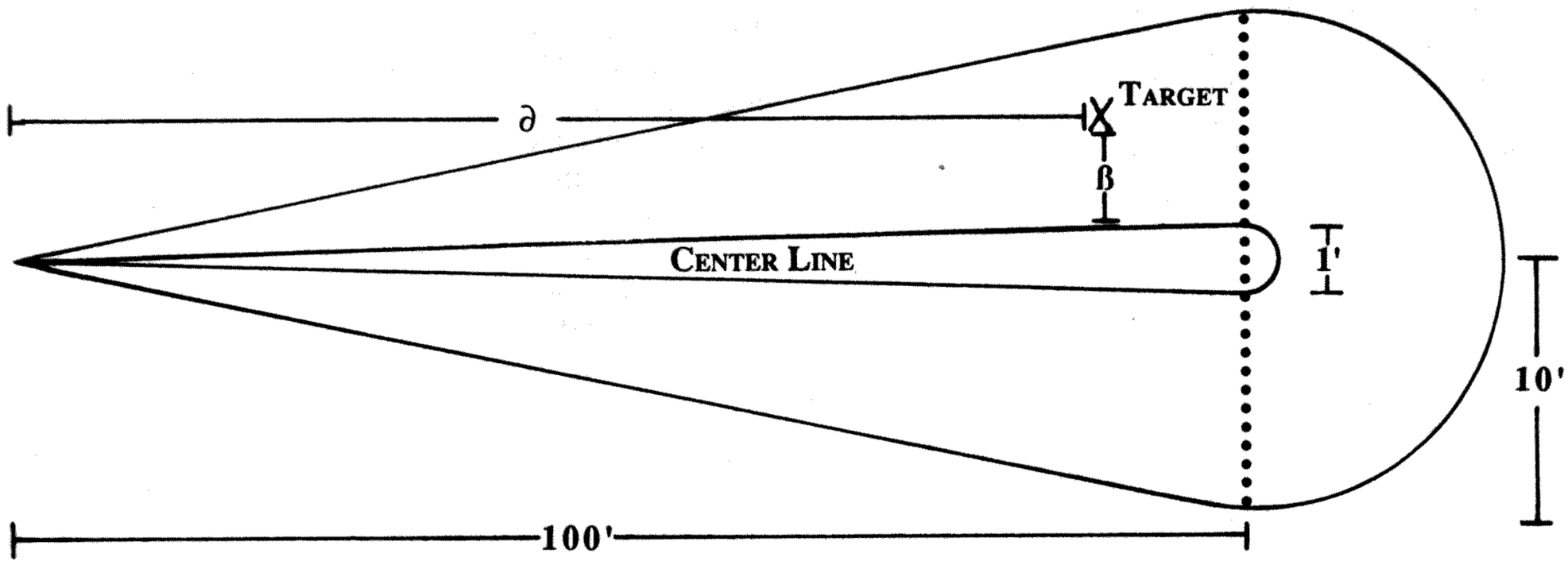
For a cone attack from a breath attack to be at full effectiveness, it needs to be "prepared" for three rounds. Fewer rounds of preparation affect the cone attack's radius, and thus its length, CLAE, and duration. The effect is to reduce these statistics by 25% for each round of preparation less than three. In addition, fewer prep rounds will lower a cone attack's size for maximum damage purposes (but not for length purposes).

The Cone Statistics Chart presents a summary of these statistics based upon preparation rounds. These values have been rounded up to give whole numbers, but a GM may get exact values for most of these statistics by multiplying the *maximum* statistic values by:

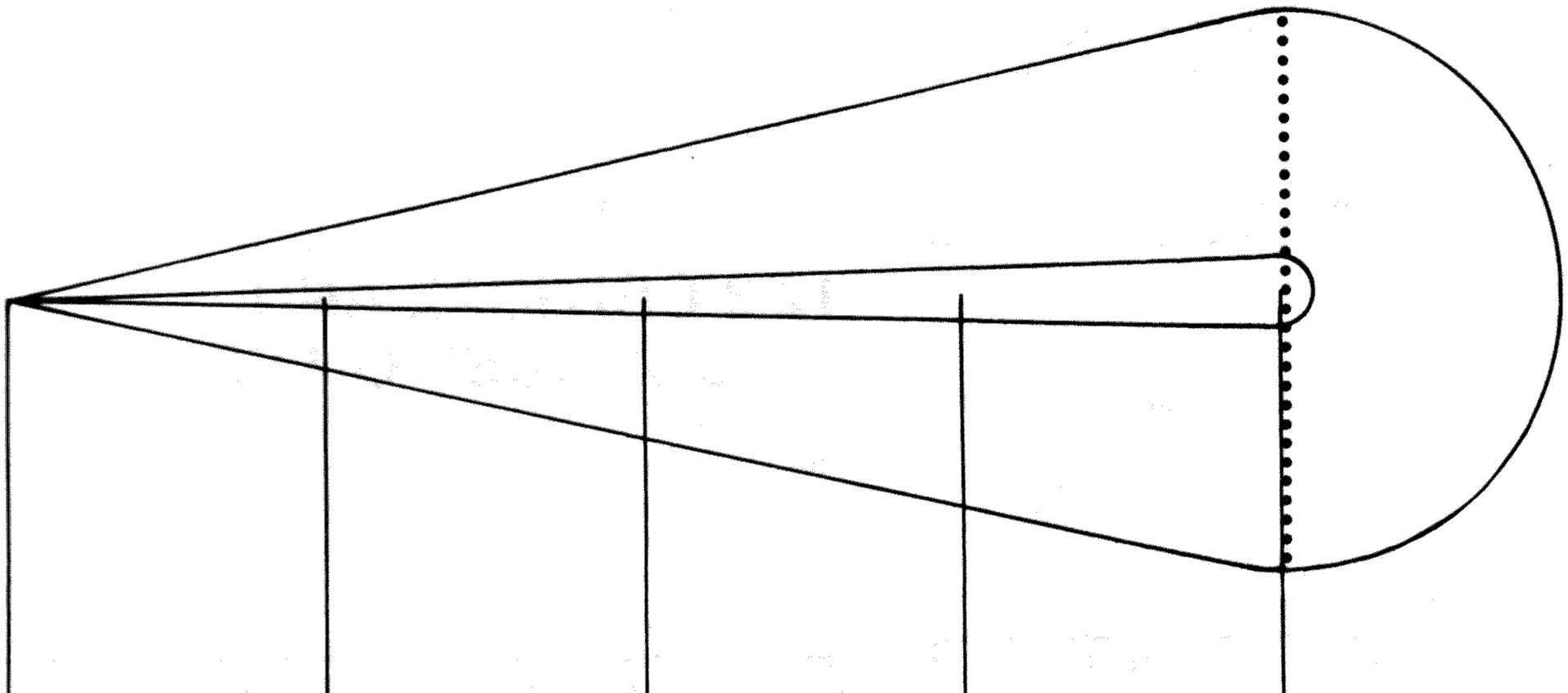
x0.25 for 0 prep rounds
x0.50 for 1 prep rounds
x0.75 for 2 prep rounds
x1.00 for 0 prep rounds.

Recharge Rate for Breath Weapons (optional): The normal recharge rate for a breath weapon is two rounds times the number of rounds the breath weapon was used (e.g., a Dragon uses his breath weapon as a cone for 4 rounds; it will take the Dragon 8 rounds to recharge and be able to use its breath weapon again).

DIAGRAM OF A 10'R MEDIUM CONE ATTACK



OPTIONAL DAMAGE MODIFICATION (sec 12.3)



0 — 10%	11 — 25%	26 — 75%	76 — 100%	LENGTH
x 2	x 1.5	x 1	x .75	DAMAGE MULTIPLE
+ 2 degrees	+1 degree	No Change	- 1 degree	CRITICAL SEVERITY MODIFICATION
+ 35	+ 30	+ 25	+ 20	CENTER LINE BONUS

12.2 METHODS FOR USING CONE ATTACKS

There are several methods for using a cone attack against a target or area. These methods can automatically be used for breath weapons; but for a spell cone attack, using any method other than the normal method requires a successful a spell mastery static maneuver (see *RMCII* Section 7.0). The methods are: normal cone, moving an extended duration cone, intensified cone, weak cone, sweeping cone, and flaring cone. This section makes the cone attack very versatile.

Normal Cone: A normal cone attack goes from point A to point B as described in Section 12.1.

Moving an Extended Duration Cone: Moving an extended duration cone can come into play the rounds after a normal cone attack has been made. If a cone attack's duration can be extended (see Section 12.1), the cone attack can be targeted on the same spot and applied normally **or** the center line of the cone attack can be moved up to 90 degrees in any *one* direction (e.g., to the right, left, up, down, etc.).

A target passing through the centerline of a moving cone, but remaining outside of the cone at the end of cone movement, takes an 'A' critical of the appropriate elemental force. A GM may allow RRs for targets with some type of protection from the elemental force involved (e.g., for targets under cover). Once the center line stops stationary, a normal cone attack is applied to all within the area of effect.

Intensified Cone: An "intensified cone attack" doubles all concussion hits delivered **and** increases the severity of any criticals delivered by one degree (e.g., 'A' crits become 'B' crits, etc.). The fumble range for an intensified cone attack is doubled **and** an intensified cone attack's length and duration is halved (round up). For example, a 10th level medium size breath weapon has a 10'R, a 100' length, and may be used for 3 consecutive rounds — if used for a intensified cone attack, the breath weapon would have a 10'R, a 50' length, and may be used for 2 rounds.

Weak Cone: A "weak cone attack" has its radius doubled (and thus also its length is doubled) **and** it halves all concussion hits delivered (round up) **and** it decrease the severity of any criticals delivered by one degree (e.g., 'A' crits are ignored, 'E' crits become 'D' crits, etc.).

Sweeping Cone: A "sweeping cone attack" is used to affect a large area by moving the cone back and forth over an area during the course of one round. This process shortens the length of the cone's attack area, but each target in an area swept by such a cone attack takes a critical of the severity indicated on the chart below. A GM may allow RRs for targets with some type of protection from the elemental force involved (e.g., for targets under cover).

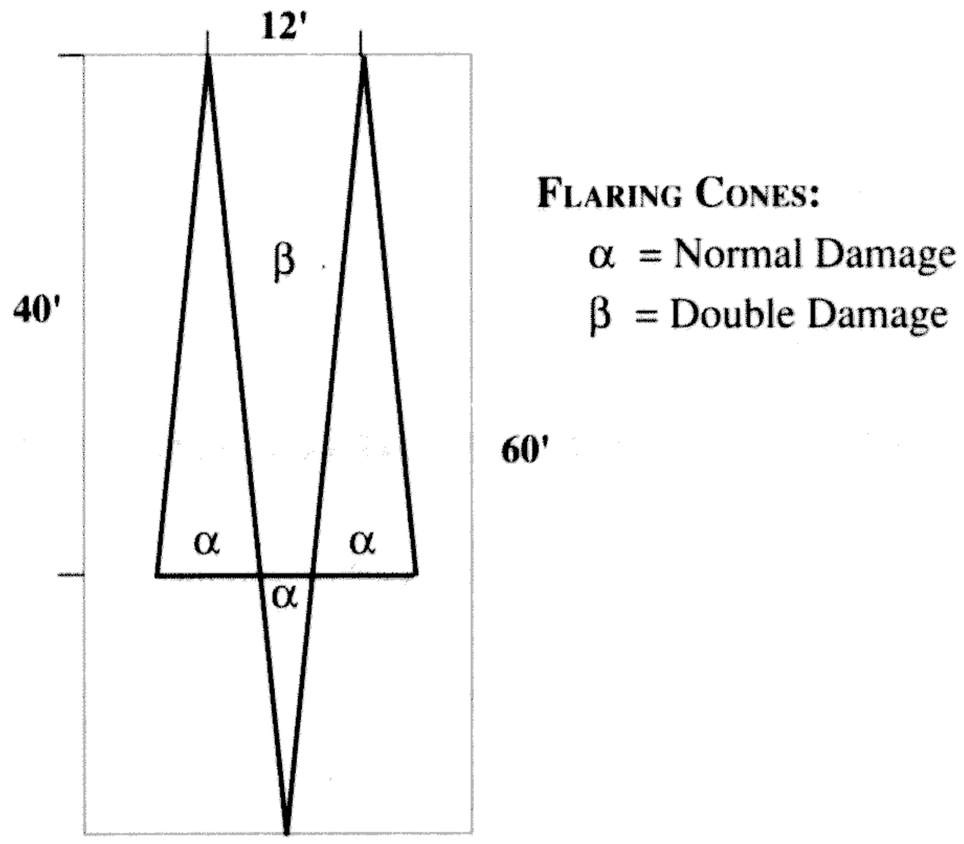
Area Affected	Cone Length	Critical Severity
180° arc	x0.75	A
90° arc	x0.75	B
60° arc	x0.75	C
180° arc	x0.5	B
90° arc	x0.5	C
60° arc	x0.5	D
180° arc	x0.25	C
90° arc	x0.25	D
60° arc	x0.25	E

Flaring Cones: A "flaring cone attack" occurs when a cone attack is made that does not have sufficient room to reach it maximum length and/or radius. In this case, the cone attack "flares back" (i.e., "doubles back") from the barrier that stops the cone's extension. The attack flares back towards its point of origin till it meets another barrier **or** until it is extended to its maximum length/radius.

Such an attack does double damage (hits and criticals) in the area in which the normal cone overlaps the flaring part of the cone.

For example, a 100' long, 10'R cone attack is made in a dungeon corridor that is 60' long, 30' wide and 30' tall. The cone attack travels 60' and hits the wall at the end of the corridor. The cone attack still has 40' left to travel and it flares back 40' towards its point of origin. The cone attack does normal damage for its first 20' **and** double damage for the last 40' within the normal area of effect for 21' to 40' **and** normal damage for the last 40' outside of the normal area of effect for 21-40' (i.e., outside the normal area of effect, but inside the flaring area).

Note: *This technique can be extended for cases in which both length and radius are restricted.*



12.3 CRITICAL AND CONCUSSION SEVERITY

A GM may wish to vary the center line bonus (see Section 12.1) **and** the damage a cone attack does based upon how close a target is to the starting point. The Damage Modification Chart shows how to vary concussion hit damage and critical damage with distance to starting point expressed as a percentage of the cone attack's length.

DAMAGE MODIFICATION CHART

	Distance to Starting Point as a % of Cone Length			
	0-10%	11-25%	26-75%	76-100%
Damage Multiplier	x2	x1.5	x1	x.75
Crit Severity Modification	+2 degrees	+1 degree	no affect	-1 degree
Center Line Bonus	+35	+30	+25	+20

CONE STATISTICS CHART

STATISTICS BASED ON ATTACK SIZE

Normal Attack Size	Maximum Cone Length	Radius ÷ Length	Maximum Duration
Tiny	Maximum Radius x 3	0.33 (1/3)	1 round
Small	Maximum Radius x 5	0.2 (1/5)	2 rounds
Medium	Maximum Radius x 10	0.1 (1/10)	3 rounds
Large	Maximum Radius x 15	0.067 (1/15)	4 rounds
Super Large	Maximum Radius x 20	0.05 (1/20)	5 rounds
Huge	Maximum Radius x 25	0.04 (1/25)	6 rounds

STATISTICS BASED ON PREPARATION ROUNDS

Max. Cone Radius	# Prep Rnds	Modified Radius	Modified Center Line	Modified Lengths					
				Tiny	Small	Medium	Large	Super Large	Huge
5'R	**0 rnd**	2'R	1'	6'	10'	20'	30'	40'	50'
	1 rnd	3'R	1'	9'	15'	30'	45'	60'	75'
	2 rnds	4'R	1'	12'	20'	40'	60'	80'	100'
	3 rnds	5'R	1'	15'	25'	50'	75'	100'	125'
10'R	**0 rnd**	3'R	1'	9'	15'	30'	45'	60'	75'
	1 rnd	5'R	1'	15'	25'	50'	75'	100'	125'
	2 rnds	8'R	1'	24'	40'	80'	120'	160'	200'
	3 rnds	10'R	1'	30'	50'	100'	150'	200'	250'
15'R	**0 rnd**	4'R	1'	12'	20'	40'	60'	80'	100'
	1 rnd	8'R	1'	24'	40'	80'	120'	160'	200'
	2 rnds	12'R	2'	36'	60'	120'	180'	240'	300'
	3 rnds	15'R	2'	45'	75'	150'	225'	300'	375'
20'R	**0 rnd**	5'R	1'	15'	25'	50'	75'	100'	125'
	1 rnd	10'R	1'	30'	50'	100'	150'	200'	250'
	2 rnds	15'R	2'	45'	75'	150'	225'	300'	375'
	3 rnds	20'R	2'	60'	100'	200'	300'	400'	500'
25'R	**0 rnd**	7'R	1'	21'	35'	70'	105'	140'	175'
	1 rnd	13'R	2'	39'	65'	130'	195'	260'	325'
	2 rnds	19'R	2'	57'	95'	190'	285'	380'	475'
	3 rnds	25'R	3'	75'	125'	250'	375'	500'	625'
30'R	**0 rnd**	8'R	1'	24'	40'	80'	120'	160'	200'
	1 rnd	15'R	2'	45'	75'	150'	225'	300'	375'
	2 rnds	23'R	3'	69'	115'	230'	345'	460'	575'
	3 rnds	30'R	3'	90'	150'	300'	450'	600'	750'
50'R	**0 rnd**	13'R	2'	39'	65'	130'	195'	260'	325'
	1 rnd	25'R	3'	75'	125'	250'	375'	500'	625'
	2 rnds	38'R	4'	114'	190'	380'	570'	760'	950'
	3 rnds	50'R	5'	150'	250'	500'	750'	1000'	1250'

ATTACK SIZE FOR DAMAGE PURPOSES

Normal Attack Size	Number of Preparation Rounds			
	0 Prep Rnds	1 Prep Rnd	2 Prep Rnds	3 Prep Rnds
Tiny	Tiny	Tiny	Tiny	Tiny
Small	Tiny	Tiny	Small	Small
Medium	Tiny	Small	Small	Medium
Large	Tiny	Small	Medium	Large
Super Large	Small	Medium	Large	Super Large
Huge	Medium	Large	Super Large	Huge

13.0 ELEMENTAL THEORIES

Once a GM has decided which elemental forces to use in his campaign world, he may want to develop background material on how the elemental forces came to be used, on who uses elemental forces, on what theories have been expounded to explain the elements, etc. This section presents a number of "elemental theories" that can be used to explain the nature and the properties of the elements.

THE "HISTORICAL" THEORIES

The following elemental theories are provided as examples of how to establish a historical background covering the development of elemental knowledge and manipulation capabilities. The following theories should be carefully examined by a GM and modified to fit his campaign world.

The theories are presented in the order in which they would "normally" develop over the course of time.

Classical Elemental Theory: The oldest and original elemental theory — all things are made from Air, Earth, Fire, and Water. All other theories have their roots in this theory.

Classical Elemental Theory elements: Air, Earth, Fire, and Water.

Golden Age Elemental Theory: This theory expands upon the Classical Elemental Theory — two new elements are added to the list, Ice and Light, **and** Air is reclassified as Wind. The eras in which this theory held prominence were dominated by Magicians, Warrior Mages, and Archmages.

Golden Age Theory elements: Earth, Fire, Ice, Light, Water and Wind.

Enlightenment Elemental Theory: Theorists continued to redefine the elemental forces that make up the world. This theory added a new element, Dark, **and** renamed Wind back to Air, Ice to Cold, and Fire to Heat.

Enlightenment Elemental Theory elements: Air, Cold, Dark, Earth, Heat, Light, and Water.

Tri-Elemental Theory I: The first serious off shot of the Classical Elemental Theory, the origination of this theory also coincided with the rise of a sect of elementalists that became known as the *Triuners*. The Triuners believed that certain elements are related to each other in sets of three, called trinaries: Air-Earth-Water, Ice-Cold-Dark, and Fire-Heat-Light. Thus, two elements were added back: Fire and Ice. It was theorized that the two extreme elements of the trinaries produce the middle element.

Tri-Elemental Theory I elements: Air-Earth-Water, Ice-Cold-Dark, Fire-Heat-Light (and Wind ?).

Opposite Elemental Theory I: This theory sprang from those in opposition to the Tri-Elemental Theory I — the *Polars*, a sect of elementalists that were the embittered enemies of the Triuners. The Polars believed that for every element there is an opposite and cancelling element. The opposing elements of this theory are: Earth-Water, Cold-Heat, Dark-Light, and Fire-Ice. The elements that were the opposites of Air and Wind were unknown at the time this theory was proposed, but the Polars were actively searching for them. The Polars claimed that the Triuner's theory was weak and that the Triuners had ignored the element, Wind.

Opposite Elemental Theory I elements: Earth-Water, Cold-Heat, Dark-Light, Fire-Ice, Air, and Wind.

Opposite Elemental Theory II: This theory was the product of Polars that continue to do research looking for the missing opposite elements. The search was very intense and they "discovered" one of the missing elements, Gravity, the opposite of Air.

Opposite Elemental Theory II elements: Earth-Water, Cold-Heat, Dark-Light, Fire-Ice, Air-Gravity, and Wind.

Tri-Elemental Theory II: In response to the Polars use of Wind to discredit the Tri-Elemental Theory, the Triuners merely stated that Wind was really the element, Air. However, the newly discovered element, Gravity, was not so easily dismissed. As hard as they tried, they just could not prove that Gravity was not an elemental force; and, if Gravity was an element, then there must be two elements missing from this trinary. Needless to say, the Triuners discovered the two missing elements: Inertia and Vibration, and formed the trinary: Gravity-Inertia-Vibration.

Tri-Elemental Theory II elements: Air-Earth-Water, Ice-Cold-Dark, Fire-Heat-Light, and Gravity-Inertia-Vibration.

Opposite Elemental Theory III: The Polars were very excited about the two new elements that the Triuners had discovered. However, they proclaimed that the Triuners had once again proven the Opposite Elemental Theory was correct. After must discussion and investigation, it was confirmed that Inertia and Vibration were opposites. It was during this time period that the Electrical element was discovered, which was quickly confirmed to be the opposite of Wind.

Opposite Elemental Theory III elements: Earth-Water, Cold-Heat, Dark-Light, Fire-Ice, Air-Gravity, Inertia-Vibration, and Electrical-Wind.

Purist Elemental Theory: A small band of elemental researchers were never part of the Polar or Triuner factions. They were committed to discovering of the source of life, and were rewarded with the discovery of the element, Spirit. They theorized that every elemental force was derived from and of the Spirit elemental force.

Purist Elemental Theory element: Spirit.

Tri-Elementalist Theory III: the Polar's discovery of the Electrical elemental force was meet with disbelief, but once again they had to begrudgingly confirm the existence of the Electrical element. At the same time, the discovery of the Spirit element came as a complete surprise to the Triuners. Who were these non-Triuner, non-Polar Elementalists and just what were they doing? Many Triuners considered them agents of the Polars. The Triuners tried vigorously but unsuccessfully to disprove the existence of the Spirit element..

The entire Triuner community began searching for the missing elements for two new sets of trinaries. Their work eventually discovered Aether and Nether to fill out the Aether-Nether-Spirit trinary, but the trinary set for electrical was still under investigation.

Tri-Elemental Theory III elements: Air-Earth-Water, Ice-Cold-Dark, Fire-Heat-Light, Gravity-Inertia-Vibration, Aether-Nether-Spirit, and Electrical.

Opposite Elementalist Theory IV: The Polars could not accept that Spirit was the source of all elements, to them it was just another Triuner's plot. However, they were unable to prove that Spirit was not an element, and soon began looking for Spirit's opposite element. It was here that the Triuners came to the Polar's rescue

ELEMENTAL LORE USAGE AND DETERMINATION CHART

Theory	Air	Earth	Fire	Water	Ice	Light	Wind	Cold	Dark	Heat	Gravity	Inertia	Vibration	Electrical	Spirit	Aether	Nether	Chaos	Plasma	Vacid	Time	Nexus	Matter	Energy
Classical Elemental	N	N	N	N	§	§	§	§	§	§	§	§	§	§	§	§	§	§	§	§	§	§	§	§
Golden Age Elemental	R	†	†	†	N	N	N	§	§	§	§	§	§	§	§	§	§	§	§	§	§	§	§	§
Enlightment Elemental	†	†	R	†	R	†	R	N	N	N	§	§	§	§	§	§	§	§	§	§	§	§	§	§
Tri–Elemental I	†	†	†	†	†	†	–	†	†	†	§	§	§	§	§	§	§	§	§	§	§	§	§	§
Opposite Elemental I	†	†	†	†	†	†	†	†	†	†	§	§	§	§	§	§	§	§	§	§	§	§	§	§
Opposite Elemental II	†	†	†	†	†	†	†	†	†	†	N	§	§	§	§	§	§	§	§	§	§	§	§	§
Tri–Elemental II	†	†	†	†	†	†	–	†	†	†	†	N	N	§	§	§	§	§	§	§	§	§	§	§
Opposite Elemental III	†	†	†	†	†	†	†	†	†	†	†	†	†	N	§	§	§	§	§	§	§	§	§	§
Purist Elemental	#	#	#	#	#	#	#	#	#	#	#	#	#	#	N	#	#	#	#	#	#	#	#	#
Tri–Elemental III	†	†	†	†	†	†	–	†	†	†	†	†	†	†	†	N	N	§	§	§	§	§	§	§
Opposite Elemental IV	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	N	§	§	§	§	§	§
Quadanaries Elemental	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	§	§	§	§	§	§
Singularity Elemental	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	§	§	§	§	§	§
Duality Elemental	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	§	§	§	§	§	§
Tri–Elemental IV	†	†	†	†	†	†	–	†	†	†	†	†	†	†	†	†	†	†	N	N	§	§	§	§
Triformity Elemental	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	§	§	§	§
Symmetry Elemental	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	§	§	§	§
Contemporary Elemental	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	§	§	§	§
New Age Elemental	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	N	N	§	§
Tri–Union Elemental	†	†	†	†	†	†	†	†	†	†	†	†	†	†	‡	†	†	†	†	†	†	†	N	N

Key:

† — Under this theory, the element is known and may be used without special research or resources. +05 to +30 modification to rolls involving elemental lore and knowledge.

R — Under this theory, the element is known but is classified under another name, it may be used. +0 to +20 modification to rolls involving elemental lore and knowledge.

– — Under this theory, the element is known, but it not believed to be a separate element. –10 to +10 modification to rolls involving elemental lore and knowledge.

N — Under this theory, the element is newly discovered, it is known and may be used. –30 to –5 modification to rolls involving elemental lore and knowledge.

§ — Under this theory, the element has not been discovered, it must be discovered/researched to use. –500 to –50 modification to rolls involving elemental lore and knowledge.

— Under this theory, each element is a different form of the spirit element.

‡ — Under this theory, the spirit element is used in a new manner.

— the Polars declared that the newly discovered Aether was the opposite of Spirit. A team of Polar researches then discovered the element, Chaos, which was the perfect opposite for Nether.

Opposite Elemental Theory IV elements: Earth-Water, Cold-Heat, Dark-Light, Fire-Ice, Air-Gravity, Inertia-Vibration, Electrical-Wind, Aether-Spirit, and Chaos-Nether.

Quadanaries Elemental Theory: Splinter sects of the Polars and the Triuners arranged a debate, a peaceful debate. They agreed that if neither side "proved" their theory, they would formulate a new theory. After a two day debate, they came to the conclusion that both sects must have over looked something. After this, the two groups came up with a new theory — the elements are related in sets of four **and** that each set is made up of two pair of elemental opposites. Inertia and Vibration did not fit into this promising theory, but it was theorized that Inertia-Vibration was the link between the the quadanary sets of Air-Water-Earth-Gravity and Cold-Dark-Heat-Light. When this new theory was released to their respective elementalist communities, the proponents were declared to be traitors and spies; few escaped from the purge that followed.

Quadanaries Elemental Theory elements: Electrical-Fire-Ice-Wind, Aether-Chaos-Nether-Spirit, Air-Water-Earth-Gravity, Inertia-Vibration, Cold-Dark-Heat-Light.

Singularity Elemental Theory: Another independent elemental research team was a branch of the Purist Elemental Theory group. They contended that all elements were independent and separate energies and that each element had no direct correlation to other elements. They further stated that the elements could be classified as being *basic* elements and *complex* elements. This theory was also known as the Null Relationship Elemental Theory.

Singularity Elemental Theory — basic elements: Air, Cold, Dark, Earth, Gravity, Heat, Inertia, Light, Vibration, Water; complex elements: Aether, Chaos, Electrical, Fire, Ice, Nether, Spirit, Wind.

Duality Elemental Theory: This theory was identical to the Singularity Elemental Theory, except that the Duality Elemental Theory stated that the elements did react with one and other. They referred to the basic elements as the outer layer of elements and to the complex elements as the inner layer of elements.

Duality Elemental Theory — outer layer elements: Air, Cold, Dark, Earth, Gravity, Heat, Inertia, Light, Vibration, Water; inner layer elements: Aether, Chaos, Electrical, Fire, Ice, Nether, Spirit, Wind.

Tri-Elementalist Theory IV: Everything was once again in an up roar — more new theories, more arguments, more bloodshed. The Triuners continued to stick to their elemental theory; they needed new elements since the Chaos and Electrical elements were not part of trinaries. As a result of their research, they discovered two new elemental forces: Plasma and Vacid. Even though these new elements fit nicely with a little reorganization, the Electrical elemental continued to be a thorn in their side.

Tri-Elemental Theory IV elements: Air-Earth-Water, Ice-Cold-Dark, Fire-Heat-Light, Gravity-Inertia-Vibration, Aether-Spirit-Vacid, Chaos-Nether-Plasma, and Electrical.

Triformity Elemental Theory: With the new elements, this theory took the Duality Elemental Theory one step further. It stated that there were three layers of elements: the outer layer, the inner layer, and the core.

Triformity Elemental Theory — outer layer elements: Air, Cold, Dark, Earth, Gravity, Heat, Inertia, Light, Vibration, Water; inner layer elements: Aether, Chaos, Electrical, Fire, Ice, Nether, Spirit, Wind; core element: Plasma and Vacid.

Symmetry Elemental Theory: A small group of elemental theorists stated that there was a direct relationship between all of the elements and that each element had an effect on all the other elements. No element was more important that any of the others.

Symmetry Elemental Theory elements: Air, Cold, Dark, Earth, Gravity, Heat, Inertia, Light, Vibration, Water, Aether, Chaos, Electrical, Fire, Ice, Nether, Spirit, Wind, Plasma, and Vacid.

Contemporary Elemental Theory: This theory is of the "modern" era. This theory states that there are at least 5 "levels of complexity" for the basic nature of elements.

The first two complexity levels are made up of basic elements that can interact with one and another. These two groupings are identified as the Lesser Basic Elements and the Greater Basic Elements.

The third and fourth complexity levels of elements are "compound" elements composed of first and second level elements. These two groupings are identified as the Compound Elements and Super Compound Elements.

The fifth complexity level of elements are the Complex Elements. The elements within this group react with other elements by making other elements apart of them (e.g., the spirit element when mixed with other elements will tend to remain spirit and will attempt to convert the other element into the spirit element).

Contemporary Elemental Theory — Lesser Basic Elements: Air, Cold, Light, Vibration, Water; Greater Basic Elements: Dark, Earth, Gravity, Heat, and Inertia; Compound Elements: Electrical, Fire, Ice, and Wind; Super Compound Elements: Plasma and Vacid; Complex Elements: Aether, Chaos, Nether, and Spirit.

New Age Elemental Theory: This theory is an updated version of the Contemporary Elemental Theory. It adds two new complex elements: Nexus and Time.

New Age Elemental Theory—Lesser Basic Elements: Air, Cold, Light, Vibration, Water; Greater Basic Elements: Dark, Earth, Gravity, Heat, and Inertia; Compound Elements: Electrical, Fire, Ice, and Wind; Super Compound Elements: Plasma and Vacid; Complex Elements: Aether, Chaos, Nether, Nexus, Spirit and Time.

Tri-Union Theory: This is the ultimate trinaries theory — all elements are composed of the three basic elemental building blocks: energy, matter, and spirit (E-M-S). The elements that were discovered previously are still acknowledged, but they have been reclassified according to the amounts of spirit, energy, and matter they contain.

Energy: This is an expression of motion and potential motion. It is the source of magical powers. This is the force that allows things to be "active". Energy is always moving and is never static.

Matter: This is an expression of volume and reflects that which fills space. Matter may be either mobile or static. All "things" and beings are composed of matter.

Spirit: It is an expression of thought and of being. It is a life force and should not to be confused with energy. Some refer to this as the soul.

E-M-S Combinations: There are literally thousands of combinations of energy, matter, and spirit. Each combination has its own percentage of E-M-S. The following are the known E-M-S combinations:

ENERGY—MATTER—SPIRIT CHART

	Energy	Matter	Spirit
aether	7	2	1
air	1	8	1
chaos	5	4	1
cold	8	1	1
dark	7	1	2
earth	1	8	1
electrical	7	2	1
fire	6	3	1
gravity	4	5	1
heat	8	1	1
ice	2	7	1
inertia	8	1	1
light	8	1	1
nether	4	5	1
nexus	8	1	1
plasma	3	4	3
spirit	1	1	8
time	8	1	1
vacid	8	1	1
vibration	5	4	1
water	2	7	1
wind	3	6	1

14.0

ELEMENTAL PLANES

There are many ways to structure the elemental universe (i.e., elemental planes) for a FRP campaign world. It is up to each GM to decide how his particular elemental universe will be composed. This section presents one such view.



EXCERPT FROM
AIRELLEE FARCOVEN'S MEMOIRS

It was during one of my study periods that I was disturbed by Lonr Trie Staltan's heat servant, Sizzlisz. It beckoned for me to come forth and follow. I hastened as I feared the worst had befallen my aged tutor and mentor, Lonr Trie — never in the 137 full moons that I had been here had I seen Sizzlisz away from his master's side.

The smell of burnt and charred flesh met me upon my arrival at my master's study. The old oak door with its many magical runes was thrown asunder with an eerie blue haze showing through the battered portal. Cautiously, I peered into the great high elementalist's private sanctuary.

The glow of power was coming from Lonr Trie's scrying globe which occupied the center of this tomb. Before it, standing with his hands caressing the gentle slopes, was Lonr Trie. Each movement of his hands caused magic to flicker and dance across his fingers, which now bore the marks of burns and seeping wounds. The flowing blood hissed and boiled as it fell upon the near incandescent globe. Not once did the wizard's eyes stray from the vision within the globe; he noticed neither the wounds on his hands nor my entrance into the room. His voice was strained and hoarse from constant childish giggling so completely out of character that it brought back painful memories of childhood taunts.

Apparently the normally docile heat servant took exception to my pause as I stopped to survey the situation, for it implored me to hasten my pace. Feeling the heat of it's presence through my bedding robes as I decided to act boldly — I sensed no more immediate danger other than Sizzlisz's concern for its master.

I moved quickly towards my lord, purposely keeping my eyes averted from the deadly globe, least I too became entrapped by it sorcery. Gently, I placed my hand upon Lonr Trie's shoulder and with a voice to match, spoke my concern for his health. With hardly a pause, Lonr Trie turned upon me and grabbed both of my upper arms. Shaking me back and forth as he babbled, "I have seen the planes, in all of their splendor. Do you understand?" I shook my head, but without seeing me, he'd continued on with his ranting, "Thousands upon thousands of planes, more than the eye can count in a life time." Then a long cackle of rapport and envious joy did leave his lips. "Heatton, the lord of heat, in all of his power and might has granted me, his most humblest of servants, a look upon beauty itself." His hands stilled at this point, he grinned from ear to ear, spun about, and said, "Look here and see for yourself." My horror kept me from moving.

I could see now that his eyes were "wrong" — how could he still see with the burnt and pulpy mass that used to be his eyes? I could feel the bile raising in my dry throat; to this day, I sicken at the memory of the sight of his mutilated eyes and the look of lunacy upon his face. He died several years later, but his muttering of the planes and of its raw, untouched, unrefined beauty never ceased. His scrying globe still shines and crackles with power and magics — none but Lonr Trie knew the proper power words to severe its "contact" with other places.

I remember that as I tore Lonr Trie away from the globe, I had found myself glancing into the globe. Fear struck my very bones and my knees weakened, but I immediately realized that the globe could not bewitch me as it had Lonr Trie. All I could see was the pale blue magics vibrating and fluctuating across the outer surface of the laen glass orb. I still wonder to this day — just what had he seen?

14.1 THE UNIVERSE

From an elemental point of view, the universe is composed of numerous distinctive, but similar, elemental planes. A GM can either determine an exact number of such planes (see Section 2.0) **or** he can just assume that there are an "uncountable" number of such planes.

The entire physical framework of the elemental universe can be thought of as a huge sphere with four distinctive layers:

The Elemental Core
The Elemental Interior
The Elemental Outer Rim
The Great Void

The Elemental Core: The core contains the complex elemental planes of *time* and *chaos*. The plane of time is at the dead center, surrounded by the turbulent plane of chaos.

The Elemental Interior: This is the heart of the elemental universe. The *plasma* plane is on the inside edge of the elemental interior, while the *vacid* plane is on the outside edge. In between, are the basic, compound, and super compound elemental planes (see Section 2.0), all separated from one another by the *aether* plane. There are only ten "basic" elemental planes, so they are often called the "Essential Elemental Planes." There can be any number of compound and super compound planes, each consisting of a unique combination of the basic elements.

The Elemental Outer Rim: The entire Elemental Outer Rim consists of the *nether* plane.

The Great Void: This is a vast area of nothing, containing only one or more *spirit* elemental planes. The number of spirit planes will depend upon the religious/spiritual setup of the GM's world.

14.2 THE PLANES

The Elemental Plane of Time: On this plane, "time" ebbs back and forth. There is no linear passage of time, there is no past or present, there is only "now."

The Elemental Plane of Chaos: This is the most unstable plane of all. It is in a constant state of turmoil and change.

The Elemental Plane of Plasma: This plane is composed of 10% of each basic element. This is the one plane where each basic elements has equal influence. This is the "Game World," our world, i.e., the plane in which the FRP campaign takes place. Some lores refer to this as the Prime Material Plane.

The Elemental Plane of Aether: This plane has all of the basic and compound (and super compound) planes imbedded within it. It acts as a gateway to those other planes. One can enter the aether plane and then enter any basic or compound plane.

Note: *Due to the nature of aether, a GM may wish to give aether "barriers" special teleportation & long door capabilities (i.e., telephasing, see the discussion of "reality checks" in Section 10.0).*

The Essential Elemental Planes: There are only ten essential elemental planes; each essential elemental plane is composed of 100% of one element. The five lesser essential elemental planes are: the air plane, the cold plane, the light plane, the vibration plane, and the water plane. The five greater essential elemental planes are: the dark plane, the earth plane, the gravity plane, the heat plane, and the inertia plane.

The Elemental Plane of Vacid: This elemental plane is the "balancing point" of the essential elemental planes. It consists of equal amounts of the opposing basic elements.

The Elemental Plane of Nether: This plane is the plane of stasis and non-change. It absorbs without destroying, it retains without giving. Anything entering the nether plane is not changed until it is removed from this plane.

The Elemental Plane of Spirit: Each of these planes is composed the power/energy of life. The exact nature of each spirit plane must be based upon the cosmology of a GM's world.

The Elemental Plane of Nexus: The nexus plane exists as the "outer skin" of each and every elemental plane. The plane of nexus gives the elemental planes cohesiveness and structure.

Note: *Due to the nature of nexus, a GM may wish to give nexus "barriers" special teleportation & long door capabilities (i.e., telephasing, see the discussion of "reality checks" in Section 10.0).*

14.3 SPECIAL PROPERTIES

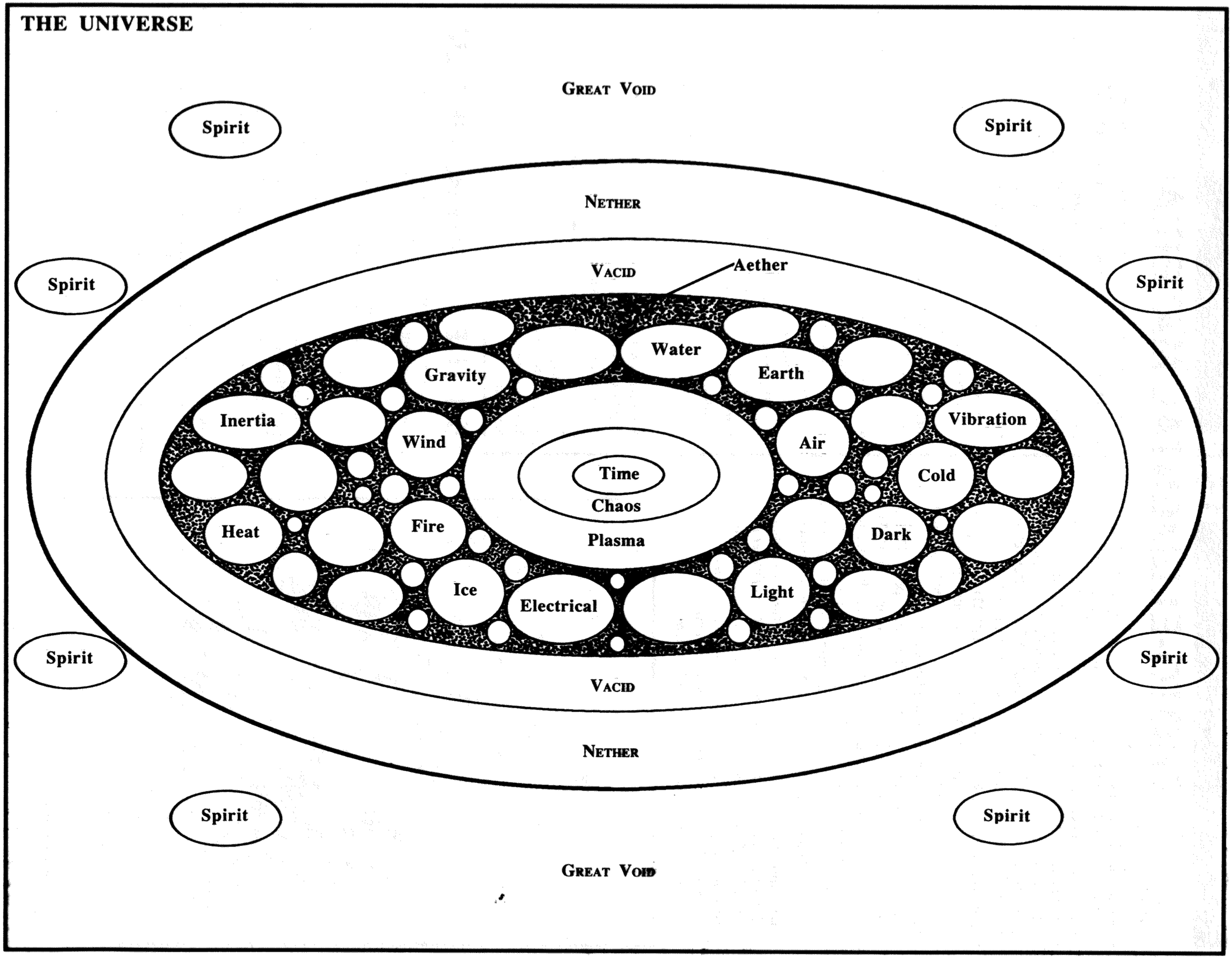
Elemental Spill Over: Sometimes an elemental plane will "spill over" into another elemental plane. This is usually caused by a weakening of a portion of the nexus plane: e.g., the opening of a gateway, by damaging the "fabric of time and space," the creation of a magical vortex, etc. When a weakened spot on the nexus plane ruptures, one elemental plane will come into direct contact with another elemental plane. Most of the time, the aether plane will spill into another elemental plane, but any two planes could be involved. If this process is not quickly stopped, entire portions of the involved elemental planes can be lost and destroyed. Fortunately, these weakened spots tend to close by themselves as the nexus plane revitalizes itself. Elemental spell users can use the Elemental Gates spell list to control the interaction/flow of the elemental material, thus giving the nexus plane additional time to mend the rupture.

Elemental Travel: When someone or something moves from one elemental plane to another, it is called "Cross Over." There are many ways to travel between the elemental planes; for example, one can open an elemental gate, one can pass through the aether or nexus plane, one can appeal to a supreme elemental, a powerful demi-lord, a God, or a Goddess.

Supreme Elemental Being: Within each essential elemental plane there resides a "supreme elemental being" — the lord and ruler of the plane. The influence of a supreme elemental being may be felt wherever the elemental force of its plane is present.

A supreme elemental being's potential influence is based upon the percentage of elemental force on the plane being influenced. Thus, on the plasma plane (i.e., the game world), each supreme elemental beings from the ten essential elemental planes has a 10% chance of exerting its influence. Normally this never happens because the other nine essential supreme elemental beings negate each other. On its own elemental plane each supreme elemental being has a 100% chance of exerting its influence.

PC Interactions on Elemental Planes: Traveling to other elemental planes is a very dangerous undertaking (see Section 10.0). The traveler must be able to cope with ever changing environmental conditions: food supply, air supply, mode of travel, method of sensing, external influences by supreme elemental being, time passage, etc. As you can see, if a traveler is not properly prepared for such a journey, it can be very short. A GM should understand that journeying between elemental planes can be very tricky to manage while maintaining cohesiveness and continuity.


THE UNIVERSE
Great Void
Spirit
Spirit
Nether
Spirit
Vacid
Aether
Spirit
Water
Earth
Gravity
Inertia
Wind
Air
Vibration
Time
Chaos
Cold
Heat
Fire
Plasma
Dark
Ice
Electrical
Light
Spirit
Vacid
Spirit
Nether
Spirit
Spirit
Great Void

15.0
PROTO-ELEMENTAL MATERIAL

Description of Natural Elemental Material (NEM): Natural Elemental Material (NEM) is elemental material that is normal for the environmental conditions of the normal game world; i.e., non-magical or non-other-dimensional elemental material. Thus NEM is any substance that is found "naturally" in the elemental plane of the game world (i.e., our world). NEM is often referred to as raw elemental material or raw elemental force.

Description of Proto-Elemental Material (PEM): By contrast Proto-Elemental Material (PEM) is, by definition, the basic or magical elemental material that is normally encountered in its pure form only in other elemental planes or dimensions.

It is the basic building block of elemental spells, Dragon "breath weapons," and the universe itself. Simply put, PEM is concentrated, undiluted, pure elemental material. It is the most destructive factor in an elemental spell attack; it is the searing force in a Dragon's "breath;" it is the corrosive substance in a Dragon's "blood" (thought to be acid for so many centuries).

Example: *PEM water is everything that is fluid, wet, and flowing about water. It is the essential definition of water in its purest form, except for it's destructive nature to all elemental materials (PEM or NEM) other than water.*

Each other "PEM element" exhibits its essential properties while being destructive to all other elements.



THE DISCOVERY OF PROTO-ELEMENTAL MATERIAL

Porallin's Journal *— 5th of Stormrel, 3518 I.R. (Imperial Reckoning)—It is with racing pulse that I pen this entry in my journal. I will be brief, as I wish to return to my lab as soon as possible. I am on the verge of a breakthrough that will finally reveal to us the true nature of the elements and their planes of existence.*

For centuries practitioners of the Arts have wondered why magical elements seemed to be so much more potent than their natural counterparts. Why does Dragon's breath seem to burn with an intensity sufficient to make metal run like water, while Men find it just within their means to make a fire adequate to boil water?

My research has finally led me to the only possible conclusion. To allow these effects, there must exist a basic building block of elemental material that does not normally exist in our own space-time plane. I have taken the liberty of using the term, proto-elemental material, for this building block. Tonight I will use my magics to not only prove its existence, but also to measure its effects and substance through the dimensional curtain.

I can wait no longer. Anticipation makes me impatient to get underway.

Note from a Later Observer *— Later investigation showed that Porallin had disappeared without a trace, leaving his lab in shambles. His logs and journals were immediately confiscated by the Imperator and used to direct later research. These careful studies eventually resulted in the discovery of what is now called proto-elemental material; the term coined by its now recognized discoverer, Porallin, may Shaggra rest his soul.*

15.1 THE DANGERS OF PEM

Care and exacting procedures are necessary for handling PEM for two important reasons: PEM solubility and PEM poisoning.

PEM SOLUBILITY (15.1.1)

The first reason for caution is the PEM substance's high solubility and the ease in which it is transmitted through most materials. This high solubility means that it is rapidly diluted by contact with anything that is not the same identical PEM.

The reason why PEM is so rarely encountered outside of elemental attacks is because of the very thing that makes it so dangerous — it's solubility. In most cases, the quantity of PEM encountered or handled is so small that any impurity will make it virtually inert within minutes if not seconds. Thus, after it is "created/summoned", most PEM is soon reduced in strength and purity until it is eventually diluted to a harmless level.

WHY PROTO-ELEMENTAL MATERIAL?

A recent speech by one of the Elemental Masters revealed the following:

It has been brought to my attention that there are misunderstandings concerning some of the concepts involving Proto-Elemental Material (PEM). Hopefully this discussion will help explain some of the reasoning behind our thought processes.

Many passages of the moon ago we, as GMs, were bemoaning the fact that our Dragons and Elementals weren't putting up enough of a fight whenever they encountered player characters. The weak points we eventually focused on were the breath and elemental attacks that these beings were bringing to bear. Where was the breath of flame that legends say can make iron and steel run like water? Where were the sweeping fans of flame that Dragons used to ignite large sections of forest land at a time? I myself recall a very good story where a Salamander, without any preparation, walked through a 15' thick stone wall, with no pause in stride, by forming a hole using its body heat alone. Keep in mind that this was WITHOUT SLOWING DOWN! I was impressed.

Somehow it didn't seem that the current guidelines provided for the awesome power that was inherent in raw elemental force. But we were at somewhat of a loss as to how to correct this without changing already established criteria that we had been using for Elementals, Dragons, and other fell creatures. So we started looking at the actual nature of Elementals and Dragons. Where did they come from? What were they made of? What was the actual metabolism of something that existed only as a column of flame? So we started trying to answer some of these questions.

This led us to the idea of Proto-Elemental Material (PEM). Why "Proto"? Well, the phrases "basic elemental" and "raw elemental" had been driven into the ground in a variety of works, and we needed a word that was new and that also got across the ideas of "basic" and "raw". More on this in the basic texts.

Now, what about Dragons? Well, research on Dragons is no easy thing, considering that we don't have any handy to ask any questions of, but three things we were able to deduce from stories, and from the works of others—I) Dragons are creatures of magic and inherent magical ability; II) They appear, the Drakes at any rate, to be expressions of elemental force; III) They do not seem to be "evolved" creatures in that they seem to spring whole cloth into the different histories without there being any transitional, or "missing link" forms. This seemed to imply a beginning that involved being created or summoned from some place else.

These questions are easily answered by the idea of PEM. As an aside, conversations with several biologists seems to point out that acid as a circulatory fluid in a large organism seems to be unfeasible. At least acid caustic enough to do damages that any respectable dragon could cause. We know, we know, Magic can make anything possible, but we were trying for a more reasonable Magical rationale (Reasonable Magic?). Again, material in the text will explain this further.

Art Ridley, 1989, "Why Proto-Elemental Material?"

PEM POISONING (15.1.2)

The second reason for caution in handling PEM is the possibility of PEM poisoning. This occurs when someone or something (i.e., the victim) is exposed to PEM that has not been diluted to a harmless level. Such contact can result in the PEM being absorbed/dissolved into the victim with rather deadly and dramatic results — PEM tries to convert whatever it comes in contact with into more of itself, usually resulting in a PEM mixture of a considerably diluted PEM purity.

It is not wise to touch someone or something that has undergone PEM poisoning until you are certain that the PEM has reached a sufficient dilution level so that no further danger exists.

THE EFFECTS OF PEM POISONING

Option 1: Treat PEM as you would a conversion poison with results determined by the Poison Chart in *Character Law & Campaign Law* Section 7.1.5.

Option 2: A RR versus PEM poisoning is an all or nothing proposition: if the target fails the RR, the entire target is completely converted to now safely diluted PEM; otherwise, there is no effect.

Option 3: The only substances that are permitted a RR against PEM poisoning are living creatures **and** enchanted, magical, and/or blessed items **and** special items of note that the GM deems appropriate. All other items and substances are automatically converted to PEM upon contact. If this option is played then it is absolutely essential that the GM use some rule to allow for quick dilution of PEM. Use this option with either Option 1 or Option 2.

Option 4: If a target fails a RR versus PEM poisoning, anyone or anything that comes in contact with the target must make a RR versus PEM poisoning with an attack level that is two levels less than the original PEM exposure. This attack level decreases at a rate of one level/round until a negative level is reached, at which point no further RRs are required. Use this option with either Option 1 or Option 2.

Option 5: An interesting option is to have a Dragon's blood attack at the same level of exposure as the Drake instead of 5th level as advised by *C&T* Section 2.32. This would reflect the higher concentrations of PEM in the blood due to a Drake's increased age. Use this option with either Option 1 or Option 2.

PEM POISON LEVEL (15.1.3)

Since PEM is rarely encountered outside of some form of elemental attack, a good rule of thumb for handling exposure strength (i.e., the attack level for RRs) is to use the level of the elemental attack (e.g., a spell's level, a Dragon's level, etc.).

In the unusual case of exposure to PEM outside of the context of an elemental attack, the attack level for RR purposes should be determined by the GM, based upon exposure amount, exposure time, purity, and method of exposure. Use the PEM Poison Level Determination Table 15.1.4 to help determine exact attack levels for PEM poisoning.

Example: *A person tries to drink out of an enchanted scrying pool containing PEM would have a much higher attack level for a RR than a person who has had PEM splashed on the outside of his plate armor.*

15.1.4 PEM POISON LEVEL DETERMINATION TABLE

PEM Exposure	Minor PEM *(01%–10% Purity)*	Major PEM *(11%–39% Purity)*	Superior PEM *(50%+ Purity)*
Amount exposed to	+1 level per pint	+1 level per oz	+2 level per ounce
Each consecutive round of contact	+1 level per round *	+2 level per round *	+3 level per round *
Ingested/Drank PEM	+5 level *	+6 level *	+7 level *
To open, unbandaged wound	+3 level	+4 level	+5 level

* — Ingesting/drinking PEM should only be considered as only one round of exposure (that right PEM dilutes just that fast).
Note: For these purposes, the maximum amount of PEM exposure should be: 4 gallons, 16 quarts, 32 pints or 512 ounces.

A PEM Poisoning Example

Our tactical situation had just made the leap from serious to disastrous. With one sweep of his claws, the Cold Drake had removed the large wooden doors of the barn in which we had taken shelter from the blizzard raging outside. The same blizzard that I and my companions had hoped would conceal our trail from the senses of what was now staring at us with a cold unblinking gaze. Our deaths were written on those eyes in language that anyone could read.

Suddenly, the drake's head snapped back as its attention was drawn to something on the roof. I took no time to think; as the head leaped forward and up, I leaped for a side doorway, hating my apparent cowardice, but knowing that there I had no chance of winning a toe-to-toe face off with a fell beast.

There was an inarticulate scream that could be heard even over the howling of the wind; I tuck-and-rolled through the snow coming up with my back against the side of the barn. As I moved toward the front of the barn, I drew the great sword that had been blessed by the high priest of Ka-norak and said a quick prayer for the Lord of Wings to guide my arm true.

The shrill screams of the panicked horses provided cover for my movements as I reached the corner. Cautiously peering around the corner, I saw the drake obviously enjoying the vulnerability of its chosen prey. My hatred burned hot as I charged, catching the Cold Drake by surprise. Whether it was the result of good fortune, the strength of my sword arm, the will of Ka-norak, or some fortuitous combination of all three, I know not — but whatever it was, it proved to be more than sufficient to allow me to bury my seven foot long blade to up to the hilt in the side of the Cold Drake.

Blood splashed me from head to foot ... Cold ... and the snow around me in a twenty foot circle ...Cold... and much of the still standing barn wall ...Cold... behind which I' d been recently hiding ...Cold...Cold...

The drake gave a long wailing cry that followed it away into the blizzard as its wings vainly tried to carry it away from the searing pain in its side. I looked at the black blood that had splashed me and my armor and noticed that it seemed to have little silver sparkles in it. With a kind of curious detachment I, observed my armor frost over and an intense chill settle deep into my limbs. I didn' t notice my companions coming forward to see if I was well, nor their sudden stop shy of the rough circle of silvery glinting and shimmering blood around me. I didn' t notice, as my companions did, that the barn wall had started to turn transparent and crystalline. What I did notice, as I raised my arms to look at them, was that my gauntlets and the hands beneath them were going through the same transformation that was overtaking the barn wall. As the change moved on to my lower arms, I couldn' t move my fingers or my hands anymore. I laughed slightly as I felt the rest of my body going rigid and the roar in my ears pounding its way into silence.

Explanation of The Example

In this combat, a GM ran a group against a Cold Drake (*C&T* Section 2.32) that had surprised them in a barn. Remembering that of all the Dragons, Cold Drakes are the most likely to resort to rough and tumble physical attacks, the GM decided that the Cold Drake will not have to call upon its sizeable magical arsenal to deal with what it considers to be unworthy opponents. In the ensuing action our hero, Eagletop (a Paladin of some renown) manages to surprise the Cold Drake and mortally wounds it.

The GM always rules that anyone delivering a critical to a drake is exposed to its blood. He uses the *C&T* Section 2.32 guidelines so such exposure calls for a 5th level reduction poison accompanied by a +50 fireball attack, but instead of acid he decides to make it PEM Cold. So the exposure calls for a PEM Cold poisoning and a coldball attack instead.

The GM rules that the coldball is a medium elemental attack that uses the Superior Elemental Force Attack Table 9.8 (due to the PEM purity of the blood). The GM uses Option #2 for PEM poisoning RRs and Option #4 (see Section 15.42) so he doesn't have to worry about rolling for the normal objects that are in the PEM ball radius.

Since Eagletop knows nothing about Drakes and their curious metabolism, the GM rules that he will be surprised by the blood splash and therefore a static target with no cover (+30) for the coldball attack. He is wearing a full helmet (-5) with AT18 and he is at the center point of the splash (+20). There is no range modifier since no one is aiming the splash. The GM rolls a 42 for a modified attack roll of 87 = 42+30-5+20, which gives a '26E' from Table 9.8. A roll of 47 for the E critical results in Eagletop taking a total of 36 hits, 1 round of stun, and his weapon would have been dropped if it wasn't already stuck in the Dragon.

Now, for the blood splash (PEM poisoning). The GM goes to Base Attack Table (SL, Table 10.1) and using the 'General' column of the Base Attack Table and rolls an unmodified 96. Ouch! This gives our hero a -75 to his RR. The PEM Cold attacks at 5th level and Eagletop is 8th level, so Eagletop needs a modified RR of 41 or higher (see *SL* RR Table 10.5) to successfully resist the poisoning. The character rolls a 75, but the attack roll modification of -75 gives a modified RR of 0 — Eagletop has failed his RR. The barn wall (no RR) and the character both turn into a form of cold natural elemental material. For visual effect, the GM determines that PEM Cold has no actual physical substance, but what it actually does is pull moisture from the surrounding air, and freezes it solid on the poisoned targets (Eagletop and the barn in this case). Thus giving the affected target the appearance of "turning to ice" appearance.

If the character had been subjected to a Drakes breath attack, he would have taken damage from the attack, and then would have been exposed to the PEM present in the breath weapon with a PEM RR attack level equal to the Drake's level. Not that it would have made much of a difference in this case.

15.2 PEM ANTIDOTES

One further complication to PEM poisoning is that there are no known antidotes except for the dangerous method of infusing the target with PEM of the diametrically opposed element (see Section 2.0). If a target comes into contact with PEM, the opposing PEM material may be applied in an attempt to cancel the PEM poisoning. However, the target must either be successful in both his RR versus the original PEM and his antidote PEM **or** he must fail both RRs. If he fails one RR and succeeds for one RR, he will be subject to PEM poisoning from the one he failed the RR against.

A GM may decide that if a target waits too long before trying to apply an antidote, the antidote will be too late. With or without an antidote, you'd best hope that fortune is on your side.

A PEM Antidote Example

Hithran and his fire elemental servant, Faish, had been waiting in the lee of the barn for the past half-hour for what the Elemental Mage of Fire knew to be inevitable.

"Fools!", he muttered to Faish. "Won't listen to me when I try to tell them that the safety of this barn is only an illusion. We are in the Cold Drakes element of the wind and the cold. Her normal senses combined with her magical senses will make tracking us mere child's play."

Faish pulsed slightly in response as Hithran paused to check the spells he had erected to protect him and his servant from the cold and being detected. He settled back once more to wait and nurse his resentment. He would show them.

The Drake's onslaught came on much more quickly than he had anticipated. The doors were off the front of the barn before he had time to start his enchantment. He watched in dull horror as the cold drake caught sight of Jemerl, who was on the roof for some unknown reason. When the drake's neck extended and its jaws neatly snapped together, his mind was wiped blank of all the questions this anomaly raised. Jemerl's headless body tumbled down in front of him. His second thought was how peculiar it was that his first thought was how Jemerl would now never be able to buy his mother that Kietan silver link belt that he'd seen at the village of Two Gates.

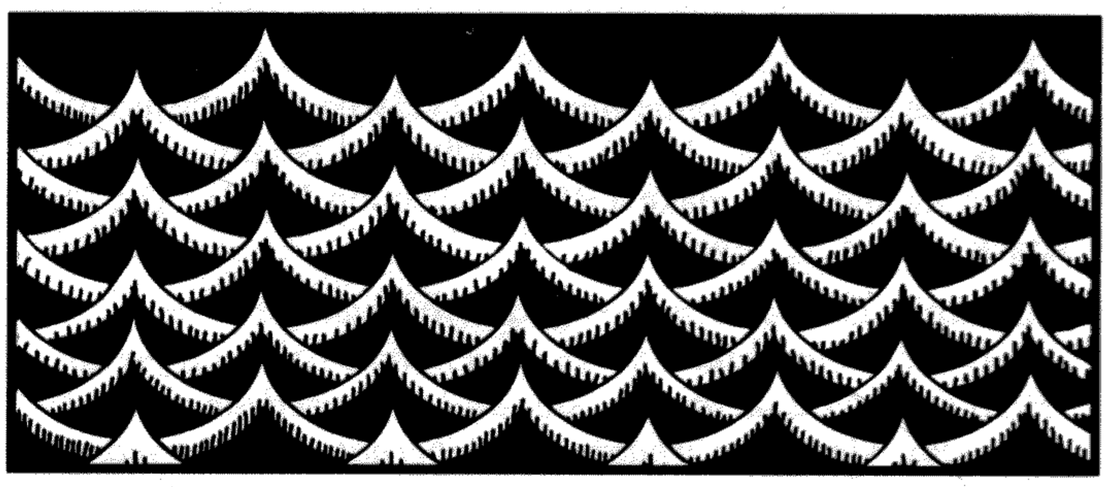
He forced his panicking mind back to the calming weave of magical energy that would be released upon completing the spell. His concentration was broken by the Drake screaming in pain. Hithran watched as the Cold Drake's wings lofted it skyward. His amazement was so complete that he did not notice the trailing stream of blood that gushed from the drakes body as it rose with the wind. The stream caught him full as the drake passed overhead.

For the first time since the drake's appearance, Hithran started thinking quickly. He was familiar with the peculiar makeup of the Drake's metabolism and knew the chance of his being infected with the strange elemental energy present in the drake's blood were high indeed. He also knew if infected that he didn't have enough time to summon the necessary energies to save his life. But he remembered that Faish, his heat servant, was made of the same proto-elemental material, only diametrically opposed to the Cold Drake. If he could get himself infected with PEM Heat then it would combat the PEM Cold that he was certain was already at work in his system. Without pausing, he mentally ordered Faish to attack him, knowing it had been fashioned to obey him regardless of his command. As he felt the servant's hot impact on his chest, he stopped to think that perhaps he should have it ordered it to attack gently ...

Explanation of the Example

The GM had secretly made the rolls that determined that Hithran had indeed been poisoned by PEM Cold. The GM was somewhat surprised that Hithran was thinking clearly enough to remember that his elemental servant, which is heat (not fire!) based, and is actually composed of PEM Heat (diametrically opposed to PEM Cold). The GM rules that the elemental servant's (Faish) attack by physical striking the target (Hithran) has a possibility of infecting the target (Hithran) with PEM Heat poisoning. Note that the GM never actually tells Hithran that he is poisoned and lets him sweat it out since he was silly enough to have been caught.

The GM makes the base attack roll based on the servants level which is 5th, and rolls a 62, and gives it the static target (+30), no helmet (+5), and touching (+30) modifiers which max's the modified roll to 95 giving a result of "-55" on the 'General' column of the *SL* Base Attack Table Table 10.1. Our hero rolls a 67 to resist and gets the willing target mod of -50 and the base attack modification of -55 which results in a -38, which is a clear failure. So the PEM Heat poisoning from the Heat servant's attack cancels out the PEM Cold thus neutralizing both the PEM Cold and PEM Heat. After all that it's really a shame that the servant's heat attack also delivered 25 hits and a D critical that will put Hithran out of action for quite a while.



15.3 PEM SOURCES

There are three currently known major sources of PEM: Conjuring PEM, Distilling PEM, and Dragons:

Conjuring PEM: An elemental spell user can summon PEM for his primary and secondary elements by using the proper magical manipulation and the elemental containment vessel (see spell lists in Section 4.0). Through the use of spells elemental spell users can stabilize PEM into safe useable forms.

Distilling PEM: An elemental spell user can also manufacture PEM by distilling it from a convenient source (e.g., PEM Ice from a glacier, or PEM Electrical from a storm front.). The process is laborious — with the proper equipment and elemental spells, 1 ounce of PEM can be obtained from 100 pounds NEM (or diluted PEM). For example, 100 pounds of water containing diluted PEM will distill 1 ounce of undiluted PEM water.

Dragons: Another source of PEM is Dragons. It is present, in small quantities: in their blood, in their waste materials, and in residue from their myriads of elemental attack forms (i.e., breath weapons). Of these three sources Dragon's blood has, by far, the highest concentrations of PEM. However, this is also the most difficult to obtain — it usually involves considerable resistance on the part of the Dragon. Collection of PEM from a Dragon's waste is by far the least dangerous of these sources.

15.4 PEM CONTAMINATION

With frequent use of PEM, elemental contamination or pollution of the surrounding environment becomes a major problem. This is a long term problem and everything in the region is affected (e.g., animals, plants, people and objects). Thus as the level of background PEM (diluted PEM) climbs, incidents of PEM poisoning become more prevalent.

Poisoning can result from: eating contaminated food supplies, drinking contaminated water, kissing someone who has an immunity to PEM (see Section 15.5), breathing in contaminated air, walking bare foot over contaminated ground, bathing in contaminated water, getting caught in a rain storm that has contaminated rain, etc. In each case the PEM is in safe diluted quantities. But as the diluted PEM level rises in the body, PEM poisoning can strike at any time. It is possible to have several levels of diluted PEM contamination, one for each type of element.

A GM must decide how often to check for the results of PEM contamination; we suggest once a year unless the situation is highly unusual.

PEM Contamination Level Chart: Use the PEM Contamination Level Chart to determine individual PEM contamination levels:

Resolution of PEM Contamination: To determine if PEM poisoning will result from PEM contamination, make an 1-100 open-ended roll modified by the current PEM Contamination Level (see the PEM Contamination Level Chart). If the modified roll is over 100 (i.e., 101+), the individual is subject to PEM poisoning and must make a RR (see Section 15.42). The PEM attack level is 5th level.

Example: *Gloria is the village Mayor's daughter and is 5 years old. 1 month after her birth, a Wind Drake (a superior PEM user) went on the rampage and terrorized the area for 5 months. Since then, it has been in hibernation for 4.5 years. Gloria also had one exposure to a minor Wind Wispling on her third birthday when a Rogue Elementalist was hired for entertainment. Gloria's contamination PEM level is 35 =*

(+1 per month) x 5 months
(dragon terrorized for 5 months) = +5

(+1 per 3 months) x 14 months
(dragon hibernation of 4.5 years) = +14

(+1 per 3 months) x 1 month
(Wind Wispling visit) = + 1

(+3 per year) x 5 years
(5 years living in contaminated area) = +15

The GM has decided that each individual makes their check for PEM poisoning based on the Contamination PEM Level on their birthday. Gloria rolled a 48. When added to her Contamination PEM Level it only adds up to 83 = 35 + 48. Gloria has not been affected by PEM poisoning.



15.5 PEM IMMUNITY

Whenever a RR is successfully made versus PEM poisoning, the target obtain immunity to that particular type of PEM.

Benefits of PEM Immunity: Once immunity has been obtained for a type of PEM, further RRs against that type of PEM poisoning are not required.

Restriction on Immunity: It is only possible to have immunity to one type of PEM at a time. This is the PEM against which the target last successfully resisted.

Note: *Immunity does not stop or heal any damage that was taken before the immunity was obtained.*

PEM CONTAMINATION LEVEL CHART

Applicable Conditions	Minor PEM *(01%–10% Purity)*	Major PEM *(11%–39% Purity)*	Superior PEM *(50%+ Purity)*
Active Dragon in area	+1 per 3 months	+1 per 2 months	+1 per month
Hibernating Dragon in area	+1 per year	+1 per 6 months	+1 per 3 months
Work around PEM daily	+1 per month	+1 per 2 weeks	+1 per week
Work around PEM monthly	+1 per 3 months	+1 per 2 months	+1 per month
Lives in contaminated area	+1 per year	+2 per year	+3 per year

16.0
MANIPULATION OF RAW ELEMENTAL FORCE

The manipulation of raw elemental force falls into two distinctive categories. The first is the ability of an elemental to absorb raw elemental material in order to enhance its physical size/strength. The other category is an elemental spell user's ability to use his spells to shape raw elemental force into usable items.

16.1 ABSORPTION

When an elemental encounters its own type of raw elemental force, elemental growth may occur through a process of absorption. The effect of elemental growth is an increase in the size/strength of the elemental involved. There are two categories of potential elemental growth: abnormal elemental growth and normal elemental growth.

Abnormal Elemental Growth

Abnormal elemental growth (AEG) is a sudden and temporary growth of an elemental through a process utilizing the absorption of raw elemental force of the same type as the elemental.

AEG gives an elemental an immediate but temporary increase in size (i.e., more concussion hits). Usually, an elemental gets a +1 hit total increase for every cubic foot of appropriate elemental material absorbed. These temporary hits go away at a rate of 1 per round. See the Elemental Absorption spell list (4.2.2).

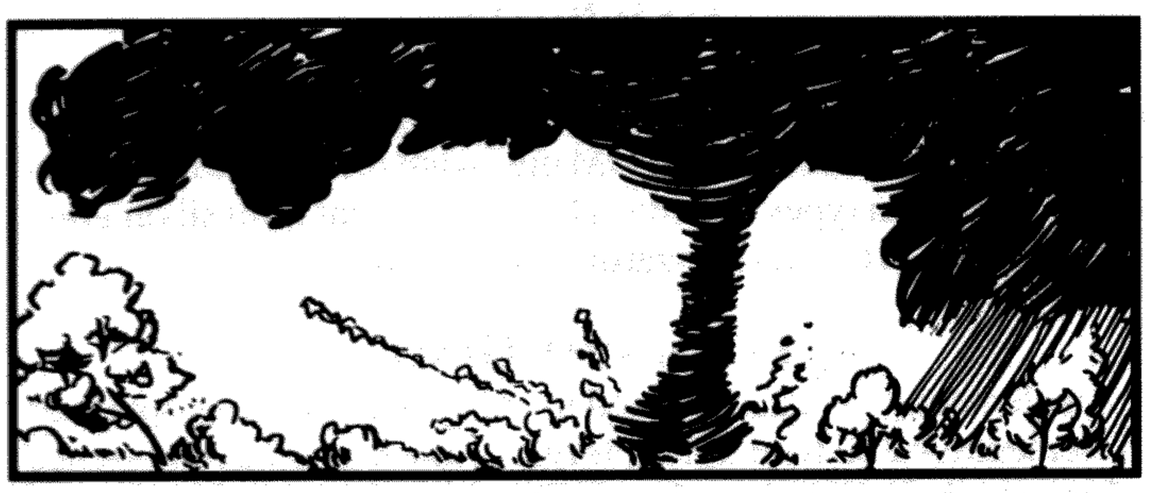
If an elemental's hit total (base hit total plus AEG hits) exceeds the minimum hit total for the next larger strength (i.e., weak, normal, strong) for that elemental, the elemental gains the characteristics for the increased strength.

Example: *A weak intelligent air elemental has a base hit total of 90 hit points. If the elemental acquires 30 more hits through AEG, its new hit total of 120 would exceed the base hits for a normal intelligent air elemental (i.e., 110 hits). Thus the elemental would use the normal elemental stats for 10 rounds before reverting back to a weak elemental when its hit total dropped back below 111 hits.*

Normal Elemental Growth

Normal elemental growth (i.e., "slow growth") is a gradual and permanent increase in an elemental's power or size through normal maturation (i.e., the aging process). As an elemental grows older and gains more experience in 'life', it experiences normal growth.

Normal growth gives the elemental the same benefits as abnormal, except the growth is permanent and takes longer. The effects of normal growth can affect long running campaigns but almost never has any affect in normal gaming situations.



16.2 SHAPING RAW ELEMENTAL MATERIAL

A spell user handling raw elemental material must always be aware of the dangers inherent in his work — raw elemental material can not only do physical damage, it can also cause PEM poisoning (see Section 15.0).

In addition, the use of elemental spirit binding spells (see Section 4.2.11) is as potentially dangerous as the raw elemental material itself. If an elemental spell user mishandles the spirit binding, the spirit can be very spiteful in taking its revenge.

As the art and craft of working with raw elemental material was refined, specialized spell lists were developed. The Elemental Enchanter specializes in shaping raw elemental material through the use of these lists.

Elemental Molding 4.2.9
Elemental Pooling 4.2.10
Elemental Spirit Binding 4.2.11
Elemental Fires 4.3.7
Temperance 4.3.14

The following lists are also very useful for working raw elemental material:

Elemental Detection 4.1.2
Elemental Lore 4.1.4
Elemental Absorption 4.2.2
Elemental Mastery 4.2.8
Elemental Protection lists 4.1.14, 4.2.25, 4.3.13

FORGING AN ELEMENTAL ITEM (16.2.1)

Normally, it requires a number of spells to make an elemental item from raw elemental material. The time required for such creation is usually (between 1 hour and 1 day) per "level" of the elemental item or object. The GM should use this as a balancing factor for his campaign.

The Item's Level

A GM must decide how to determine the level of an elemental item; this factor is important for several purposes like forging time and special properties

Option 1: Determine the level of the *Mold Element* spell (Section 4.2.9) used to make the item; then use that spell level divided by 5, 4, 3, 2, or 1 (round up) as the item's level. We suggest a divisor of 5 for low-power games and a divisor of 2 for high-power games. For example, a +20 sword created using a *Mold Element IV* spell (lvl 19) would have a level of 4 for a divisor of 5 and a level of 10 for a divisor of 2.

Option 2: Use the creator's level divided by 5, 4, 3, 2, or 1 (round up). Of course a divisor of one gives an item level equal to the creator's level. We suggest a divisor of 5 for low-power games and a divisor of 2 for high-power games.

Option 3: Use the wielder's level divided by 5, 4, 3, 2, or 1 (round up). We suggest a divisor of 5 for low-power games and a divisor of 2 for high-power games.

The Forging Process

When an elemental spell user forges an elemental item, he should follow a set procedure consisting of the following steps: .

1) The forger should decide: what item is going to be forged, what materials will be needed, what type of protections will be needed, will the item have a spirit bound to it, etc.

2) The forger should protect himself from the possibility of being injured or killed by the raw elemental material or a revengeful spirit. This can be accomplished by casting the proper spells from one of the Elemental Protection lists (4.1.14, 4.2.25, or 4.3.13) and/or from the Elemental Mastery list (4.2.8). The spells on the Elemental Fires list (4.3.7) are also useful for these purposes.

3) A *Vessel* spell from the Elemental Pooling list (4.2.10) is needed to protect the container that is going to hold the raw elemental material. Alternatively, an item/object intrinsically capable of containing raw elemental material may be used.

4) The raw elemental material must be created by casting the appropriate *Pool Element* spell from the Elemental Pooling list (4.2.10). Alternatively, the raw elemental material can be summoned by casting the appropriate *Elemental Summoning* spell from one of the Elemental Summoning lists (4.1.15, 4.2.26, 4.3.15).

5) Insure that the raw elemental material is secure within the "vessel." If this is not immediately apparent, use the proper proper spells from the Elemental Detection list (4.1.2). If there is "free floating" raw elemental material, use the appropriate spells from the Elemental Absorption list (4.2.2) to "clean" up the excess material.

6) Check to see that the raw elemental material is in a 100% pure state — use an *Analysis* spell from the Elemental Lore list (4.1.4). If it is not 100% pure, use the *Cleanse* spell from the Temperance list (4.3.14) or an *Purify Elemental* spell from the Elemental Healing list (4.2.7). The penalties for using impure material are outlined on the Temperance list (4.3.14).

7) If the item being created is to be inscribed with runes, symbols, wards, etc., the raw elemental material needs to be "primed" by casting the *Prime* spell from the Temperance list (4.3.14). The penalties for using unprimed material are outlined on the Temperance list (4.3.14).

8) The raw elemental material needs to be worked, this requires a *Work Element* spell from the Elemental Molding list (4.2.9).

9) The raw elemental material must now be molded into preselected shape from a *Elemental Pattern* the caster has stored earlier. This requires a *Mold Element* spell from the Elemental Molding list (4.2.9).

10) Next the raw elemental material may have runes, symbols, glyphs, wards, or other enhancements added (4.1.4, 4.1.5, 4.1.7, 4.1.8, etc.).

11) If the forger wishes to bind an elemental spirit to the item, the appropriate *Bond* or *Bind* spell from the Elemental Spirit Binding list (4.2.11) must now be cast.

12) Finally, a *Temperance* spell from the Temperance list (4.3.14) may be cast so that the item will last longer than the duration of the other spells used to create it.

Option: A GM may wish to require that the finished item also be doused into the appropriate "Elemental Fire." This can be accomplished by using an Elemental Forge spell and an Elemental Fire spell from the Elemental Fires list (4.3.7).

ELEMENTAL METALS (16.2.2)

An elemental metal is an "alloy" consisting of earth elemental material and another elemental material (e.g., peraltoid is an alloy made up of earth elemental material and air elemental material). Elemental metals are extremely rare. Items may be made from from elemental metal as outlined in Section 16.2.1, but elemental metals also the require the use of an elemental furnace/forge as outlined on the Elemental Fires list (4.3.7) and the Elemental Metal Bonus Table 16.2.4.

Flame Color

When an elemental metal is being worked in an elemental forge/furnace, the elemental metal produces a flame with a specific color (see Table 16.2.3). This can indicate to a forger whether or not the smithing process is proceeding in a satisfactory manner. This color can also be used as the basis for the item's final color.

Metal Emotion

This is the prevalent "feeling" that the welder gets from an item made from elemental metal (see Table 16.2.3). It can be used with the guidelines in RM*CI* Section 5.1 if a GM decides to give an elemental item intelligence and will.

Additional Critical

When a weapon made of an elemental metal inflicts a critical, it also delivers an appropriate elemental critical of one severity less. The type of elemental critical is based upon the non-earth elemental material that the weapon is composed of.

Example: *A peraltoid (aether-earth) sword delivering a 'D' slash critical would also deliver a 'C' vacuum critical.*

Special Properties

A GM may allow items made from certain elemental metals to have special properties based upon the elemental materials used with the earth element. Some suggested properties are given in Table 16.2.3 **and** detailed examples are provided in Section 16.2.5.

Example: *One of antine's (wind-earth) magical properties is flight, so a GM may allow thrown and missile weapons made of antine to have the property of returning to their firer after attacking.*

When appropriate, the special properties of a elemental metal weapon may have a area of effect equal to a 5'R per "weapon level" (see Section 16.2.1).

Option: A GM may require a forging/smithing skill maneuver to determine how successful a forger is at bringing out the special properties of an elemental metal. For example, to bring out irbynite's special elemental property of invisibility, a successful forging skill maneuver would have to be made.

Item Bonus

When making an item from elemental metal, the bonus is based upon the elements used and the type of forge used. Table 16.2.4 summarized these bonuses. A GM may want to limit the maximum bonus for certain types of material, e.g., he might limit silver alloy weapons to a +10 bonus, regardless of the forge used.

Elemental Gems

An elemental gem can be used to enhance a special property of an elemental metal item during forging. Each gem has an essence rating which is added to the smithing/forging skill maneuvers when attempting to "bring out" a special property. The correspondence of elemental gems to the elemental metals they can enhance is given in Table 16.2.3.

Example: *A citrine gem has an essence rating of 20 and will be used in to enhance the creation of an irbynite item. The smithing skill maneuver would be modified by +20 for the gem's essence rating.*

Option: If a GM wishes to allow the use of multiple elemental gems, their essence ratings can be modified as follows: full bonus for the 1st gem, half bonus for the 2nd, one-third bonus for the third, etc. (round up). For example, 3 elemental gems (+27, +23, and +14 respectively) are used to modify a forging maneuver, the total modification is +44 = +27 +(23÷2) + (14÷3).

Elemental Metal Alloys

If several elemental metals are forged together to make an elemental metal alloy, the resulting bonus is obtained by taking a biased average of the bonuses for the individual metals. This biased average is based upon the percentage contribution of each individual metal.

Example: *An elemental metal alloy consisting of 1 part irbynite (earth-aether, +15), 2 parts high steel (earth-earth, +25), and 2 part silver alloy (earth-earth, +15) is forged in a elemental deep forge. The biased average bonus is +19 = [(+15+25+25+15+15)÷ 5]. This metal alloy would have to be worked in an elemental deep forge because irbynite cannot be worked in a an elemental furnace, an elemental lesser forge, or an elemental greater forge. If this metal was worked in an elemental forge (requires an Elemental Forge Mastery spell), the bonus would be +24 = [(+20+30+30+20+20)÷ 5].*

The type of elemental critical is based upon the most prevalent non-earth elemental material that the weapon is composed of; if two or more non-earth elements are equally prevalent, choose one randomly.

Any special properties for an elemental metal alloy item are based upon the most prevalent non-earth elemental material that the weapon is composed of; if two or more non-earth elements are equally prevalent, choose one set of properties randomly.



Option 1: A GM may allow the special properties of all elements in an alloy to be active; Good Luck!.

Option 2: A GM may "downgrade" the special elemental properties by a proportion corresponding to the percentage amount of each element found in the alloy. For example, in the example above, the item has only 1 part in five of irbynite, so irbynite's potential special elemental properties would be reduce in effect by 75%.

16.2.3 ELEMENTAL METAL PROPERTIES TABLE

Element	Elemental Metal	Color of Flame	Metal "Emotion"	Elemental Gem	Magical Properties
aether	irbynite	invisible	playful	citrine	invisible, telephase
air	peraltoid	transparent	normal	lepis luzuli	flight
chaos	lysaughton	rainbow	hungry	tourmaline	constant change
cold	laen, eog	transparent	normal	sapphire	cold, slowness
dark	mcgrail	black	normal	obsidian	darkness
earth	davistone	varies	passive	emerald	protection
electrical	platnite	blue/white	dominate	labradorite	power, attacks metals
fire	mithril	red	hungry	ruby	warmth, flame, speed
gravity	javednite	transparent	dominate	diamond	weight/mass
heat	catoetine	transparent	normal	spinel	mirages, heat, speed
ice	elrodnite	blue	passive	rock quartz	cools, barrier, slowness
inertia	inniculmoid	varies	dominate	peridot	barriers, magic missiles
light	boernerine	varies	normal	zircon	light
nether	neurolite	black/white	passive	hematite	absorbs without destroying
nexus	wetznite	black	passive	jasper	gating, structure, entanglement
plasma	fabrinine	blue/red	aloof	amethyst	life giving, death
spirit	sevenril	clear/all	playful	agate	souls giving
time	eonmite	transparent	playful	fossilized wood	timephase
vacid	mabril	transparent	dominate	beryl	no temperature, stun, balance between forces
vibration	raysorite	transparent	aloof	topaz	sound
water	bolusture	blue	normal	aquamarine	liquid, swim
wind	antine	transparent	playful	tanzanite	cools, warms, flight, breeze

16.2.4 ELEMENTAL METAL BONUS TABLE

Metal / Alloy	Elemental Materials	TYPE OF ELEMENTAL FORGE/FURNACE: Elemental Furnace	Elemental Lesser Forge	Elemental Greater Forge	Elemental Deep Forge	Elemental Forge
aluminum alloy	earth	-5	+0	+5	+10	+15
antine	wind-earth	n/a	n/a	+5	+10	+15
arinyark	earth	-5	+0	+5	+10	+15
black alloy	earth	+20	+25	+30	+35	+40
black eog	cold-earth	n/a	+30	+35	+40	+45
boernerine	light-earth	n/a	+25	+30	+35	+40
bolusture	water-earth	n/a	+20	+25	+30	+35
brass	earth	-10	-5	+0	+5	+10
bronze	earth	-10	-5	+0	+5	+10
catoetine	heat-earth	n/a	+20	+25	+30	+35
copper alloy	earth	-15	-10	-5	+0	+5
davistone	earth-earth	n/a	+10	+15	+20	+25
electrum	earth	n/a	+20	+25	+30	+35
elrodnite	ice-earth	n/a	n/a	+15	+20	+25
eog	cold-earth	n/a	+30	+35	+40	+45
eonmite	time-earth	n/a	n/a	n/a	+15	+30
fabrinine	plasma-earth	n/a	n/a	n/a	+20	+40
gold alloy	earth	-5	+0	+5	+10	+15
high steel	earth	+10	+15	+20	+25	+30
inniculmoid	inertia-earth	n/a	+25	+30	+35	+40
irbynite	aether-earth	n/a	n/a	n/a	+15	+20
iron	earth	+0	+5	+10	+15	+20
ithloss	earth	n/a	n/a	n/a	+10	+10
javednite	gravity-earth	n/a	+25	+30	+35	+40
keron	earth	+20	+25	+30	+35	+40
laen	cold-earth	n/a	+25	+30	+35	+40
lead alloy	earth	-5	+0	+5	+10	+15
low steel	earth	+5	+10	+15	+20	+25
lysaughton	chaos-earth	n/a	n/a	n/a	+30	+35
mabril	vacid-earth	n/a	n/a	+15	+20	+25
mercury alloy	earth	-10	-5	+0	+5	+10
mcgrail	dark-earth	n/a	+25	+30	+35	+40
mithril	fire-earth	n/a	+15	+20	+25	+30
neurolite	nether-earth	n/a	n/a	n/a	+20	+25
peraltoid	air-earth	n/a	+10	+15	+20	+30
platinum alloy	earth	+5	+10	+15	+20	+25
platnite	electrical-earth	n/a	n/a	+10	+15	+20
raysorite	vibration-earth	n/a	+20	+25	+30	+35
rularon	earth	-10	-5	+0	+5	+10
sevenril	spirit-earth	n/a	n/a	n/a	+10	+20
shaalk	earth	+20	n/a	n/a	n/a	n/a
silver alloy	earth	+0	+5	+10	+15	+20
tin alloy	earth	-15	-10	-5	+0	+5
tungsten alloy	earth	+10	+15	+20	+25	+30
wetznite	nexus-earth	n/a	n/a	n/a	+20	+40
white alloy	earth	+15	+20	+25	+30	+35
white eog	cold-earth	n/a	+30	+35	+40	+45
xenim	earth	n/a	-20	-15	-10	-5

n/a — This metal / alloy can not be forged using this type of forge/furnace.

EXAMPLES OF ELEMENTAL METAL WEAPON PROPERTIES (16.2.5)

This section is used to give examples of how the special properties of elemental metals can be used in weapons. Most of the properties are dependent upon the item's level (see Section 16.2.1) and the type of elemental furnace/forge used (see Section 4.3.7):

ELF ..... denotes elemental lesser forge
EGF ..... denotes elemental greater forge
EDF ..... denotes elemental deep forge
EF ..... denotes elemental forge

irbynite (aether-earth): *Invisible Weapons.* These weapons are invisible and don't become visible even when used in combat. There is a percentage chance that the wielder will be invisible during a given round:

EDF: 4% per wpn. lvl + wielder's SD bonus
EF: 5% per wpn. lvl + wielder's SD bonus

peraltoid (air-earth): *Dancing Weapons.* Such a weapon can leave the wielder's hand and fight on its own with an OB equal to three times its normal OB. Such a weapon will automatically begin to fight if its wielder is dropped or killed.

ELF: fights for 1 round per wpn. lvl
EGF: fights for 2 rounds per wpn. lvl
EDF: fights for 3 rounds per wpn. lvl
EF: fights for 4 rounds per wpn. lvl

lysaughton (chaos-earth): *Chaos Weapons.* Such a weapon constantly changes shape, the shapes are always weapons of the same general type (e.g., always 1-H edged, 2-Handed, etc.). There is a percentage chance that the wielder can control the shape shifting ability of the weapon; if so he can specify the exact weapon type.

EDF: 4% per wpn. lvl + wielder's PR bonus
EF: 5% per wpn. lvl + wielder's PR bonus

laen (cold-earth): *Weapons of Reflection.* These weapons have a percentage chance of reflecting spells back at the caster. If a GM wishes such weapons can have a area of effect equal to 5'R per wpn. lvl. The reflection chance is:

ELF: 2% per wpn. lvl - spell level being reflected
EGF: 3% per wpn. lvl - spell level being reflected
EDF: 4% per wpn. lvl - spell level being reflected
EF: 5% per wpn. lvl - spell level being reflected

eog (cold-earth): *Weapons of Nullification.* Such a weapon nullifies/cancels the affects of spells cast at the wielder. If a GM wishes such a weapon can have a area of effect equal to 5'R per wpn. lvl. The nullification chance is:

ELF: 2% per wpn. lvl - spell level being reflected
EGF: 3% per wpn. lvl - spell level being reflected
EDF: 4% per wpn. lvl - spell level being reflected
EF: 5% per wpn. lvl - spell level being reflected

mcgrail (dark-earth): *Weapons of Darkness.* Such a weapon can hinder all physical attacks made against the wielder. This property does not affect DB due to items or spells.

ELF: natural DB against physical attacks is 1.5x normal
EGF: natural DB against physical attacks is 2.0x normal
EDF: natural DB against physical attacks is 2.5x normal
EF: natural DB against physical attacks is 3.0x normal

davistone (earth-earth): *Barrier Breakers:* Such a weapon can smash holes through walls, doors and other barriers. All barriers should get a RR. The percentage chance of breaching a barrier is:

ELF: 2% per wpn. lvl - barrier's RR + minimum amount needed to resist (1 cu' breach per lvl of weapon)
EGF: 3% per wpn. lvl - barrier's RR + minimum amount needed to resist (2 cu' breach per lvl of weapon)
EDF: 4% per wpn. lvl - barrier's RR + minimum amount needed to resist (3 cu' breach per lvl of weapon)
EF: 5% per wpn. lvl - barrier's RR + minimum amount needed to resist (4 cu' breach per wpn. lvl)

platnite (electrical-earth): *Armor Cleavers.* These weapons shred metal armor with ease.

EGF: ATs 20,19,18,17,16,15,14,13 are treated as ATs 16,15,14,13,12,11,10,9 respectively
EDF: ATs 20,19,18,17,16,15,14,13 are treated as ATs 12,11,10,9,8,7,6,5 respectively
EF: ATs 20,19,18,17,16,15,14,13 are treated as ATs 8,7,6,5,1,1,1,1 respectively

mithril (fire-earth): *Flaming Weapons.* These weapons can actually burn with a intense "fire." This property is not standard for many types of naturally occurring mithril.

ELF: illuminates 1'R per wpn. lvl, fire will ignite combustibles
EGF: illuminates 2'R per wpn. lvl, fire will soften stone
EDF: illuminates 3'R per wpn. lvl, fire will melt stone
EF: illuminates 4'R per wpn. lvl, fire will melt metal

javednite (gravity-earth): *Bone Breaker.* These weapons snap bones as if they were old and brittle. If an attack delivers hits, there is a chance that bones will be broken (target gets a RR):

ELF: 2% per wpn. lvl - target's Co bonus (1 random broken bones)
EGF: 3% per wpn. lvl - target's Co bonus (1D2 random broken bones)
EDF: 4% per wpn. lvl - target's Co bonus (1D4 random broken bones)
EF: 5% per wpn. lvl - target's Co bonus (1D6 random broken bones)

catoetine (heat-earth): *Weapons of Quickness.* Such a weapon can increase the wielder's ability to make multiple strikes in combat (treat as a limited haste spell). The percentage chance of multiple attacks is:

ELF: 4% per wpn. lvl (2 attacks per round)
EGF: 6% per wpn. lvl (2 attacks per round)
EDF: 4% per wpn. lvl (3 attacks per round)
EF: 6% per wpn. lvl (3 attacks per round)

elrodnite (ice-earth): *Weapons of Frost.* Such a weapons can surround its wielder with a freezing mist, obscuring the wielder's location. These weapons also inflict increased concussion damage. This property does not affect DB due to items or spells.

EGF: natural DB against physical attacks is 1.5x normal **and** delivers 2x normal hits
EDF: natural DB against physical attacks is 2.0x normal **and** delivers 2.5x normal hits
EF: natural DB against physical attacks is 2.5x normal **and** delivers 3x normal hits

inniculmoid (inertia-earth): *Weapons of Force*. Such a weapon can inflict a tremendous blast whenever it delivers concussion hits. A target may be thrown backwards after each attack, the chance is:

ELF: 2% per wpn. lvl - target's Ag bonus (1' per wpn lvl)
EGF: 2% per wpn. lvl - target's Ag bonus (2' per wpn lvl)
EDF: 2% per wpn. lvl - target's Ag bonus (3' per wpn lvl)
EF: 2% per wpn. lvl - target's Ag bonus (4' per wpn lvl)

boernerine (light-earth): *Weapons of Light*. Such a weapon can illuminate the surrounding area.

ELF: illuminates a 5'R per wpn. lvl
EGF: illuminates a 10'R per wpn. lvl
EDF: illuminates a 15'R per wpn. lvl
EF: illuminates a 20'R per wpn. lvl

neurolite (nether-earth): *Limb Severer*. Whenever it delivers a critical, such a weapon has a percentage chance of severing a limb or other body parts from the target. The severed limb or body part is identified by the critical location.

EDF: 3% per wpn. lvl - target's Co bonus
EF: 4% per wpn. lvl - target's Co bonus

wetznite (nexus-earth): *Far Striker*. Such a weapon has an increased range, even to the extent of allowing the wielder to make non-range attacks at range, e.g., an "EDF" wetznite sword can melee attack foes up to 10' away.

EDF: +10' to attack range per wpn. lvl
EF: +20' to attack range per wpn. lvl

fabrinine (plasma-earth): *Living Weapons*. Such a weapon becomes one with its wielder. The weapon reduces all critical damage that the wielder takes.

EDF: reduces the severity of all criticals by one
EF: reduces the severity of all criticals by two

sevenril (spirit-earth): *Weapons of Command*. Such a weapon allows its wielder to command and control those that are in combat on "his side." A command can be handled as a quest **or** a target will believe that the wielder is his ultimate "leader" and also his closest friend, thus many a target will die for the wielder if necessary. If a GM wishes such weapons can have a area of effect equal to 5'R per wpn. lvl. The command chance per potential target is (RRs may apply):

EDF: 4% per wpn. lvl - target's Pr bonus
EF: 5% per wpn. lvl - target's Pr bonus

eonmite (time-earth): *Weapons of Time*. Such a weapon can stop the aging process for the wielder. In strategic terms, the wielder will not age (or will age very slowly) while in possession of the weapon. The exact amount of stat damage a target takes from a time critical delivered by this weapon can be used to *increase* the wielder's own temporary stats. Points transferred may never exceed the wielder's potential. The chance of transfer is:

EDF: 4% per wpn. lvl - target's Co stat
EF: 5% per wpn. lvl - target's Co stat

mabril (vacid-earth): *Stunning Weapons*. Such a weapon can inflict damage without the target being aware that they have taken damage.

EGF: 3% per wpn. lvl - target's In bonus
EDF: 4% per wpn. lvl - target's In bonus
EF: 5% per wpn. lvl - target's In bonus



raysorite (vibration-earth): *Singing Weapon*. These weapons sing of fame and glory when used in combat. Each combatant that can hear and understand the singing weapon has his OB increased. If a GM wishes such weapons can have a area of effect equal to 5'R per wpn. lvl.

ELF: +2 to OB per wpn. lvl
EGF: +3 to OB per wpn. lvl
EDF: +4 to OB per wpn. lvl
EF: +5 to OB per wpn. lvl

bolusture (water-earth): *Water Cleaver*. Such a weapon can allow the wielder to breath underwater, to move as if on land, and to use his OB to greater effect.

ELF: OB is 1.0x normal when used underwater
EGF: OB is 1.2x normal when used underwater
EDF: OB is 1.4x normal when used underwater
EF: OB is 1.6x normal when used underwater

antine (wind-earth): *Weapons of Returning*. Such a weapon automatically return to the wielder's hand after the weapon has been used to make a ranged attack.

EGF: return range is 30' per wpn. lvl
EDF: return range is 40' per wpn. lvl
EF: return range is 50' per wpn. lvl

17.0
USING EC WITH SHADOW WORLD

This section presents some suggestions for inserting the Elemental Companion material into the history and setting of a *Shadow World*™ campaign.

INSERTING THE ELEMENTS INTO YOUR GAME

First, a GM should decide which elements (Section 2.0) and which theories (Section 13.0) are currently know and used in his campaign. This will provide a basis for choosing which elemental spell lists (Section 4.0), elemental professions (Section 3.0), elemental races (Section 5.0), and elemental creatures are to be included in the campaign.

A GM must also decide whether or not to use PEM poisoning (Section 15.0) and the extent to which he wants to allow access to the elemental planes (Section 14.0).

17.1 BACKGROUND AND HISTORY

The rest of this section presents material that can be used to make elemental power and magic a particularly important feature of a specific region of the *Shadow World*. The locations and occurrences mentioned are only a few possibilities; if a GM decides to use them, he must modify existing material on these regions to match the material presented in this section.

A LARGE CONTINENTAL AREA

If a GM wants to use the material in the EC as background for a large continental area, he can use area identified as area #1 on the *Shadow World* map in this section. This is the "The Mor Stonicish Plain" referred to in the "Historical Account of Elementalism" in Section 1.0.

This region is the site of a large elemental battle that devastated the entire area. The devastation centered on the "Elemental Core Terrain" and extended outward through an "Elemental Interior Terrain" and ended at the "Elemental Rim Terrain" (see the end of this section). These specifications will be used by the Elemental Encounter Table 17.2.

These specifications are very general and should be centered on the island group in the center of area #1; the GM can make the Elemental Core as big as he wants, we suggest around a 100'-200'R.

Elemental Core Terrain	the area within a sphere with a radius of 100-200 miles
Elemental Interior Terrain	a spherical area around the core with a thickness of 100-200 miles
Elemental Rim Terrain	a spherical area around the elemental interior with a thickness of 10-20 mi.

A GROUP OF ISLANDS

If a GM wants to use the material in the EC as background for a large group of islands, he can use area identified as area #2 on the Shadow World map in this section. This can be handled in the manner discussed above, except for the smaller area involved:

Elemental Core Terrain	the area within a sphere with a radius of 10-20 miles
Elemental Interior Terrain	a spherical area around the core with a thickness of 10-20 miles
Elemental Rim Terrain	a spherical area around the elemental interior with a thicknes of 1-2 miles

A SMALL CONTINENT / ISLAND

If a GM wants to use the material in the EC as background for a large islands, he can use area identified as area #3 on the Shadow World map in this section. This can be handled in the manner discussed above, except for the smaller area involved:

Elemental Core Terrain	the area within a sphere with a radius of 50-100 miles
Elemental Interior Terrain	a spherical area around the core with a thickness of 50-100 miles
Elemental Rim Terrain	a spherical area around the elemental interior with a thickness of 5-10 mi.

Option: A GM can set the island up as an area dominated by one of the elemental forces. Thus when an elemental encounter occurs, there is a 90% chance of that elemental force being involved.

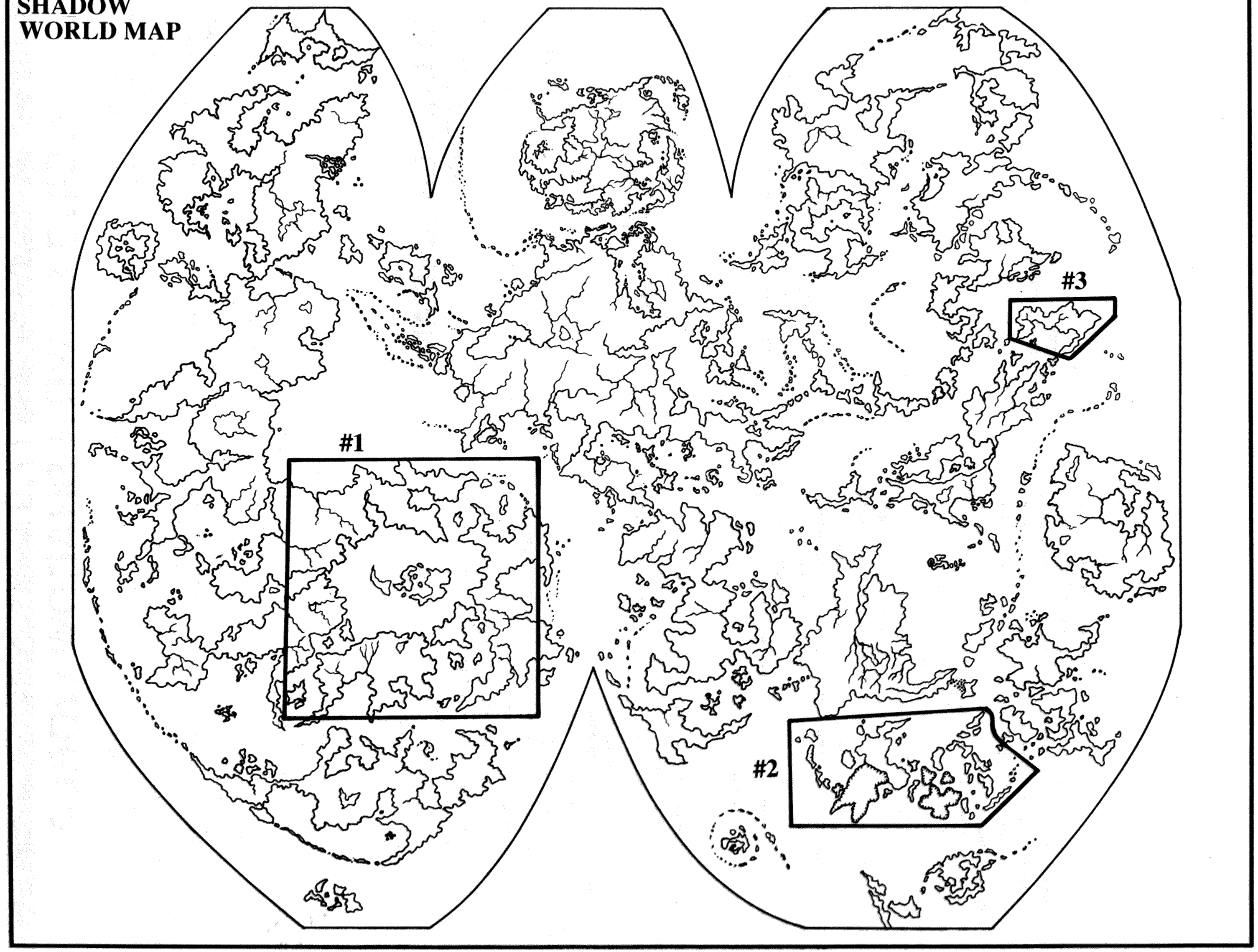
ELEMENTAL TERRAINS

Elemental Rim Terrain: This is the outer boundary of the devastated area. The effects of elemental damage is subtly apparent in this region but it is not overwhelming. Elemental encounters are not as severe in this area. Elemental storms are encounter 10% of the time (roll once per day).

Elemental Interior Terrain: This is the area between the rim and the core. This area is severely marked by the devastation, and can be very dangerous for those without proper protection. There are rumors of elemental tribes and cities within the elemental interior. Not much else is really known — few of those that have entered this blighted area have every come out again. Elemental storms are encountered 25% of the time (roll once per day).

Elemental Core Terrain: This is the area at the center of the devastation; it is completely dominated by the ebb and flow of elemental forces. Elemental storms are constantly sweeping the area destroying everything in its path; encountered 75% of the time (roll once per day).

SHADOW WORLD MAP



17.2 ELEMENTAL ENCOUNTER TABLE

	Elemental Rim Terrain	Elemental Interior Terrain	Elemental Core Terrain
01-05	ELEM. BEAST	ELEM. BEAST	PALE DEMON
06-09	ELEM. INTERIOR TERRAIN	ELEM. RIM TERRAIN	ELEM. RIM TERRAIN
10-13	ELEM. TRIBE	ELEM. TRIBE	ELEM. TRIBE
14-16	ELEM. INTERIOR TERRAIN	ELEM. CORE TERRAIN	ELEM. INTERIOR TERRAIN
17-19	ELEM. TRIBE	ELEM. TRIBE	ELEM. TRIBE
20-25	REROLL	REROLL	REROLL
26-27	Air Wispling	Air Rider Elemental	Air Giant
28-29	Cold Wispling	Cold Rider Elemental	Cold Giant
30-31	Dark Wispling	Dark Rider Elemental	Dark Giant
32-33	Earth Wispling	Earth Rider Elemental	Earth Giant
34-35	Gravity Wispling	Gravity Rider Elemental	Gravity Giant
36-37	Heat Wispling	Heat Rider Elemental	Heat Giant
38-39	Inertia Wispling	Inertia Rider Elemental	Inertia Giant
40-41	Light Wispling	Light Rider Elemental	Light Giant
42-43	Vibration Wispling	Vibration Rider Elemental	Vibration Giant
44-45	Water Wispling	Water Rider Elemental	Water Giant
46-47	Air Servant	Air Non-Int Elemental	Air Elemental Serpent
48-49	Cold Servant	Cold Non-Int Elemental	Cold Elemental Serpent
50-51	Dark Servant	Dark Non-Int Elemental	Dark Elemental Serpent
52-53	Earth Servant	Earth Non-Int Elemental	Earth Elemental Serpent
54-55	Gravity Servant	Gravity Non-Int Elemental	Gravity Elemental Serpent
56-57	Heat Servant	Heat Non-Int Elemental	Heat Elemental Serpent
58-59	Inertia Servant	Inertia Non-Int Elemental	Inertia Elemental Serpent
60-61	Light Servant	Light Non-Int Elemental	Light Elemental Serpen
62-63	Vibration Servant	Vibration Non-Int Elemental	Vibration Elemental Serpent
64-65	Water Servant	Water Non-Int Elemental	Water Elemental Serpent
66-67	ELEMENTAL TRIBE	ELEMENTAL DRAKE	MAN-DEMON
68-69	ELEMENTAL GIANT	ELEMENTAL TRIBE	ELF-DEMON
70-71	ELEMENTAL SERPENT	ELEMENTAL GIANT	ELEMENTAL TRIBE
72	Young Air Drake	Mature Air Drake	Old Air Drake
73	Young Cold Drake	Mature Cold Drake	Old Cold Drake
74	Young Dark Drake	Mature Dark Drake	Old Dark Drake
75	Young Earth Drake	Mature Earth Drake	Old Earth Drake
76	Young Gravity Drake	Mature Gravity Drake	Old Gravity Drake
77	Young Heat Drake	Mature Heat Drake	Old Heat Drake
78	Young Inertia Drake	Mature Inertia Drake	Old Inertia Drake
79	Young Light Drake	Mature Light Drake	Old Light Drake
80	Young Vibration Drake	Mature Vibration Drake	Old Vibration Drake
81	Young Water Drake	Mature Water Drake	Old Water Drake
82	Young Electrical Drake	Mature Electrical Drake	Old Electrical Drake
83	Young Fire Drake	Mature Fire Drake	Old Fire Drake
84	Young Ice Drake	Mature Ice Drake	Old Ice Drake
85	Zephyr Hound (random)	Young Drake (random)	Mature Drake (random)
86	Zephyr Hound (random)	Young Drake (random)	Mature Drake (random)
87	Zephyr Hound (random)	Young Drake (random)	Matuer Drake (random)
88	Young Vacid Drake	Mature Vacid Drake	Old Vacid Drake
89	Young Wind Drake	Mature Wind Drake	Old Wind Drake
90	Young Aether Drake	Mature Aether Drake	Old Aether Drake
91	Young Chaos Drake	Mature Chaos Drake	Old Chaos Drake
92	Young Nether Drake	Mature Nether Drake	Old Nether Drake
93	Young Nexus Drake	Mature Nexus Drake	Old Nexus Drake
94	Young Spirit Drake	Mature Spirit Drake	Old Spirit Drake
95	Young Time Drake	Mature Time Drake	Old Time Drake
96-110	Air Rider Elemental	Air Int Elemental	Air Int Elemental
111-120	Cold Rider Elemental	Cold Int Elemental	Cold Int Elemental
121-130	Dark Rider Elemental	Dark Int Elemental	Dark Int Elemental
131-140	Earth Rider Elemental	Earth Int Elemental	Earth Int Elemental
141-150	Gravity Rider Elemental	Gravity Int Elemental	Gravity Int Elemental
151-155	Heat Rider Elemental	Heat Int Elemental	Heat Int Elemental
156-160	Inertia Rider Elemental	Inertia Int Elemental	Inertia Int Elemental
161-165	Light Rider Elemental	Light Int Elemental	Light Int Elemental
166-170	Vibration Rider Elemental	Vibration Int Elemental	Vibration Int Elemental
171-175	Water Rider Elemental	Water Int Elemental	Water Int Elemental
176-180	Air Non-Int Elemental	Air Guardian Elemental	Air Guardian Elemental
181-185	Cold Non-Int Elemental	Cold Guardian Elemental	Cold Guardian Elemental
186-190	Dark Non-Int Elemental	Dark Guardian Elemental	Dark Guardian Elemental
191-200	Earth Non-Int Elemental	Earth Guardian Elemental	Earth Guardian Elemental
201-220	Gravity Non-Int Elemental	Gravity Guardian Elemental	Gravity Guardian Elemental
221-240	Heat Non-Int Elemental	Heat Guardian Elemental	Heat Guardian Elemental
241-260	Inertia Non-Int Elemental	Inertia Guardian Elemental	Inertia Guardian Elemental
261-280	Light Non-Int Elemental	Light Guardian Elemental	Light Guardian Elemental
281-300	Vibration Non-Int Elemental	Vibration Guardian Elemental	Vibration Guardian Elemental
301+	Water Non-Int Elemental	Water Guardian Elemental	Water Guardian Elemental

RANDOM ELEMENTAL CHART

Roll	Type
01-07	REROLL
08-14	Air
15-21	Cold
22-28	Dark
29-35	Earth
36-42	Gravity
43-49	Heat
50-56	Inertia
57-63	Light
64-70	Sonic
71-77	Water
78-80	Electrical
81-83	Fire
84-86	Ice
87-89	Wind
90-91	Plamsa
92-93	Vacid
94	Aether
95	Chaos
96	Nether
97	Nexus
98	Spirit
99	Time
100	REROLL

Roll	Size
01-50	Weak
51-75	Normal
76-90	Strong
91-100	Powerful

Roll	Age
01-60	Young
61-90	Mature
91-100	Old

Use the chart above to determine random elemental type, size, and age for: Elemental Tribe; Elemental Giant; Elemental Drake; Elemental Beasts; Elemental Serpents.

RANDOM ELEM. BEASTS CHART

Roll	Elemental Beast Type
01-15	Wisplings (roll for size)
16-35	Servants (roll for size)
36-54	Zephyr Hounds (roll for size)
55-60	Non-Intelligent (roll for size)
61-60	Intelligent (roll for size)
65-70	Guardian (roll for size)
71-80	Serpents (roll for age)
81-95	Riders (roll for size)
95-98	Giants (roll for age)
9-100	Drakes (roll for age)

RANDOM MAN-DEMON CHART

Roll	Man-Demon Type
01-71	Hothrog (I)
71-90	Daerauk (II)
91-99	Gogonaur (III)
100	Narauk (IV)

RANDOM ELF-DEMON CHART

Roll	Elf-Demon Type
01-40	Daedhel (I)
41-70	Culrang (II)
71-90	Hothedhel (III)
91-99	Thauredhel (IV)
100	Celebdel (V)

RANDOM PALE DEMON CHART

Roll	Pale Type
01-35	Pale I
36-60	Pale II
61-80	Pale III
81-90	Pale IV
91-97	Pale V
98-99	Pale VI
100	Beyond the Pale

The charts above can be used to make a random selection of Elemental Beasts, Man-Demons, Elf-Demons and Pale Demons.

ATTENTION SHADOWRUNNERS!

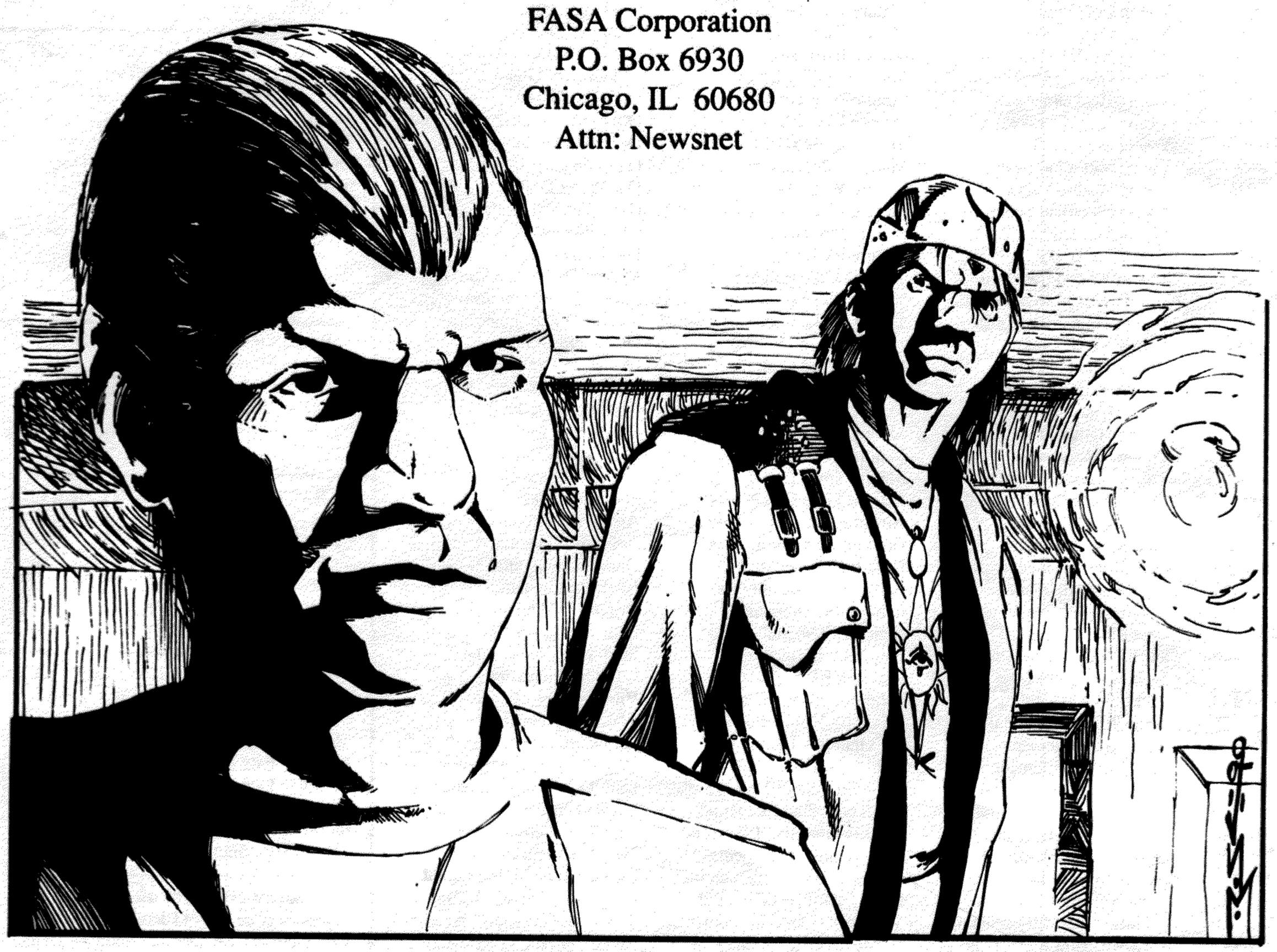
It's a big sprawl out there and no one can see it all. Look closely at one thing and you're turning your back on something else. That's just the way it is.

We need your help. NewsNet is looking for short news articles (50 words or less) telling us what is happening as a consequence of your runs. We don't want names, we don't want events. We want only the results. Be careful, chummer, these are still shadowruns.

These articles should *not* deal with any shadowruns described in published adventures. Follow the format found in the pages of the Seattle News-Intelligencer at the back of several Shadowrun™ books.

We will publish your articles with your name in the byline in exchange for any and all rights to future use of the material. Send your articles to:

FASA Corporation
P.O. Box 6930
Chicago, IL 60680
Attn: Newsnet



Elemental Companion™

I.C.E.

Elemental Companion™ is the definitive **Rolemaster**™ sourcebook for elemental power in an FRP environment. **Elemental Companion** can improve any game **and** serves as a major supplement for ICE's highly acclaimed FRP system, **Rolemaster**. Supercharge your fireballs—but cover up your spell books—as the **Elemental Companion** blasts its way into your FRP campaign!

Elemental Companion provides:

- Complete guidelines for the manipulation and use of elemental power and spells.
- Dozens of new elemental spell lists and variant professions.
- Complete descriptions of a variety of elemental races and creatures.
- Six new spell attack tables and four new critical strike tables.
- Complete coverage of the elemental planes and the classification of elemental material.
- Guidelines for how to use elemental magic as source material in a **Shadow World**™ campaign or in your own campaign.

Produced and Distributed by
ICE, Inc.
P.O. Box 1605
Charlottesville, Va 22902
USA

Printed in U.S.A. #1510



ISBN 1-55806-076-6





Rolemaster gamers now have an entire fantasy world at their fingertips. **Shadow World** products form a rich fantasy environment for the **Rolemaster** and **Fantasy Hero**™ game systems. The self-contained adventures may also be used as isolated or hidden areas in any Gamemaster's campaign world.

Rolemaster™

The completely reformatted 2nd edition **Rolemaster** system includes the following:

- **Arms Law® & Claw Law®**—The **Rolemaster** Arms and Animals combat systems combined in a new, reorganized volume! These fast-moving rules include individual charts for 30 weapons and critical strike tables, as well as detailed creature attacks for real and mythical beasts. Martial arts rules are also included.
- **Character Law & Campaign Law**™—The new version of the complete character development and campaign guide! **Character Law**™ features a unique trait development system that allows characters to increase their ability in any area of skill. There are no absolute restrictions. **Campaign Law**™ includes handy reference material invaluable to any Gamemaster: weather, encounter, and price charts and guidelines for running a campaign in a complex living world.
- **Spell Law®**—The magic system that improves any FRP game! The new edition of **Spell Law** has over 2,000 spell descriptions based on 3 realms of power and 15 professions. It provides alchemy rules, spell attack and failure tables, and a unique spell-learning structure.

Rolemaster,
a cut above the rest!