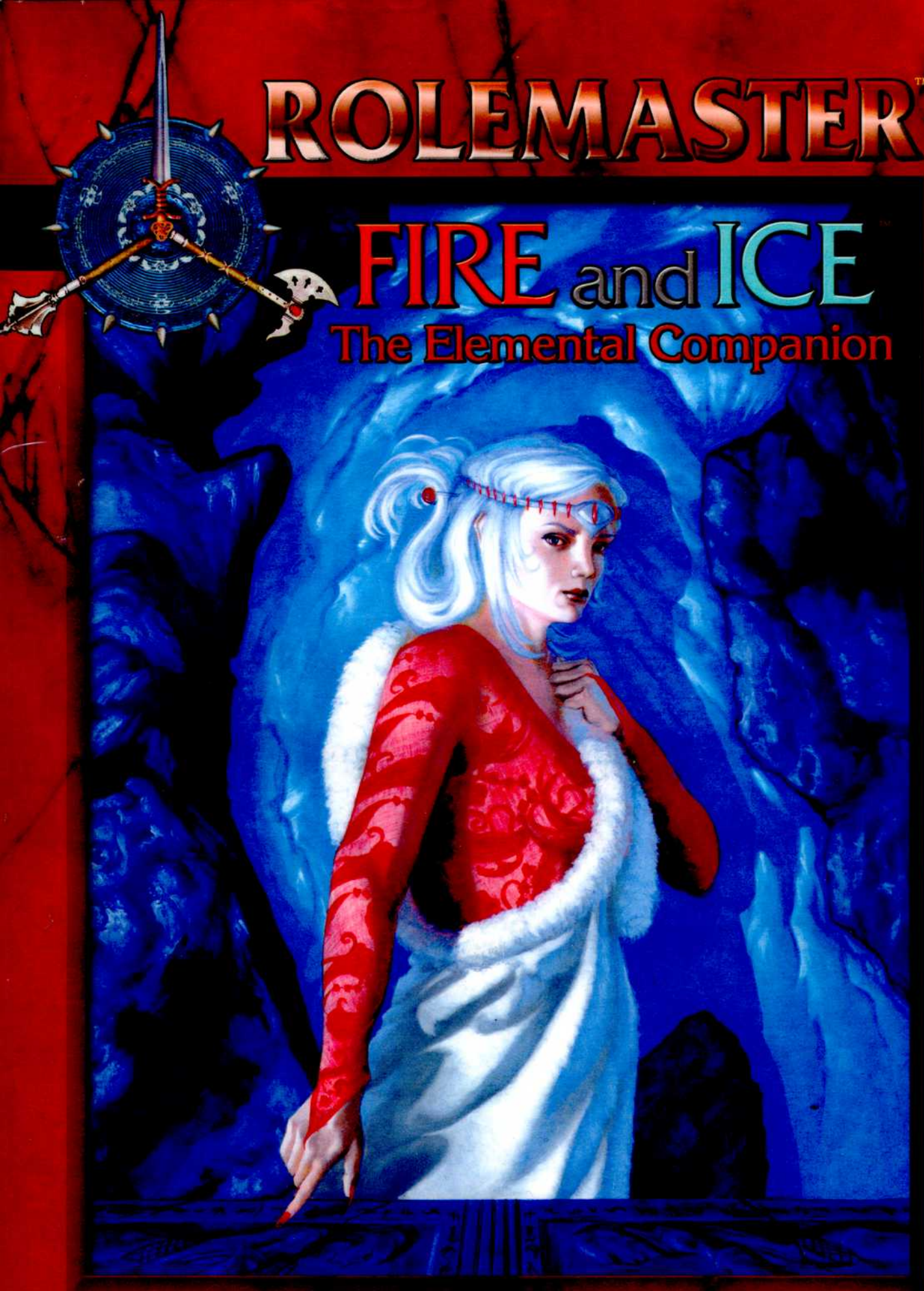


ROLEMASTER™

FIRE and ICE™

The Elemental Companion



Explore the power of the elements in your FRPG!

FIRE AND ICE: THE ELEMENTAL COMPANION™

By:

Robert J. Defendi and Lyn Mortensen

Editors: Heike A. Kubasch & Brian Olson

Cover Illustration: Randy Gallegos
(Painting Title: Cavern of the Snow Witch)

Interior Illustrations: Jennifer Meyer, Elizabeth Danforth,
Jeremy Dylan Mohler, Glenn Angus, David Flora,
Craig Mrusek, Paul Phillips

Original Standard System Design:
Coleman Charlton, John Curtis, Pete Fenlon

Project Specific Contributions:
Art Direction: Jason O. Hawkins;
Pagemaking: Sherry Robinson
Production Coordinator: Jason O. Hawkins
Proofreading: THE Howard Huggins.

ICE Staff –

President: Heike A. Kubasch; *CEO:* Bruce Neidlinger;
Managing Editor: Heike A. Kubasch;
Development & Production Staff: Steve Hardy,
Jason Hawkins, Heike A. Kubasch, Bruce Neidlinger,
Monica Wilson, Gandalf T. Cat;
Sales, Customer Service, & Operations Staff: Steve Hardy;
Marketing & Webmistress: Monica L. Wilson;
Corporate Mascot: Gandalf T. Cat.

ICE Cheering Section & Moral Support:

Karl & Helga Kubasch, John Seal, Claudia Aulum,
Elke Lübbert, Inge Bendfeldt, Judy & Hasmukh Shah,
John Ross, Tim Dugger, and all ICE fans everywhere:
Thanks for keeping the faith!

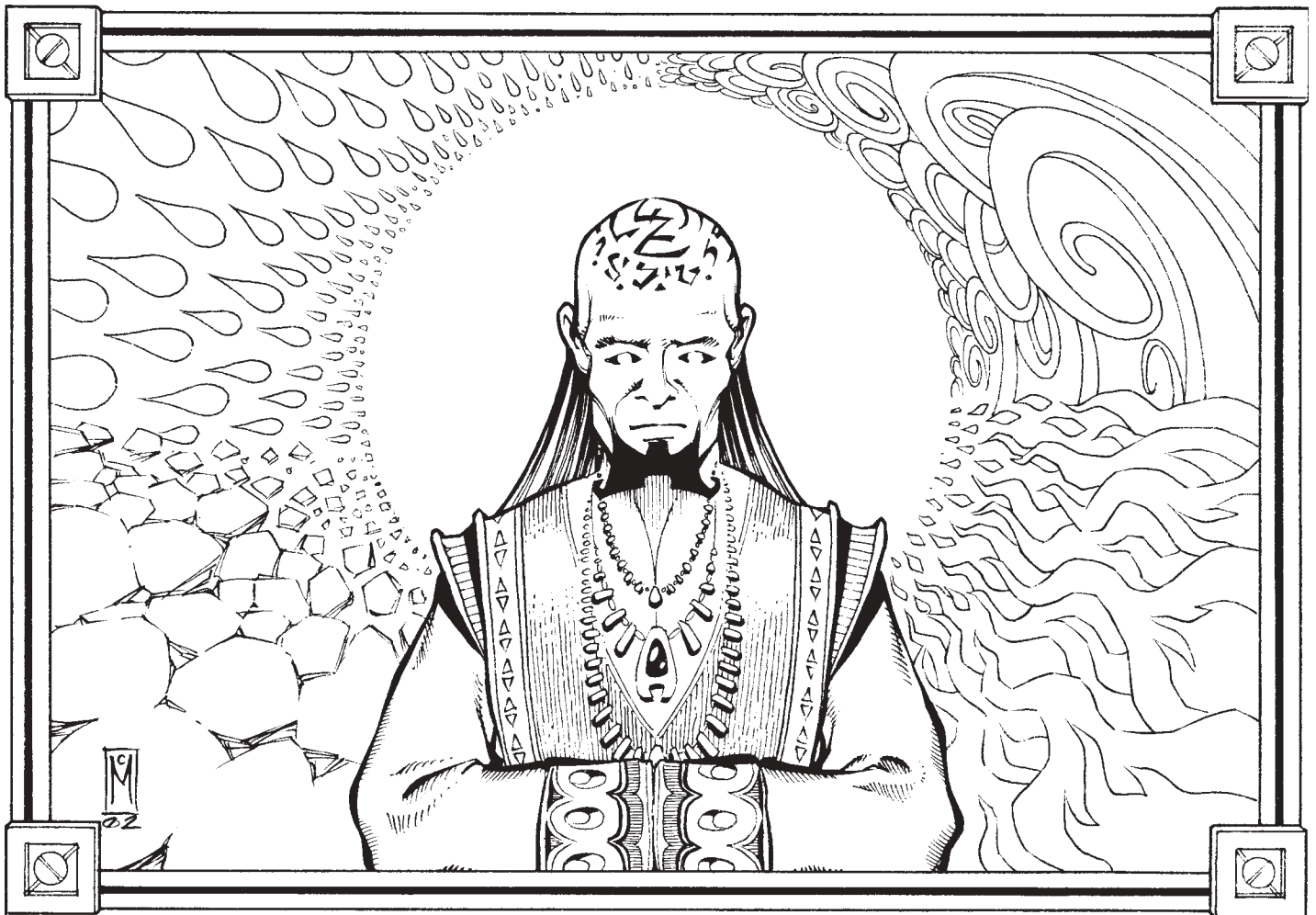




TABLE OF CONTENTS

1.0 Introduction	3
1.1 Designer's Notes	5
1.2 Notation	5
1.3 Terms	6
New Terms and Concepts	6
Standard <i>Rolemaster</i> Terms	7
2.0 The Elements	8
Air (Elemental Fluid)	8
Water (Elemental Fluid)	8
Earth (Elemental Matter)	8
Ice (Elemental Matter)	8
Fire (Elemental Energy)	8
Light (Elemental Energy)	8
Nether (Arcane Element)	8
Aether (Arcane Element)	8
Fitting the Elements to Your World	8
3.0 Elemental Theory	9
3.1 The Triads	9
How Can Ice Fuel Fire?	10
3.2 Elemental Purity	10
3.3 Complementary Elements	10
3.4 Bridging the Triads	11
3.5 Arcane Rituals	11
3.6 Elemental Spell Failure	12
3.7 When Matter and the Elements Meet	12
4.0 Planar Theory	13
4.1 The Planar Model	13
The Plane of Air	13
The Plane of Earth	13
The Plane of Fire	14
The Plane of Ice	14
The Plane of Light	14
The Plane of Water	14
4.2 Elemental Lords and Elemental Gods	15
5.0 Elemental Professions	16
Profession Entries	16
5.1 Elementalist	17
5.2 Elemental Specialties	18
5.2.1 The Air Specialist	18
5.2.2 The Earth Specialist	19
5.2.3 The Fire Specialist	19
5.2.4 The Ice Specialist	19
5.2.5 The Light Specialist	20
5.2.6 The Water Specialist	20
5.3 Elemental Priest	21
5.4 Elemental Champion	22
5.5 Arcane Elementalist	23
5.6 Common Specialist Base Lists	24
5.6.1 Elemental Counters	24
5.6.2 Elemental Defenses	25
5.6.3 Elemental Summons	26
5.7 Air Specialist Base Lists	27
5.7.1 Air Control	27
5.7.2 Wind Mastery	28
5.8 Earth Specialist Base Lists	29
5.8.1 Earth Fields	29
5.8.2 Earth Mastery	30
5.9 Fire Specialist Base Lists	31
5.9.1 Fiery Ways	31
5.9.2 Flame's Course	32
5.10 Ice Specialist Base Lists	33
5.10.1 Cold Mastery	33
5.10.2 Ice Mastery	34
5.11 Light Specialist Base Lists	35
5.11.1 Dark Mastery	35
5.11.2 Light Mastery	36
5.12 Water Specialist Base Lists	37
5.12.1 Water Mastery	37

5.12.2 Watery Ways	38
5.13 Elemental Priest Base Lists	39
5.13.1 Elemental Channels	39
5.13.2 Elemental Combat Enhancements	40
5.13.3 Elemental Gate Mastery	41
5.13.4 Elemental Healing	42
5.13.5 Elemental Restorations	43
5.13.6 Elemental Transformations	44
5.14 Elemental Champion Base Lists	45
5.14.1 Combat Links	45
5.14.2 Elemental Armor	46
5.14.3 Elemental Companions	47
5.14.4 Elemental Weapons	48
5.14.5 Lesser Elemental Change	49
5.14.6 Lesser Elemental Protections	50
5.15 Arcane Elementalist Base Lists	50
5.15.1 Aether Mastery	51
5.15.2 Nether Mastery	52
5.15.3 True Elemental Energy	53
5.15.4 True Elemental Fluids	54
5.15.5 True Elemental Mastery	55
5.15.6 True Elemental Matter	56
6.0 Training Packages	57
Vocational Training Packages	57
Lifestyle Training Packages	57
Training Package Entries	57
6.1 Air Mage (L)	58
6.2 Earth Mage (L)	58
6.3 Elemental Crafter (V)	59
6.4 Storm Mage (L)	59
6.5 Fire Mage	60
6.6 Ice Mage	60
6.7 Light Mage	61
6.8 Water Mage	62
6.9.1 Elemental Crafting	63
6.9.2 Elemental Forge	64
7.0 Elemental Beings	65
7.1 Gating Vs. Summoning	65
7.2 Hybrid Elemental Beings	65
7.3 Elemental Creatures	65
7.3.1 Type I	66
Arctic Fox (Hybrid)	66
Burrowing Beetle (Hybrid)	66
Dragon (Miniature) (Hybrid)	66
Elemental Whispling (Entity)	67
Fire Lizard (Hybrid)	68
Giant Lightning Bug (Hybrid)	68
Minor Elemental (Servant) (Entity)	68
Sea Salamander (Hybrid)	69
Zephyr Hounds (Hybrid)	69
Zephyr Falcon (Hybrid)	69
7.3.2 Type II	70
Dragon Salamander (Hybrid)	70
Elemental Steed (Artificial)	70
Elemental Serpent (Entity)	70
Lesser Elemental (Weak Elemental) (Entity)	71
7.3.3 Type III	72
Elemental Giant (Entity)	72
Elemental Guardian (Artificial)	73
7.3.4 Type IV	73
Greater Elemental (Strong Elemental) (Entity)	73
Lesser Elemental Riding Drake (Artificial)	74
7.3.5 Type V	75
Greater Elemental Riding Drake (Artificial)	75
Superior Elemental (Entity)	76
Young, Average, Lesser Drake (Hybrid)	77

7.3.6 Dragons Revisited	77
The Great Drakes	78
The Lesser Drakes	79
Minor Drakes	80
7.3.7 Type VI	80
Elemental Savant (Artificial)	80
High Elemental (Entity)	82
Old, Very Old, Lesser Drake (Hybrid)	82
Young, Average, Greater Drake (Hybrid)	82
7.3.8 ...and Beyond	83
Elemental Lord (?)	83
Old, Very Old, Greater Drake (Hybrid)	83
7.4 Elemental Lords	83
Powers of the Elemental Lords	83
The Lord of Air	83
The Lord of Earth	84
The Lord of Fire	84
The Lord of Ice	85
The Lord of Light	86
The Lord of Water	87
8.0 Elemental Interaction	88
8.1 Description of the Elements	88
8.1.1 Normal Elements	88
8.1.2 Arcane Elements	90
Nether	91
Aether	91
8.2 Elemental Conflicts	91
The RR Method	91
9.0 Elemental Corruption and Poisoning	92
9.1 Being Corruption	94
Being Corruption General Effects	95
Factor Points	95
Factor Point Chart	95
Element Specific Traits Chart	96
General Trait Descriptions	96
Air Traits	97
Earth Traits	98
Light Traits	98
Water Traits	98
Ice Traits	99
Fire Traits	99
9.2 Elemental Healing	99
Countering	99
9.3 Multiple Elements	100
10.0 Elemental Item	101
Enchantment	101
Corruption Points	101
Corruption Thresholds	101
Factor Points	101
Factor Chart	102
11.0 Forging the Elements	115
Forging Elemental Items	115
Basic Procedure	115
Physical Memory	115
Forge Item	115
Removing Manifestations	115
Removing Curses	115
Attack Tables	116-124
12.1 Aether Ball Attack Table	116
12.2 Aether Bolt Attack Table	117
12.3 Air Bolt Attack Table	118
12.4 Boulder Attack Table	119
12.5 Cold Bolt Attack Table	120
12.6 Force Bolt Attack Table	121
12.7 Nether Ball Attack Table	122
12.8 Nether Bolt Attack Table	123
12.9 Steam Bolt Attack Table	124
Critical Tables	125-126
Arcane Aether Table	125
Arcane Nether Table	126



INTRODUCTION

Arion entered the room. It wasn't often that the Master invited one into the Chamber of Elements. The Master, in the center of the room, raised a hand in acknowledgment, then returned to his meditation. Arion waited uncomfortably as he looked around the room.

The Chamber of Elements was circular, carved out of living stone. At six points around the room, one of the elements sat, a living, breathing source of pure elemental energy. Not the simple reflected forms one saw on the material plane, but elemental essence itself, raw and absolute.

Near the door, next to him, was a pedestal sprouting pure, elemental fire. The fire was hot and vibrant and glorious. The colors richer and more brilliant than any mundane fire. It burned without fuel, casting pure, flickering light about the room.

Two lines cut across the floor at a 60-degree angle, leaving the pedestal of fire to form a triangle. One ended in a pedestal of pure, elemental water. The other in a pedestal of pure, elemental ice. The water flowed and moved, shifting from wave to drop to splash as it writhed on its pedestal. The ice was more subdued, sitting like a large crystal. It seemed to ebb and grow slowly, never when you were looking right at it.

Together, they formed the first triad of elements. The triangle was as large as the room allowed, but it was only half the elements.

Directly opposite Fire was the pedestal of elemental Light. It glowed with a radiance that was achingly pure. It formed a second triangle. Earth sat opposite Ice, the only element that didn't seem to grow and writhe, its changes noticeable only over days of study. Opposite Water sat Air, swirling and moving with motion only just this side of invisible.

They formed the Star of Elements. Two interlocked triangles, separate, yet the same. Each opposing their spiritual soulmate. Fire and Light. Earth and Ice. Air and Water.

But what did it all mean?

The master took a deep breath and drifted out of his meditation. He sat, cross-legged, in the center of the room, equidistant from all the elements. They had told Arion that this is where the Master always meditated. He was a small man, preferring simple, comfortable clothes, not the big formal robes of his students. His beard was unkempt, as was his salt and pepper hair. He pierced Arion with a look.

"Do you know why I asked you here?"

Arion was suddenly very afraid.

"I simply asked a question."

"A very good question. They tell me you have yet to choose an element."

"Yes, Master."

"Why is that?"

"No element has spoken to me, yet."

"Ah. You're a romantic."

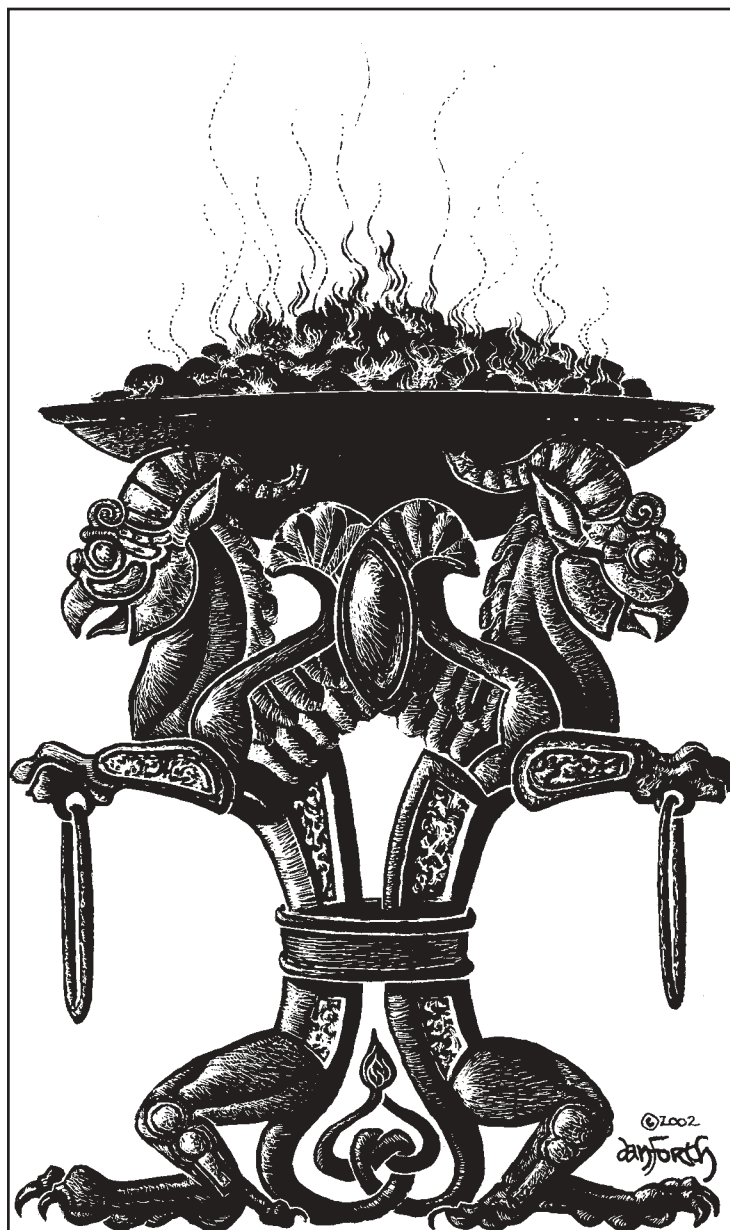
"Master?"

The Master sighed and stood slowly. He gazed at each element in turn.

"Do you know why most mages choose their speciality?"

"They wait until they feel a connection with one."

"You assume the best of people, my boy. I like that. You are wrong. They choose for power. They choose Fire because it's the best for causing mass destruction. They choose Light because it's the best at killing a single foe. They choose Water because they think the farms will make them rich. They choose Air because he who controls the winds controls shipping. They choose Earth because men pay good money for an earth





mage to build their castles. They choose Ice because a single frost can bring an agricultural community to its knees."

Arion was horrified. He looked at the Master hard, hoping to find some hint of a jest. "But the teachers said..."

"Exactly what I tell them to say. No one listens. People choose their path because they think it will bring them the most riches. You're a romantic. You believe what they tell you. That's quaint."

"But surely . . ."

"You are right. Some choose for other reasons. Northmen often choose Ice because they love the ice. Some choose Air because of the pure beauty of flying above it all. These are often the mages that become the most powerful. Those who love their element seem to understand it the best."

"Otherwise, you're just a magician."

"Very good, lad." The Master smiled. "There are many magicians out there. They put the understanding of all the elements above the mastery of one. They sacrifice the bliss we know in pure understanding of one for a lesser understanding of all, and they think that they get the better end of the deal. Who's to say they are wrong?"

"But if they really understood them, they wouldn't be magicians. They would be something . . . more."

"What?"

"Another good question. You are full of wonderful questions, my boy. This is not the time for that one."

"I see."

"Let's get back to your original question. You asked your instructors something, did you not? They sent you to me."

"I asked them how Ice could fuel Fire."

"And their answer?"

"They told me that each of the triads is a circle. Follow it in one direction, and you create. Follow it in another and you destroy."

"And this didn't satisfy you?"

"No."

"It satisfied your classmates."

"Yes. They understood."

"No. They didn't. They sent you here because of all those present, you were the only one who wanted to understand badly enough that you were willing to look foolish and ignorant. You were the only one that was willing to look foolish and ignorant. You were the only one that was willing to come here for the answer. You place knowledge above pride, my boy. Only one in ten students makes it this far."

"Oh."

"Make sure you always look uncomfortable about what happened here. Never speak of it. There are many tests in any school. One of the most important is the willingness to endure anything in the pursuit of knowledge. Never let anyone think that this meeting was pleasant, otherwise people will start asking questions to impress me, not to improve themselves."

"Isn't that a bit . . ."

"Cynical? Of course, but necessary. There are too many people here for power, not knowledge. We give them what they want, but the true power comes to those who only seek the knowledge, to those who have the faith to believe that I am not here for power either."

"You see, my boy, those who seek knowledge for personal gain assume everyone else is the same. They fear that

if I'm as powerful as I am, I am as petty as they are. I let them believe this. If they ever open their eyes, then they will come to me, and they will learn. As long as they fear me, they stay under control."

"I see."

The master looked hard at Arion. Arion tried to hide his disappointment.

"You don't like hearing these things?"

"No, Master."

"It can hurt to learn the truth. Enough of that. Ask your question."

Arion tried to think of some clever way to ask it, but couldn't. He decided to take the direct approach.

"They say that Fire destroys Ice. Ice destroys Water. Water destroys Fire. This makes sense, but they say that to go in the other direction creates. I can understand some of it. Adding Water to Ice certainly creates Ice, but how can Ice fuel Fire, or Fire fuel Water."

"You are thinking of ice, boy, not Ice."

"Huh?"

"The elements we see here, on the material plane, are not true elements. They are merely a shadow of the elemental material that was used to create the world. They are vulgar. Crude. You cannot use the material world as a basis for understanding the universe. It would be like using the basest worm as an example of purity of the human spirit."

"In our world, we see crippled little shadow elements. They all destroy each other. They pollute each other with their own impurities. Ice fed to fire becomes water, which douses the fire. That's because it isn't true, pure, Ice. If it was, it wouldn't melt. It would become something so much more."

"More how?"

"It would be the essence of the element, not some crude manifestation. We can see it working in the world around us, metaphorically, every day. Water freezes, fueling the ice. Ice, or frost, chokes the countryside throughout winter, bleeding the moisture out of it, destroying it. When the spring comes, if the plants didn't survive, they are fuel for the fire. The fire puts ash into the sky, seeding clouds for more water. The water creates more ice, starting the cycle over again. A cycle of creation."

"It works the same with the other triad. Earth destroys light, anyone who has dug deeply can tell you that. Lightning carves through the air like a terrible blade, and the air can do nothing to stop it. Air blows against the mountains for millennia, wearing them down. A cycle of death."

"But move the cycle in the other direction. Light nourishes the Earth, giving the plants the energy to grow. The plants nourish the Air, replenishing it. The Air rubs together during storms, creating lightning. A cycle of creation."

The Master looked at Arion. Waiting. Arion knew he had to ask the next question. He shallowed his pride and spoke.

"But that isn't all of it. Light alone doesn't nourish the Earth. Water does as well."

"Pure Light does. Mundane light needs a little help."

Arion chewed on this a bit. Slowly realization began to dawn.

"That's why it takes a Fire Mage, a Water Mage and an Ice Mage to create a truly powerful ritual!"

The Master smiled.

"Yes, my boy. If they move the energy around the circle one way, it creates a cycle of creation. The other direction creates a cycle of destruction."

"And it's the same with Earth, Light and Air?"

Yes."

Finally Arion understood. The things he had always thought of as elements were not elements at all. They were as similar to the true elements as a painting or a statue was to the person it depicted. They were pale shadows of greatness. Flawed. Incomplete. Now he understood.

He understood!

Arion bowed to the Master and began to withdraw. As he did, he had two circles of energy play in his head, the same, yet separate. Two halves of the same coin. A circle of soulmates.

He paused at the door.

The same, yet separate.

An idea began to form.

He turned, no longer afraid of questions, yearning for the answers.

"Master?"

The Master had a look of great joy on his face. Arion almost had a feeling that he knew the question, and that he wanted terribly to hear it.

"Yes, my boy."

"What happens if you try to combine the elements of the two circles? What happens if you take two rituals, and as they cycle, you attempt to make them one?"

"What a marvelous question, my boy. Shut the door."

Arion pulled the door closed, not certain what to make of the Master's expression. Was it relief?

"Have you ever wondered what my element was?"

"Yes, Master. Everyone does. You have never stated a preference."

The Master smiled for a moment. He looked at Arion so hard that the boy felt naked and exposed.

"Back to your question. Do you know how long it has been since I heard that question?"

"No, Master."

"It's been over 40 years, since I asked it of my master. It was an auspicious day. It was the day he finally chose an apprentice."

1.1 DESIGNER NOTES

My first knowledge of *Rolemaster* came in 1989 when I read a review of *Elemental Companion*. I had never heard of the game before, but the review was glowing. The reviewer thought it was one of the greatest rules expansions ever, with groundbreaking views on how to mix magic, the elements and creatures like dragons.

Ironically, when I started playing *Rolemaster*, none of the people I played with used *Elemental Companion*. It wasn't until much later, when Mr. Mortensen, my co-writer, made a character with the book (which he owned) that I was first introduced to the material.

My God, was that character powerful.

We immediately stopped using that book. By this time, *Rolemaster Standard System* had been released, and this

meant that *Elemental Companion* was out of print, like all other 2nd Edition products.

Here was our chance. We could propose a version of *Elemental Companion* that was usable by all players, not just those in a high power campaign.

This year, we resurrected the idea of an *Elemental Companion*. Lyn and I began taking all these ideas we had and fit them together.

The result is this book. We hope that you enjoy it.

Robert J Defendi

Orem, Utah

May 2000

First I would like to cover a piece of errata. I know, I know, this is an odd place to do it, but just listen (I mean read) a moment. To set the record straight, I'm a guy. That seems to be the biggest misconception that I've run into with this project. That being settled, I can go on with what is relevant to this book. Admittedly I have a personal joke that I amuse myself with, it's about what people think of my wife when she writes checks (wink, wink, nudge, nudge). Also when she speaks to financial institutions I'm always referred to as a life-partner.

Normally, a rewrite is just a rehash of the same old stuff applied to new rules or an adjustment of power to a new paradigm. In this book we are not rewriting the old *Elemental Companion*, we are reinventing it.

One thing I always disliked about the old companion was the generic feeling of the spell lists, the repetitiveness of the spells, and the fact that every Elementalist has the same set of spells that do the same damage and have the same effect. The only difference being that it is made up of different material. We have strived to give each Elementalist flavor, unique spells, and new relationships with the other elements.

Enjoy.

Lyn Mortensen

Draper, Utah

July 2000

1.2 NOTATION

For readability purposes, *Fire and Ice: the Elemental Companion* uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, we intend these pronouns to convey the meanings: he/she, her/his, etc.

There was so much good material in the *Fire and Ice* manuscript that we couldn't fit it into the finished manuscript. So we compromised and did the next best thing; we took all the material that we couldn't fit into *Fire and Ice* and put it into the *Elemental Addendum*, a pdf download available for a small fee on the ICE website at www.ironcrown.com. The *Elemental Addendum* contains the following material:

Two Elemental professions; the Storm Mage and the Elemental Explorer.

Additional Elemental Training Packages.

Closed Elemental Spell Lists.

...And more.





1.3 TERMS

The majority of unique terms found in *Rolemaster* are not described below; rather they are usually described when they are used in the text. The terms defined below are frequently used in this book and are important for using and understanding this work.

NEW TERMS AND CONCEPTS

Complementary Element: The element that holds the same role in the other triad as a given element. Air-Water, Earth-Ice, Fire-Light are all complementary elements.

Cycles: Elemental triads have cycles. Cycling energy one direction through the triad is a cycle of destruction. The other direction is a cycle of creation.

Elemental Lord: A powerful being of elemental power. Elemental Lords embody elemental power. They also control access to the element.

Elemental Infusion/Imbuement: To add elemental material to something that isn't elemental by nature. Many spells in this book are accomplished by infusing the target with elemental material.

Elemental Energy: The elemental aspect of each triad known for its lack of material form. Light and Fire are the complementary elements known as energy.

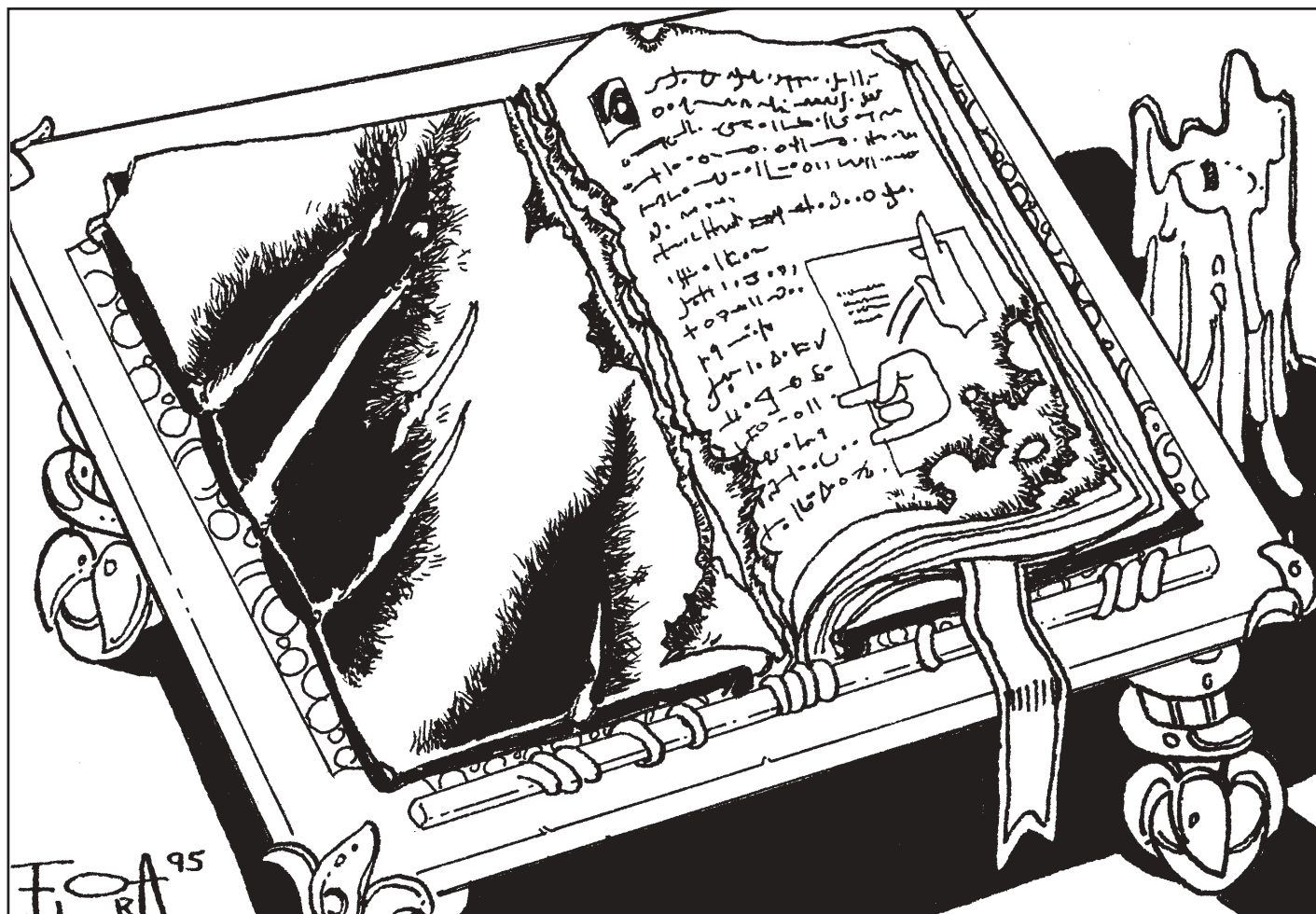
Elemental Fluid: The elemental aspect of each triad known for its material, but malleable form. Air and Water are the complementary elements known as fluid.

Elemental Matter: The elemental aspect of each triad known for its solid material form. Earth and Ice are the complementary elements known as matter.

Elemental Specialty: The element upon which an Elementalist concentrates.

High Element: A more purified form of an element, summoned by Elementalists.

Magical Element: These are the elements summoned by the standard *Rolemaster* Magician.



Elemental Corruption: The act of slowly being broken down and converted to elemental material by elemental material. Most people would consider this to be a bad thing.

Elemental Poisoning: Much like Elemental Corruption, only faster and more catastrophic.

Elemental Enchantment: The process of using elemental material to enchant nonmagical items.

Mundane Element: What people on the elemental plane think of when they think of the elements. These are not True Elements, merely corrupt shadows of the truth.

Scourge Element: In an elemental triad, this makes a given element weaker when fed into it. Light is the scourge of Air, Air is the scourge of Earth, and Earth is the scourge of Light. Ice is the scourge of Water, Water is the scourge of Fire, and Fire is the scourge of Ice.

Source Element: In an elemental triad, this makes a given element stronger when fed into it. Light is the source of Earth, Earth is the source of Air, and Air is the source of Light. Ice is the source of Fire, Fire is the source of Water, and Water is the source of Ice.

True Element a.k.a. TEM: Pure elemental material. This is what elements truly are. It causes large amounts of corruption, poisoning and the like when it comes into contact with crude matter from the material plane.

Triad: The Elements form two triads. The first triad consists of Fire, Ice, and Water. The second consists of Air, Light, and Earth.

Triad Element: Any of the elements in the same triad as your Elemental Specialty.

STANDARD ROLEMASTER TERMS

Area Attack Spell: An elemental attack spell that affects an area rather than a specific target, e.g., Cold Ball, Fire Ball, etc.

Base Spell List: A spell list that is easily learnable only by members of one specific profession.

Channeling: One of the realms that provides the source of power for spells.

Closed Spell List: A spell list that is easily learnable only by the pure and hybrid users of the spell list's realm.

Critical Strike: Unusual damage due to a particularly effective attack. The term "critical" (or just crit) will often be used instead of "critical strike."

Directed Attack Spell: An elemental attack spell that attacks a specific target; e.g., Ice Bolt, Fire Bolt, etc.

Essence: One of the realms that provides the source of power for spells.

Failure: See "Spell Failure."

Inanimate: Not having qualities associated with active, living, organisms; not animate.

Mentalism: One of the realms that provide the source of power for spells.

Non Attack Spell: A spell which does not attack a target.

Open Spell List: A spell list that is easily learnable by any profession of the spell list's realm.

Organic: Of or deriving from living organisms.

Power Points (PP): A number that indicates how many spells a character may intrinsically cast each day (i.e., between periods of rest). In order to cast a spell, the caster must expend a number of "power points" equal to the level of that spell.

Profession: A character's profession is a reflection of his training and thought patterns; in game terms, it affects how much effort is required to develop skill in various areas of expertise.

Pure Spell User: A spell user who can easily learn spells in one of the 3 realms. Most spell-using professions fall into this category.

Realm: All spells and the power required to cast spells are classified into the three "realms" of power: Essence, Channeling, and Mentalism (see Appendix A-9, p. 152).

Resistance Roll (RR): A dice roll which determines whether or not a character successfully resists the effect of a spell, poison, disease, or some other form of adversity.

Round: The time (10 seconds) required to perform one, two, or three actions.

Semi Spell User: A spell user with some spell casting capability in one realm, but also with considerable nonspell capabilities. A character is a semi spell user by virtue of his profession only. Non spell users who somehow learn spells are still termed Non spell users.

Spell Failure: This occurs when a very low roll is made when casting a spell; it indicates possible malfunction or backfiring of the spell.

Spell Level: The minimum skill rank for the spell's list that is necessary for a spell user to know or inherently cast that particular spell.

Spell List: A grouping and ordering of related spells based upon a correlation of level, intricacy, and potency of the spells. A character who has developed (i.e., "learned") a spell list to a specific skill rank is able to cast a spell from that list if its level is less than or equal to that skill rank.

Target: The term "target(s)" refers to the being(s), animal(s), object(s), and/or material that a melee attack, missile attack, or spell attempts to affect.





THE ELEMENTS

The elements number eight. There are six normal elements, found on modern earth in corrupted forms. There are also two Arcane elements, elements so powerful that only an Arcane user can control them.

AIR (ELEMENTAL FLUID)

Air is the most mobile of the elements. It is a quick, light element, renown for its agility. Many Air Mages ply the shipping lanes, using their spells to help commerce.

There are few known ways to create air. It simply is.

WATER (ELEMENTAL FLUID)

Water is the most fluid of the elements. It is the manifestation of strength in movement. It does not have many combat applications, but the occasional water bolt will soften up a foe.

On the crude material plane, water is rarely destroyed or created. It manifests in pools, in the great oceans, ponds, and rivers.

EARTH (ELEMENTAL MATTER)

Earth is the strongest of the elements. It is known for its hardness and ability to resist any damage. Earth Mages are powerful in defense.

In most game worlds, earth will be the most abundant element. It can be shaped into many long-standing objects, such as statues and fortresses.

ICE (ELEMENTAL MATTER)

Ice is the coldest of elements. It is the manifestation of timelessness and stillness. It has its combat applications, but is not renown for them.

On the crude material plane, ice manifests when the temperature of water drops. This is only a crude representation of True Ice.

FIRE (ELEMENTAL ENERGY)

Fire is the elemental force of heat and destruction. It is a hungry element, destroying everything that it touches. Many people consider fire the most combative of the elements, but light is also a prime candidate.

On the crude material plane, fire can be made manifest by causing energetic chemical reactions in materials. This is only a crude manifestation of True Fire.

LIGHT (ELEMENTAL ENERGY)

Light is the least substantial of the elements. It is typically composed of pure energy, though lightning pushes that envelope a bit.

Light will throw its reflection onto the crude, material plane wherever there is enough energy. For instance, fire will create light, as will any object that is hot enough.

NETHER (ARCANE ELEMENT)

Nether is an Arcane element. It is far too advanced to manifest naturally on the crude, material plane. Only the most talented people can create it.

The pure element of destruction. If both triads cycle in the direction of destruction, and they bridge, they create Nether. This creates a mounting power of death and destruction.

AETHER (ARCANE ELEMENT)

Aether is an arcane element. It is far too advanced to manifest naturally on the crude, material plane. Only the most talented people can create it.

Aether is the pure element of creation. If both triads cycle in the direction of creation, and they bridge, they create Aether.

Which of course will destroy anything as crude as matter.

FITTING THE ELEMENTS TO YOUR WORLD

It is up to the GM to decide how to apply these rules to their own world. Some guidelines are given below.

Introducing the Essence components into your existing campaign is the easiest. You can simply assume that the Essence components were there. This is simple if you are only using the Elementalists, but begins to become difficult to rationalize if you use the Elemental Champion as well.

The second tack to take here is to assume that they've always been there, but only as a secret organization. The true Elementalists could easily be discovered one day when the world is threatened and they are forced to act, or when the player characters stumble upon one of their plans. A PC could also be a member of this order, sent out to act in secret for the Elementalists' interests.

Channelers are a more delicate matter, as the gods that are worshiped drive fantasy worlds, and most campaigns will already have their own ways of giving elemental powers to priests, methods that don't involve the professions in this book. Still, it is not unheard of for small secret cults to exist for years or even decades without being noticed, especially if their method of worship is likely to be persecuted. It could also be said that these professions have always been a part of the appropriate churches, but that they have simply never come up before (and it's always possible to retrofit the churches if everyone agrees not to poke holes in the history of the game).

Or they could just not exist. There is no reason why elements of this book can't be left out completely.

The Arcane users are the easiest to rationalize. Arcane magic, by its very nature, is very old and very rare. Arcane users often attempt to divert attention from their true nature. Therefore, they could have been walking among mages for years without anyone knowing any better.

The trick is to use the elements of this book to accentuate your world. It should never detract from it. Attempt to use this book to highlight what makes your world unique, not draw attention away from it.





ELEMENTAL THEORY

The opposition of elements is a common theme in most elemental theories. They are naive and ignorant, with no true grasp of the elements in question.

In truth, every mundane element opposes every other. Certainly, fire is destroyed by water, but it can be blown out or smothered by air as well. Likewise, the strongest stone will melt when exposed to enough heat.

No, the true nature of the elements has more to do with the twin cycles than a simple theory of opposition. Within a triad, any element is made more powerful by one element and less by another.

Therefore, if someone were to fire a fire bolt at an Elemental, he could attempt to counter it with water. Since fire only feeds water, it would merely make his shield more powerful (a cycle of creation).

3.1 THE TRIADS

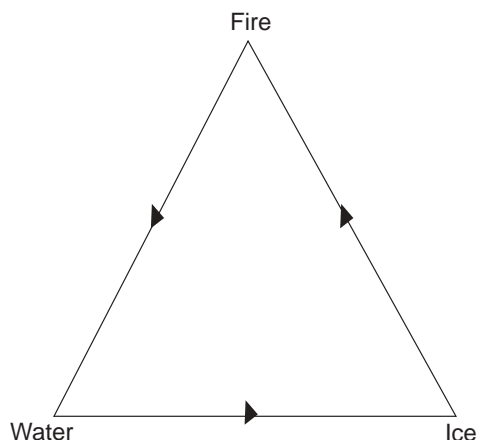
Nobody knows how the multiverse was created. Nobody knows why there are triads. All anyone knows is that the interaction of the elements dates back to the first echoes of time, long before the Elemental Lords became aware and started casting their intellects upon the skein of creation.

The triads form two perfect trinities. Whereas the arbitrary rulings of deific powers define spiritual perfection, physical perfection is an uncomplicated mechanic, beautiful in its simplicity.

These two trinities, the Triads, can be used to create anything, destroy anything. All one needs to do is know how.

Actually, nothing can be created or destroyed. All elemental matter simply is, and always will be. The True Elemental Matter that comes from the sacred sources is merely a universal recycling of the energies dissipated elsewhere.

These triads, each composed of three conceptual elements, one fluid, one matter, one energy, crash and writhe like a sea in a tempest. They ebb and flow against each other, causing turbulence and chaos.



And then, with the slightest nudge by one who knows how, they swirl in a pirouette of creation or destruction, the energies building and mounting. To one who knows how to control this flow, tremendous powers are at their disposal.

The first triad consists of Fire, Water, and Ice. Water flows into Ice, creating more Ice. Ice flows into Fire, making the Fire stronger. Fire flows into Water, creating more Water.

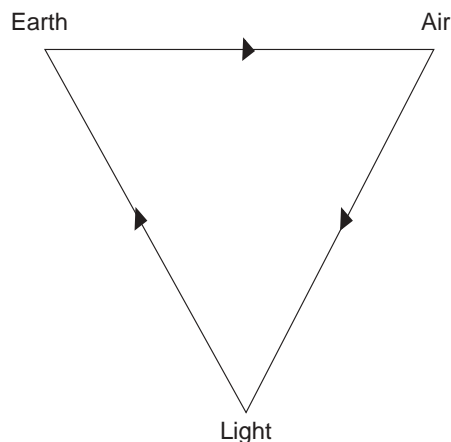
This is the cycle of creation.

In the other direction, things are far more destructive. The Fire flows into Ice, and is destroyed. The Ice flows into Water and is destroyed. The Water flows into Fire and is destroyed. It is the cycle of destruction.

The second triad consists of Light, Earth, and Air. Light flows into Earth, making it stronger. Earth flows into Air, making it grow. Air flows into Light, creating more Light.

This is the cycle of creation.

In the other direction, Light cleaves through the Air, destroying it. Air erodes the Earth, wearing it away. The Earth blocks out all Light, the cycle of destruction.



Much of this is intuitive, but much is counter-intuitive. That is because on the crude material plane, the elements are too corrupted to maintain this cycle. Water melts ice. Ice melts in fire, dousing it.

In fact, all mundane elements interfere with one another. There is not the purity of elements on the crude material plane to maintain these cycles.

On a more symbolic level, the cycle can be seen every day, in nature. Water freezes, fueling the ice. Ice, or frost, chokes the countryside throughout winter, bleeding the moisture out of it, destroying it. When the spring comes, if the plants didn't survive, they are fuel for the fire. The fire puts ash into the sky, seeding clouds for more water. The water creates more ice, starting the cycle over again. A cycle of creation.

It works the same with the other triad. Earth destroys light, anyone who has dug deeply can tell you that. Lightning carves through the air like a terrible blade, and the air can do nothing to stop it. Air blows against the mountains for millennia, wearing them down. A cycle of death.



But move the cycle in the other direction. Light nourishes the earth, giving the plants the energy to grow. The plants nourish the air, replenishing it. The air rubs together during storms, creating lightning. A cycle of creation.

These are the cycles of the triads. They make up the cosmic ebb and flow of the universe. They make the cycles of death and rebirth.

HOW CAN ICE FUEL FIRE?

Let's take a moment to step out of the narrative voice of this book. The subjects presented here are counter intuitive, and the more a person understands the nature of the real world, the more difficult it can be to accept. Let's discuss the theories in this book from the point of view of the modern cosmopolitan person.

The elements presented in this book are *not* the elements that we encounter in nature. True elemental material is *not* composed of molecules and atoms. It is *not* dictated by the laws of physics. It is a truth of creation that the crude material plane cannot contain.

The universe proposed in this book was created by these elements. Because of this, the universe attempts to manifest these elements in all their forms. This happens imperfectly. Instead of creating fire in the material plane, a chemical reaction between objects creates something that resembles fire. Instead of creating ice, water is reduced in temperature until it becomes cold and solid, resembling ice.

The important thing to remember is that in any true sense, these are not elements. These are merely facsimiles of elements. Now in this fantasy universe, the knowledge of quantum level interactions is most likely nonexistent, so we call the fire they make by rubbing sticks together "mundane fire." In reality, this is no more fire than a photograph of a person is the person itself.

So the things we think of as fire and ice are not fire and ice at all. They merely resemble them. Now that this is understood, it is time to discuss what true elements really are.

There are two triads. Each of these triads has three forms, one fluid, one energy and one solid.

forms of the elemental material. The Magician does not purify Mundane Elements, but instead corrupts High Elemental Material.

The Magicians actually access the two triads, but they spin both triads the same direction. This means that one triad is in the cycle of creation and the other in the

cycle of destruction. The Magician doesn't care (or in worlds where this information is secret, understand) that they are moving the triads, or even that the triads exist.

As part of the Magician's spell casting, he bridges the complementary elements. With these conflicting cycles, these elements are corrupted almost to the point of being mundane.

In fact, most of the hurdles crossed by early Magicians were in discovering how to stop this corruption before the elemental material became uncontrollable. Of course, these mages didn't understand why they were losing control of the magic (little was understood about the elements in these days), and they only managed to master the spells through years of trial and error.

The Magical Elements are slightly purer than the Mundane ones. They have just enough elemental purity to be useful.

They will not function in a proper triad, however.

The next level of elemental purity comprise the High Elements. The elemental planes are born of True Elemental Material. However the elemental planes are not flowing in a proper cycle either, and haven't since the creation of the world. Not only does that much movement take the cooperation of all three lords in a triad, but once one of these cycles is begun, the creative or destructive energy has to be used somehow.

And so the elemental planes move as they will move, and do not follow any specific cycle. Because of this, they are all slightly corrupted.

The planes are therefore composed of High Elemental Material. There is a true elemental source on each plane, but the elements composing the majority of the plane are High Elements.

High Elements cause Elemental Corruption. The more a person or object is exposed to High Elemental Material, the more they become slowly corrupted and infused with this elemental material.

Elementalists tap into the elemental planes in general. They therefore summon High Elemental Material.

The final type of elemental material is True Elemental Material. Each elemental plane has a True Elemental source. All True Elemental Material comes from these sources.

True Elemental Material reacts violently with anything it contacts. It eats away at the object contacting it, devouring it like acid.

True Elemental Material is extremely rare. It is found flowing in the veins of dragons and it is summoned by Arcane Elementalists.

3.2 ELEMENTAL PURITY

There are four different levels of elemental purity: Mundane elements, Magical elements, High elements, and True elements. These are found throughout the crude elemental plane and the spells in this work and *Spell Law*. The level of purity determines how well these elements react among themselves and within the triads.

Mundane Elements are corrupted to the point where they are almost no longer recognizable as elemental forces. They are extremely contaminated elements. All six elements seem to be combined in all the elements, and Mundane Fire is only considered fire because fire is slightly more prevalent in the material than the other six elements.

If any two Mundane Elements are combined, they will attempt to destroy one another. Fire is doused by water, but enough heat will also dry water up. Mundane Elements are impossible to move in the cycles.

Magicians have the ability to create Magical Elements. These are purer

3.3 COMPLEMENTARY ELEMENTS

To most of the people in the universe, the two triads are separate but equal. These people have no idea that the two triads can interact.

The Arcane Elementalists know the secret, however. Each element has a complement. Earth and Ice. Fire and Light. Air and Water. These elements are enough alike that the triads can be bridged.

This is how the universe was created. This is how the Magician corrupts his spells. The connection between the two elemental triads, or at least the importance of it, escapes the majority of all Elementalists.

3.4 BRIDGING THE TRIADS

If the two triads are bridged improperly, the results are hopelessly corrupted elements. But there is a proper way to bridge the elements.

If both triads are cycled in the same cycle (not the same direction), and the triads are bridged, then significant things happen. If the cycle is one of creation, then Aether is created. If the cycle is one of destruction, then Nether is created.

Aether is the pure force of creation. As such, it cannot be contained by a mortal form. Subjecting a piece of crude matter to Aether will cause it to explode.

Nether is the pure force of destruction. As such, it will disintegrate any crude matter with which it comes in contact.

This is the understanding that Arcane Elementalists have come to. This is the source of their awesome power and why few people can stand against them.

There is no plane of Elemental Aether. There is no Plane of Elemental Nether. These are super elements. They do not occur naturally. Not anywhere.



Because these Arcane Elements are not normal True Elements, they do not corrupt an object. Only a natural element can corrupt.

This does not reduce their destructive power.



3.5 ARCANE RITUALS

Although Elementalists, Elemental Priests and the like do not see the power of bridging the triads, this does not mean that the secrets have not been discovered by them at one point.

There are rituals. Secret rituals. They are held by the respective guilds, and they are guarded, lest they be used to destroy wantonly.

The real problem is that most guilds war with one another. The Elemental Champions fight Elemental Champions dedicated to other elements. The idea that these

Champions should work together is considered dangerous at best. The Elemental Champions, however, understand that six champions working together are a force to be reckoned with. They do not share this information.

The greatest of the Elemental Champions spells allow the linking of champions. In times of great need, six Elemental Champions, one from each element, can form a great ritual. By cycling both

triads, they can bridge the gap, creating the Aether Champion or the Nether Champion.

Then the greatest warrior trembles.

The first triad deals with temperature. Fire is the pure representation of heat. It is the essence of the triad in energy form. It is without weight or mass, though it does have, in a certain sense, substance. It is *not* a chemical reaction, and therefore needs no fuel, but it can consume.

Ice is the essence of the triad in solid form. It is *not* frozen water, but the solidified essence of the triad itself. Since it is at rest, it is solid and very cold.

Water is the essence of this triad in motion. It has mass but is fluid. It is *not* composed of hydrogen and oxygen atoms. It is the essence of fluid temperature. It can be heated and cooled, but in its natural state it is neither hot nor cold. It does not freeze, boil or evaporate.

Therefore, when ice, the solidification of temperature, is fed into fire, the fire consumes it. Since it and fire are both manifestations of the same thing, this makes the fire stronger. The same can be said when fire is fed to water. Water is the fluid representation of the triad, and the energy of the fire feeds it and makes it stronger. Feeding water to ice has the same effect. It is the nature of motion to come to rest, and in doing so, the water merges with the ice, and the ice becomes stronger.

The second triad is the triad of space. It defines the length and the breadth of the world. Light is the energy aspect of this triad. It reveals the world. It is *not* the electromagnetic interaction of two subatomic particles, composed of photons. It is the essence of the triad, in an energetic form.

By the same token, earth is the solid essence of this triad. It is *not* composed of various mineral and organic molecules. It is the solid essence of space itself.



3.6

ELEMENTAL SPELL FAILURE

When a character fumbles a spell using High or True Elemental Material, they might accidentally cause themselves elemental corruption. See section 9.0 for more details.

Finally, there is air. Air is the fluid essence of space. It is *not* composed of gas molecules.

So in the second triad, feeding earth into the air makes the air stronger. Earth is the compact form of this triad, and feeding it to air causes it to become fluid as well, expanding to fill space. Feeding air to light is to give fluidity to revelation, and this motion does nothing but strengthen it. Giving light to earth is to reveal its solidness, and this gives the earth more strength.

So we have two triads, one defining the *scope* of the universe, the other giving it *texture*. These triads can be cycled to create or to destroy, and the knowledge of how they interact can make a mage powerful indeed.

This is what is really behind the mixing of the elements. Since all matter in the crude material plane is composed of the same subatomic particles or energy (which are essentially interchangeable) mages interpret this as the elements corrupting one another. They are correct, as nearly as their understanding of the universe can grasp.

3.7

WHEN MATTER AND THE ELEMENTS MEET

High and True Elemental Materials have many properties, and can be dangerous to crude material beings to say the least. Elemental material will devour and consume lesser elements. The ultimate solvent, it burns through crude material shifting the elemental composition of the object into an imbalance. Corrupted enough, an object will be completely transformed into the element.

There are three ways that matter can be combined with elemental material. First of all, there is elemental corruption. This is the slow conversion of matter to the elemental material. Then there is elemental poisoning. This is the rapid destruction and corruption of matter by elemental material. Finally, there is elemental infusion. This is the process by which a being is safely infused with elemental material.

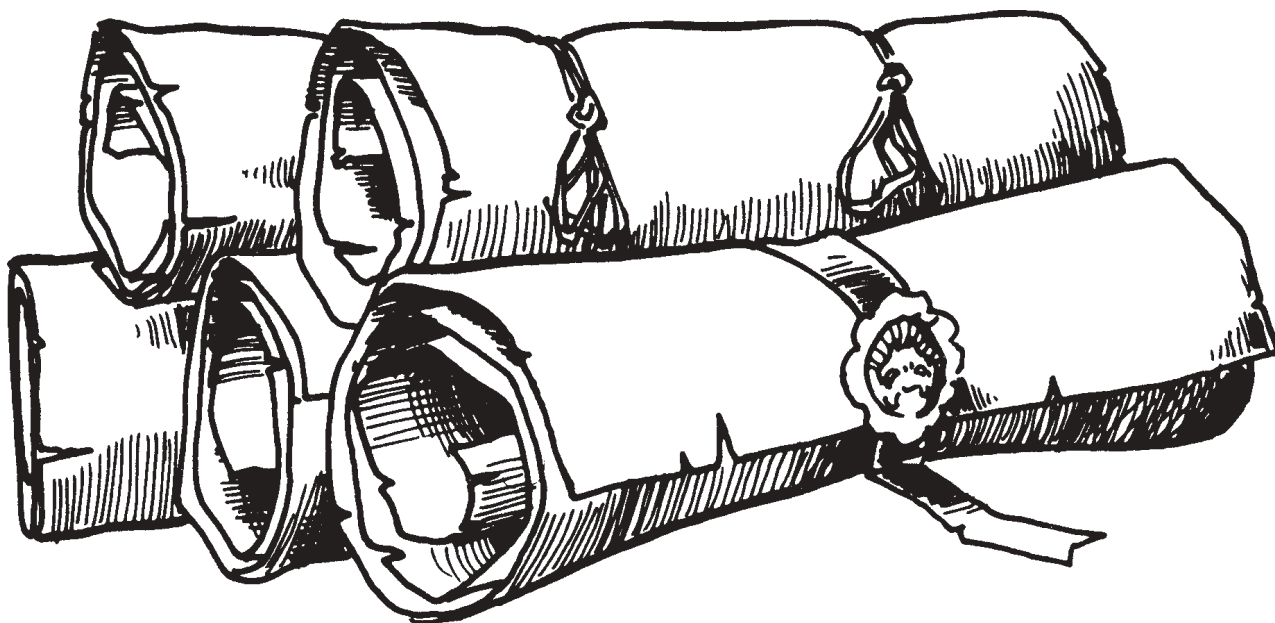
Items can be corrupted or infused with elemental material. This is the process of slowly converting matter into an element. This process can destroy an object, but it is also an important element of elemental item creation. See section 10.0 for more details.

Elemental corruption is the process of slowly being transformed into the element. This occurs when a person is exposed to the element in some way. This can happen because the person is physically exposed to the element. It can also happen when a person fails to cast an elemental spell. As the person is corrupted, they gain factor points. As these factor points increase, the character will begin to pick up traits based on the corrupting element. Some of these traits have positive aspects, but corruption, as a whole, is not good. See section 9.0, for more information on elemental corruption.

Elemental poisoning is a more extreme reaction. When matter is exposed to True Elemental Material, a runaway reaction can occur. The crude matter is converted into elemental material, devoured by the pure elemental essence. For more details on elemental poison, see section 9.0.

Elemental infusion takes place when a channeler safely infuses a target with elemental material. This is a necessary process in elemental healing. Because this is a directed effect of channeling, it is much safer than any elemental corruption and elemental poisoning.

Elemental corruption and elemental poisoning occurs any time crude matter comes into contact with a High or True element.





PLANAR THEORY

Elemental magic raises several questions about the multiverse itself. Once a mage starts creating increasingly pure elements, one begins to wonder: Where do these elements come from? How do they interact outside our crude material plane? Are they summoned, or just created?

This section details a planar model, which many GM's might want to drop into their game. Also presented is a creation myth to go hand in hand with this model. This is merely an example of how the universe might have been created. It highlights the important elements of this book and it is not meant to supplant the theologies of a GM's game world, just to present a starting point.

4.1

THE PLANAR MODEL

In the multiplanar model of the multiverse, the Elemental Lords live on elemental planes of existence. The crude material plane, having turned away from the Lords, has had its pure elements mix and become corrupted.

Now to access the True Elements, a mage must pay respect to the Elemental Lords. Luckily, most spell users do not need to access True Elemental Material (for the most part, only the Arcane Elementalists access True Elements). For the most part, paying respect to the Elemental Lords is a simple thing. The Arcane Elementalist merely makes weekly sacrifices (these are quite inexpensive) or operates on pre-existing pacts (in some worlds, the Arcane Elementalist might belong to an order that has a long-standing agreement with the Lords, and petty sacrifices can be skipped).

In the multiplanar model, the Lords have returned to live on their respective planes. Now they rule from a distance, administering to the needs of their priests and elementals.

In the multiplanar model, it is very easy to add in Elemental Priest. Such religions can exist for years without any undo attention. In addition, they can easily be lost for years, only to have the religion resurface when the knowledge of elemental worship is rediscovered.

The elemental planes are composed almost entirely of their prime element. In addition, pockets of elements from other planes in its triad are often found on the plane. Finally, Elemental Lords often import material from their complementary plane. This is the only case of material from another triad appearing in a plane.

True Elemental Material is very rare, as the various elements bleed from plane to plane, corrupting the whole. The planes are mostly composed of High Elemental Material. Without protection, the character must make an RR versus a 10th level attack every ten minutes or take a point of elemental corruption.

Notation: *It is important to remember that the elemental planes are composed of High Elemental Material. Any persons or items traveling there will be exposed, and might succumb to Elemental Corruption.*

THE PLANE OF AIR

The Plane of Air is essentially a large open space. This space is lit throughout by a permeating diffuse light, leakage from the Plane of Light. There are also large chunks of earth, drifting through the plane like asteroids, or little gardens (depending on whether there is an intelligence maintaining them).

There is no gravity on the Plane of Air. A character will have to arrange some manner of propulsion for himself.

The Plane of Air is primarily inhabited by Air Elementals and the like. There are many birds, however, altered by the Lord to resist elemental contamination.

The Lord of Air has imported enough water to arrange a few clouds. His palace is built on one, formed out of solidified True Elemental Material. Inside is a magically contained tempest of wind, the source of True Elemental Air.

Unprotected travelers on the Plane of Air must make a RR vs. a level 10 arcane spell attack every 10 minutes, due to their exposure to High Elemental Material. Failure results in 1 point of elemental corruption per 10 points of failure. See section 9.0 for more details.

THE PLANE OF EARTH

The Plane of Earth appears as a vast, underground complex. There is air and pockets of diffused light scattered throughout. Most inhabitants of the Plane of Earth can tunnel through the earth. Still, there are many tunnels throughout the elemental plane.

The elemental Plane of Earth is filled with dust. Terrible, terrible dust. This dust has the side effect of causing elemental corruption.

There is gravity on the Plane of Earth, but it pulls in all directions. A character adrift in the Plane of Earth will slowly (very slowly) drift toward one of the walls.

The Plane of Earth is inhabited mostly by Earth Elementals and the like. There are some subterranean creatures imported by the Lord of Earth and altered to survive here.

The Lord of Earth lives in a series of tunnels in the center of the plane. There is a large, growing stone in the center of the complex. It is the source of all True Elemental Earth. The Lord keeps this source contained, but when True Elemental Material is summoned, it quickly grows to fill the space.

Unprotected travelers on the Plane of Earth must make a RR vs. a level 10 arcane spell attack every 10 minutes, due to their exposure to High Elemental Material. Failure results in 1 point of elemental corruption per 10 points of failure. See section 9.0 for more details. In addition char-



acters must make a RR vs. 10th level attack every minute or lose a point of Constitution due to the ever-present dust (this is a purely physical effect, and has nothing to do with elemental corruption, which is dealt with separately). The RR is made every 10 minutes if some precautions are taken (such as breathing through a wet cloth). A lung repair spell or similar effect will heal this damage. Any spell that protects a character from the harmful effects of breathing will prevent this damage.

THE PLANE OF FIRE

The Plane of Fire is one of the most deadly and destructive places in the universe, rivaled only by the complementary Plane of Light.

Many people think that the Lord of Fire envies the crude material plane. He has formed a “ground” of solidified fire. This gives the plane an earthlike feel. He took this to extremes, making lakes, rivers and seas of fire.

The water in the Plane of Fire is corrupt enough to evaporate. It forms an atmosphere of sorts, unbreathable but providing a comfortable pressure. The elemental water is *pure* enough to be relatively transparent, and so the atmosphere is only slightly hazy.

There is Ice on this plane, and it is pure enough that the Fire here can consume it.

It is the fires of this plane that corrupt those traveling through it. Exposure to them is enough to cause elemental corruption.

This plane is inhabited by Fire Elementals and their ilk. Certain other fire creatures, such as Dragon Salamanders, live here as well.

The Lord of Fire lives in a fortress of fire in the very center of this plane. It is formed of solidified Elemental Fire. In the center is a great fire of True Elemental Material. The Lord of Fire lives in its very center.

Unprotected travelers on the Plane of Fire must make a RR vs. a level 10 arcane spell attack every 10 minutes, due to their exposure to High Elemental Material. Failure results in 1 point of elemental corruption per 10 points of failure. See section 9.0 for more details. In addition, unprotected characters take a ‘D’ Heat critical every round.

THE PLANE OF ICE

The Plane of Ice is an endless, crystalline latticework. There is no air, but a heavy vapor of water fills the vacuum. Because of this, there are no pressure problems in the Plane of Ice, only a lack of breathable air (this is a magical effect, as the Lord of Ice found it easier to alter creatures to breathe water than to survive in a vacuum).

Contact with the Ice is enough to cause elemental corruption. There is gravity on the Plane of Ice, but it pulls in all directions, like the Plane of Earth. The only light is from the occasional fire.

The plane is only inhabited by Ice Elementals and the occasional arctic creature. These polar bears and the like have been altered to survive the plane.

The Lord of Ice lives in a giant crystalline fortress in the plane’s center. There the source of all True Elemental Ice, a giant, growing crystal, is contained and guarded by the Lord.

Unprotected travelers on the Plane of Ice are only at risk for elemental poisoning if they come in contact with the Ice of the plane. If they are unprotected, they must make a RR vs. a level 10 arcane spell attack every 10 minutes, due to their exposure to High Elemental Material. Failure results in 1 point of elemental corruption per 10 points of failure. See section 9.0 for more details. Characters on this plane must be able to breathe water to survive. Characters who cannot breathe water cannot breathe the vaporous atmosphere of the plane, and begin to drown.

THE PLANE OF LIGHT

The most deadly of all planes, any creature on the Plane of Light not protected (or a native) will likely die. There is Air and Earth on the Plane of Light.

If the character survives that, they are still subject to corruption. There is no gravity on the Plane of Light.

The Plane of Light is natively inhabited only by Light Elementals and their ilk. The Lord of Light has brought a few beings, such as Pixies and other ephemeral creatures of light, to the plane. They have been magically acclimated to the place.

At the center of this plane is the greatest of all lights, so powerful that no known spell can protect a creature not born of light. This is the source of all True Elemental Light, and in its center lives the Lord of Light.

Unprotected travelers on the Plane of Light must make a RR vs. a level 10 arcane spell attack every 10 minutes, due to their exposure to High Elemental Material. Failure results in 1 point of elemental corruption per 10 points of failure. See section 9.0 for more details. In addition, unprotected characters take an ‘E’ Electricity critical every round.

THE PLANE OF WATER

The most tranquil of planes is the Plane of Water. Here, a character can drift endlessly in peace, lit only by the occasional ghostly ball of fire and chunks of ice. There are also air pockets, imported by the Lord of Water.

The Plane of Water corrupts people by touching them. If a character can keep all the water from his flesh and supply himself with air, then he can survive here without risk.

The Plane of Water is inhabited mostly by Water Elementals, but many creatures from the sea have been brought here. The Lord of Water has made it possible for them to survive here.

The Lord of Water lives in a giant castle of living coral. In the center is the fountain of all True Elemental Water, contained by powerful spells.

Unprotected travelers on the Plane of Water must make a RR vs. a level 10 arcane spell attack every 10 minutes, due to their exposure to High Elemental Material. Failure results in 1 point of elemental corruption per 10 points of failure. These effects can be avoided if the character can manage to avoid contact with High Elemental Water (such as in an air pocket, for example). See section 9.0 for more details. Of course, visitors to this plane must be able to breathe water or they risk drowning even if protected from High Elemental Poisoning.

4.2

ELEMENTAL LORDS AND ELEMENTAL GODS

It is up to a GM to decide, how do the Elemental Lords compare to Elemental Gods? Which are more powerful? What are their relationships? Do they respect each other, hate each other, or give any real consideration to the other at all?

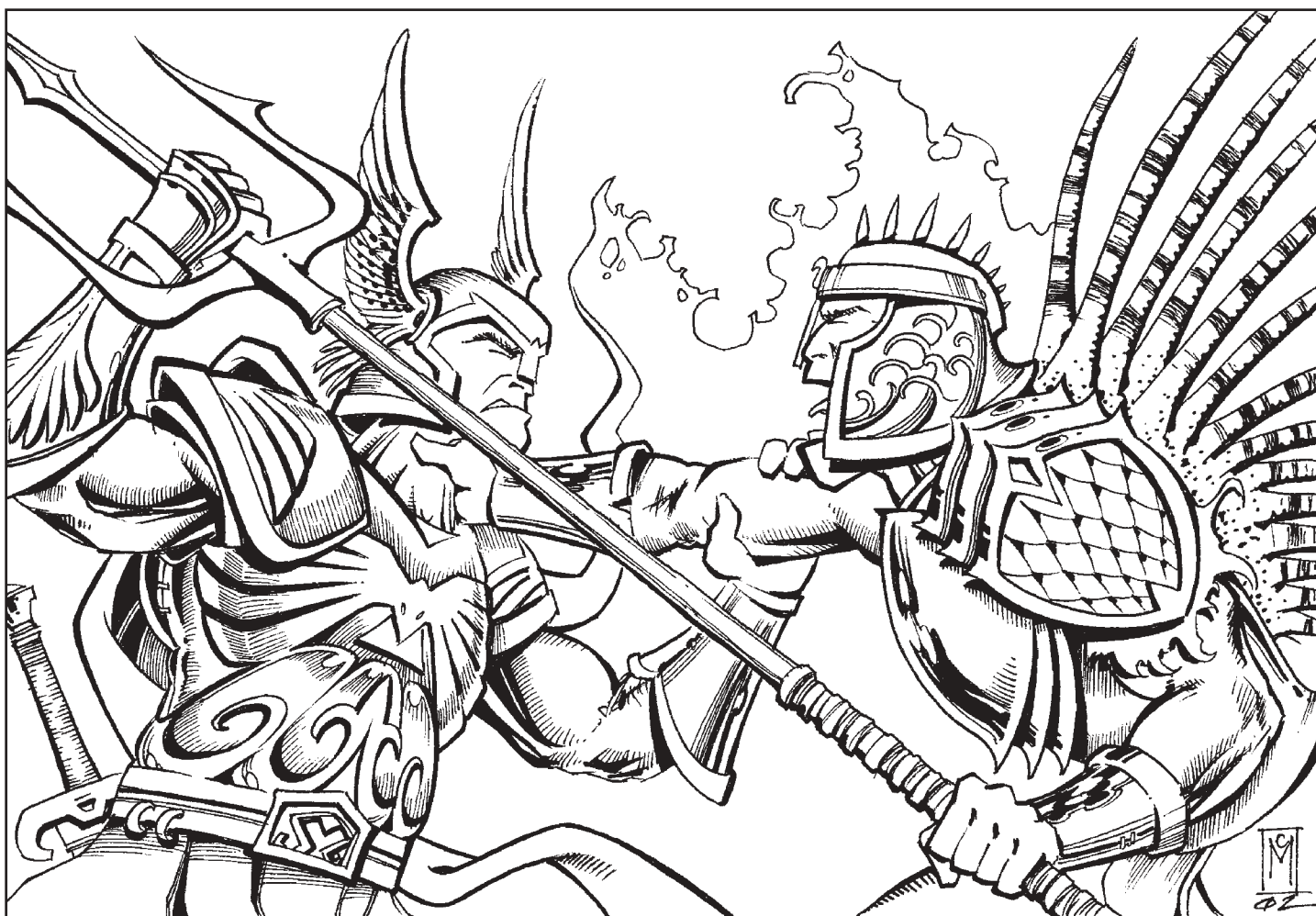
The Elemental Lords control the access to the only naturally occurring sources of True Elemental Material. A GM must decide whether an Elemental God can access these sources as well. Only Arcane Elementalists and Elemental Priests tap these sources.

If an Elemental God is more powerful than an Elemental Lord, they can probably tap True Elemental Material (or just create it themselves). This is probably done with the Lord's permission (they'd be fools not to grant it) but even if the Lord is of equal or greater power, an Elemental

God might still be on good terms with a Lord. Even if they aren't, there is nothing to say that they can't create enough True Elemental Material to suit their needs (they *are* Gods after all, and it's only the one source that the Lords guard; a GM could easily rule that a god can create the material as needed).

For the most part, Elemental Lords will likely be less powerful than Gods. They may have been more powerful at one point, but over time, their power might have waned. If this is the case, the GM should consider what spell lists Elemental Priests that follow these Lords can access. Granting them Elemental lists is straightforward, as the Elemental Lords should be powerful where the elements are concerned, but that leaves other questions. Can said priest develop all the closed Channeling lists, or are there areas where they wield little power? Can they grant movement spells? Can they grant charm spells?

The answers to these questions do not affect the content of this book. They are left up to individual GM's, but they should be considered.





ELEMENTAL PROFESSIONS

The Elemental Companion introduces the following new professions:

The Elementalist: The Elementalist is a pure Essence user who has chosen to specialize in the manipulation of elemental matter. The Elementalist must choose to specialize in one of the following elements: air, water, earth, ice, fire or light.

The Elemental Priest: A pure Channeling user, the Elemental Priest worships one of the Elemental Lords or Gods. When creating an Elemental Priest, the player must choose the Elemental Lord or God which his character worships.

The Elemental Champion: A semi-spell user in the realm of Essence. The Elemental Champion generally owes allegiance to an elemental school.

The Arcane Elementalist: The Arcane Elementalist is a pure spell user of the realm of Arcane. He understands the flows of all the elements. He has made special pacts with the Elemental Lords (or just learned how to get around their defenses) to allow him to draw True Elemental Material for his spells.

All of these professions are strictly optional. The GM has the final say about including any of these professions into his or her campaign. In addition to the professions listed above, you can find the following two elemental professions in the *EC Addendum*:

The Storm Mage: The Storm Mage is a pure spell user of the realm of Essence that specializes in the manipulation of wind weather.

The Elemental Explorer: An Essence/Mentalism Hybrid, the Elemental Explorer travels the planes in search of adventure and excitement.

PROFESSION ENTRIES

The following information is provided for each profession:

1. **Profession Name:** The name of the profession is at the top of the page.
2. **Introductory Paragraph:** A short paragraph describing the profession. When appropriate, some literary examples of the profession are given.
3. **Prime Stats:** The prime stats for the profession are listed here. These stats must have a starting Temporary value of at least 90.
4. **Special Notes:** Listed here are any special skill bonuses or other notes that are applicable to the profession.

5. **Spell Lists:** Listed here are summaries of the base lists that are available to the profession. In addition, a listing of the other commonly available spell lists is given.
6. **Profession Bonuses:** Listed here are the bonuses that this profession gets in specific skill areas. These bonuses modify the indicated skill category(s) bonus(es).
7. **Skills and Skill Categories:** Listed here are the skill category costs. This profession's everyman, occupational, and restricted skills (see Section 5.1, p. 17) are listed at the bottom of this entry. Sometimes a skill is listed that is not a standard skill (e.g., Divination [Power Awareness]). When this occurs, the skill category will be given in brackets.
8. **Spell Development:** Listed here are the development point costs for developing skills for the character's base, open, and closed spell lists.
9. **Training Packages:** Listed here are all of the training packages and how many development points each costs.



5.1 ELEMENTALIST

The Elementalist is a pure essence user, much like a Magician. Whereas a Magician deals in all the elements, the Elementalist deals with a specific triad, concentrating on a single elemental specialty.

Frederus called up the power of fire. He felt the elemental material come to his call: hot, hungry, eager. He brought it forward, shaping it with the loving words of his spell. Then he let it go, eager to consume and destroy.

Prime Stats: Empathy and Reasoning

ELEMENTALIST SPELL LISTS

Like all pure spell users, the Elementalist gains 6 base spell lists. The exact nature of these spell lists depends on the training package taken by the Elementalist. He can also take closed and open essence lists at a higher cost.

Elemental Summons: For summoning elementals and servants.

Elemental Counters: For countering one element with its scourge element.

Elemental Defenses: For shielding a mage against the elements.

Other: Every Elementalist takes a training package to flesh out the rest of his lists. These lists represent his elemental specialty.

PROFESSION BONUSES

Directed Spells	+10	Power Manipulation	+5
Lore • Magical	+10	Power Point Development ..	+5
Power Awareness	+5	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	5
Armor • Light	9	Outdoor • Environment	5
Armor • Medium	0	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	3/9
Artistic • Passive	2/5	Power Point Development	4
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	4
Awareness • Perception	6	Special Attacks	15
Awareness • Searching	3	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	15	Subterfuge • Mechanical	7
Combat Maneuvers	18	Subterfuge • Stealth	5
Communication	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/5	Technical • Vocational ..	5/12
Influence	2/6	Urban	2/5
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/4	Weapon • Category 2	20
Lore • Obscure	3/7	Weapon • Category 3	20
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Time Sense, Planar Lore

Occupational Skills: None

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Base List From within Triad .	6/6/6		
Complementary Elemental Base List	8/8		
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open List (21+)	6/6/6	Closed List (21+)	8/8



TRAINING PACKAGES

Air Mage: 29
Earth Mage: 29
Elemental Crafter 28
Elemental Scholar: 25
Fire Mage: 29
Ice Mage: 28
Light Mage: 29
Water Mage: 28

ELEMENTAL
COMPANION





5.2 ELEMENTAL SPECIALTIES

Let's start by discussing the philosophical differences between the two. The Magician handles all six elements. He interfaces with both triads. With this flexibility comes limits; conventional Magicians lack the specialized knowledge to manipulate high elemental matter.

The Elementalalist deals with much purer elements than the Magician, and chooses to specialize in a particular element. This means that elements from their own triad come to them more easily than those of the other.

However, with this lack of versatility comes a purer element. An Elementalalist can create an element that will corrupt and poison matter it contacts. The Elementalalist also gains more versatility in his element of specialty. A Fire Mage can do things with fire that a mere Magician cannot.

All Elementalists must choose a specialty. Their specialty is defined by which training package they choose, which in turn determines which elemental base lists they receive. In addition, all pure elementalists share the same three base spell lists:

Elemental Summons: For summoning elementals and servants.

Elemental Counters: For countering one element with its scourge element.

Elemental Defenses: For shielding a mage against the elements.

There are six pure specialties, each based on one of the elements. They are Air, Earth, Fire, Ice, Light, and Water. These six elements are the cornerstones of this book.

Pure Specialists summon awakened elements, capable of slowly corrupting anyone exposed to the elements. They sacrifice some of the versatility of the Magician for a more concentrated view of their chosen element. This makes them more powerful in some ways, weaker in others.

PURE SPECIALISTS

The Pure Specialist concentrates on a single element. This means that they can get spells in the other elements of their triad, but when it comes to their true glory, that is in their chosen field.

For Elemental Priests and Elemental Champions, choosing an element is very simple. The person in question merely allies himself with an Elemental Lord or God.

For an Elementalist, things are a touch more complicated. An Elementalist must take a Training Package to define his elemental allegiance. This training package will define the remaining lists as well as filling in a few holes in the skill system.

Each of the original six Magician base lists are possessed by one Specialist. For details on these lists, see *Of Essence*.

5.2.1 • THE AIR SPECIALIST

The Air Specialists are masters of harnessing the wind and the air. They can mold the air or shape it. They can direct it and move it. The Air Specialist becomes a master of manipulating everything from solid volumes of air to breezes to gales.



This ability to move and twist the wind does not leave the Air Mage without his insights into movement. Being linked to such a mobile element teaches the Air Specialist a great deal about mobility.

The Air Mage's scourge is light. There are aspects of light, such as speed, which are beyond the Air Specialist. A fast wind is out of control, and while an Air Specialist might create an out-of-control wind, he himself is never out of control.

SPELL LISTS

Like all Elementalists, the Air Mage gains 6 base spell lists. The general nature of these spell lists is described below. He can also take closed and open lists at a higher cost.

Air Control: Controlling the air around the mage for combat and utility purposes.

Elemental Counters: For countering one element with its scourge element.

Elemental Defenses: For shielding a mage against the elements.

Elemental Summons: For summoning elementals and servants.

Wind Law: Manipulating wind, air and other gases. See *Of Essence*.

Wind Mastery: Adjusting and manipulating the natural air currents.

5.2.2 • THE EARTH SPECIALIST

Massive. Unmovable. Eternal. These are the aspects of the earth. The Earth Specialist bends these rules, molding and shaping the earth like it is putty. The Earth Specialist often moves the unmovable. It is his strength and his weakness.

This affinity to the earth does not leave the Earth Specialist untouched. He gains many attributes of the earth. Its power. Its solid strength. Its clumsiness.

The Earth Mage's scourge is air. He does not move like the air does. Quite the opposite, he finds such mobility impossible.

SPELL LISTS

Like all Elementalists, the Earth Mage gains 6 base spell lists. The general nature of these spell lists is described below. He can also take closed and open lists at a higher cost.

Earth Fields: Manipulating the natural fields of the world, such as gravity and magnetism.

Earth Law: Manipulating earth, stone, and other inorganic materials. See *Of Essence*.

Earth Mastery: Advanced manipulations of earth.

Elemental Counters: For countering one element with its scourge element.

Elemental Defenses: For shielding a mage against the elements.

Elemental Summons: For summoning elementals and servants.

5.2.3 • THE FIRE SPECIALIST

The Fire Specialist is the most destructive of all mages. Though the Light Mage has the ability to cause more damage to a single foe, no one tears through large numbers of people like the Fire Mage.

This love of fire, the ability to create, shape, and direct it, gives the Fire Mage a great insight into war and destruction. He is more adept at the use of weapons than most mages. The fire fills his veins. It is always there.

The Fire Mage's scourge is water. The ways of water, its flowing chaos, though not unlike fire, are completely alien to the Fire Specialist. He is not at all good at them.

SPELL LISTS

Like all Elementalists, the Fire Mage gains 6 base spell lists. The general nature of these spell lists is described below. He can also take closed and open lists at a higher cost.

Elemental Counters: For countering one element with its scourge element.

Elemental Defenses: For shielding a mage against the elements.

Elemental Summons: For summoning elementals and servants.

Fiery Ways: More means of creating heat and fire.

Fire Law: Manipulating fire and heat (including elemental attacks). See *Of Essence*.

Flames Course: Manipulating pre-existing fires.

5.2.4 • THE ICE SPECIALIST

Ice is solid, brittle. Under the right conditions, it can almost be as strong as the earth. It can shatter like glass.

The Ice Mage learns to shape and control ice. He can mold it in ways that its brittleness should never allow. This is because he understands the ice. He has attuned with it.

Ice is hard and cold. It is not easy to affect ice. Usually when you do, you shatter it completely.

Ice's scourge is fire. The martial elements of fire, escape the Ice Mage. He does not understand the heat of battle, the fury of it. He therefore does not excel at it.

SPELL LISTS

Like all Elementalists, the Ice Mage gains 6 base spell lists. The general nature of these spell lists is described below. He can also take closed and open lists at a higher cost.

Cold Mastery: Spells involving the direct manipulation of cold.

Elemental Counters: For countering one element with its scourge element.

Elemental Defenses: For shielding a mage against the elements.

Elemental Summons: For summoning elementals and servants.

Ice Law: Manipulating ice and cold (including elemental attacks.) See *Of Essence*.

Ice Mastery: Shaping and forming things out of ice.





5.2.5 • THE LIGHT SPECIALIST

The Light Specialist is adept at manipulating light. This makes him talented at both light and darkness spells. The Light Mage is sometimes referred to as the Polar Mage.

The Light Mage can create light and electricity. He is adept at controlling and channeling these energies. This makes him the single best specialist for taking down a large foe.

The Light Specialist attunes himself with light, emulating its great speed. He often takes Rapid Ways as a base list, as well as Lofty Bridge.

Whereas light is very powerful and very fast, it is also easily disrupted. Light's scourge is earth, and light is weak in most of the ways earth is strong.

SPELL LISTS

Like all Elementalists, the Light Mage gains 6 base spell lists. The general nature of these spell lists is described below. He can also take closed and open lists at a higher cost.

Dark Mastery: Manipulating and creating darkness.

Elemental Counters: For countering one element with its scourge element.

Elemental Defenses: For shielding a mage against the elements.

Elemental Summons: For summoning elementals and servants.

Light Law: Manipulating light and electricity (including elemental attacks). See *Of Essence*.

Light Mastery: Additional ways of manipulating light.

5.2.6 • THE WATER SPECIALIST

The Water Specialist concentrates on conjuring and manipulating water. His skills with manipulating this fluid are unparalleled, and no one can master liquids like this specialist. The Water Mage has some combat ability, but it's the direct manipulation of water where this mage shines.

The Water Mage's attunement with water grants him a certain degree of the water's qualities of motion and fluidity. They are therefore highly agile, in their own way.

Water's scourge is ice, and the Water Mage falls short where the rigid concepts of ice are concerned. The Water Mage just doesn't grasp such rigid concepts.

SPELL LISTS

Like all Elementalists, the Water Mage gains 6 base spell lists. The general nature of these spell lists is described below. He can also take closed and open lists at a higher cost.

Elemental Counters: For countering one element with its scourge element.

Elemental Defenses: For shielding a mage against the elements.

Elemental Summons: For summoning elementals and servants.

Water Law: Manipulating water and other fluids (including elemental attacks). See *Of Essence*.

Water Mastery: Additional ways of manipulating water.

Watery Ways: Affecting the way the caster interacts with water.



5.3

ELEMENTAL PRIEST

The Elemental Priest is a pure Channeling user who worships one of the Elemental Lords or Gods. He therefore is granted the ability to summon True Elemental Material, in very small quantities, to use in the corruption of the crude material plane.

Pyrus leaned over his dying comrade. The man was injured. Terribly injured. Now it was up to Pyrus to heal him. But first, he had to infuse him with fire. He bowed his head and began to corrupt the living flesh of his friend.

Prime Stats: Intuition and Constitution

ELEMENTAL PRIEST SPELL LISTS

Like all pure spell users, the Elemental Priest gains 6 base spell lists. The exact nature of these spell lists depends on the Lord or God the priest worships. He can also take closed and open Channeling lists at a higher cost.

Elemental Channeling: Allows the priest to summon elemental material.

Elemental Gate Mastery: Allows the priest to gate in elementals directly from their home plane.

Elemental Healing: Allows the priest to heal elementals and targets suffering elemental corruption.

Elemental Restorations: Additional healing spells for use on elementals and corrupted targets.

Elemental Transformations: Allows the priest to infuse a target with elemental material.

Elemental Combat Enhancements: Enhances combat abilities of elementals by blessings from their Lord.

PROFESSION BONUSES

Awareness Group	+5	Power Awareness	+15
Influence	+5	Power Point Development ..	+5
Lore • Magical	+5	Spell Group	+5
Outdoor Group	+5	Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3/6
Armor • Light	3/3/3	Outdoor • Environment ..	3/6
Armor • Medium	10	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	3/9
Artistic • Passive	2/5	Power Point Development	4
Athletic • Brawn	4	Science • Basic	1/4
Athletic • Endurance	3/9	Science • Specialized	6/14
Athletic • Gymnastic	3/9	Self Control	5
Awareness • Perception	6	Special Attacks	11
Awareness • Searching	6	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	10	Subterfuge • Mechanical	7
Combat Maneuvers	10	Subterfuge • Stealth	5
Communication	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational ..	5/12
Influence	2/4	Urban	3
Lore • General	1/3	Weapon • Category 1	7
Lore • Magical	2/4	Weapon • Category 2	10
Lore • Obscure	2/5	Weapon • Category 3	12
Lore • Technical	2/6	Weapon • Category 4	12
Martial Arts • Strikes	9	Weapon • Category 5	12
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged,

2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

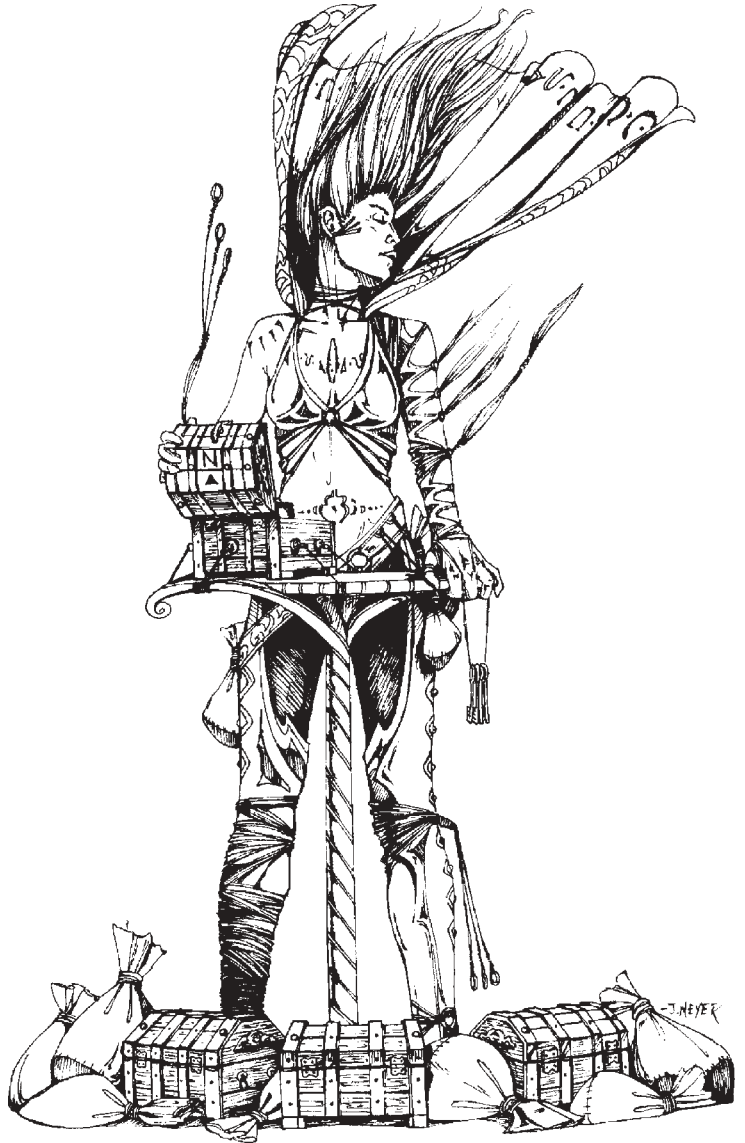
Everyman Skills: Time Sense, Meditation

Occupational Skills: Religion, Divination, Planar Lore

Restricted Skills: None

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open List (21+)	6/6/6	Closed List (21+)	8/8



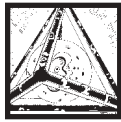
TRAINING PACKAGES

Air Mage: 30
Earth Mage: 29
Elemental Crafter 28
Elemental Scholar: 26
Fire Mage: 29
Ice Mage: 31
Light Mage: 31
Water Mage: 29



ELEMENTAL
COMPANION

21



5.4

ELEMENTAL CHAMPION

The Elemental Champion is a semi-spell user in the realm of Essence. He harnesses the individual element that he champions, to defend either an elemental school or temple. He is to elementalism what the Paladin is to religion.

Aiden gripped his sword and faced the Ice Mage. Sweat beaded on his enemy's forehead as Aiden circled. The man was afraid, and with good reason. Aiden would tear through him like parchment. That would show the man to attack his home.

Prime Stats: Constitution and Empathy

ELEMENTAL CHAMPION SPELL LISTS

Like all semi-spell users, the Elemental Champion gains 6 base spell lists. The Elemental Champion must pick a single element. All his spells revolve around that element. He can also take closed and open lists at a higher cost.



Combat Links: Allows the Champions to link into Triads or Circles enhancing their combat abilities.

Elemental Armor: Infuses clothing or armor with elemental material, enhancing its protective capabilities.

Elemental Weapon: Enhances the Champion's weapon with elemental energy.

Elemental Companions: Allows caster to bond with elemental hybrids, including mounts.

Lesser Elemental Change: Allows the Champion to shift forms, becoming elemental material.

Lesser Elemental Protections: Protects the Champion from various elemental attacks.

PROFESSION BONUSES

Athletics Group	+10	Combat Maneuver	+10
Awareness Group	+5	Power Awareness	+5
Body Development	+10	Power Manipulation	+5
		Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	10	Outdoor • Animal	2/7
Armor • Light	8	Outdoor • Environment	2/5
Armor • Medium	9	Power Awareness	2/7
Artistic • Active	2/5	Power Manipulation	6/12
Artistic • Passive	2/5	Power Point Development	8
Athletic • Brawn	3/7	Science • Basic	2/5
Athletic • Endurance	2/7	Science • Specialized	8
Athletic • Gymnastic	3/7	Self Control	2/7
Awareness • Perception	4/10	Special Attacks	6
Awareness • Searching	2/5	Special Defenses	60
Awareness • Senses	3/6	Subterfuge • Attack	8
Body Development	6/14	Subterfuge • Mechanical	4
Combat Maneuvers	5/12	Subterfuge • Stealth	2/7
Communication	3/3/3	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	4	Technical • Vocational	5/12
Influence	3/9	Urban	3/9
Lore • General	1/3	Weapon • Category 1	4/10
Lore • Magical	2/5	Weapon • Category 2	6
Lore • Obscure	3/7	Weapon • Category 3	7
Lore • Technical	2/6	Weapon • Category 4	8
Martial Arts • Strikes	4	Weapon • Category 5	10
Martial Arts • Sweeps	4	Weapon • Category 6	15
		Weapon • Category 7	15

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Dragon Lore, Planar Lore

Occupational Skills: None

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base List (all)	6/6/6	Closed List (1-5)	10/10
Open List (1-10)	8/8	Closed List (6-10)	12
Open List (11-15)	12	Closed List (11-15)	25
Open List (16-20)	15	Closed List (16-20)	40
Open List (21+)	25	Closed List (21+)	60

TRAINING PACKAGES

Air Mage: 32
 Earth Mage: 31
 Elemental Crafter 35
 Elemental Scholar: 29
 Fire Mage: 29
 Ice Mage: 31
 Light Mage: 31
 Water Mage: 32

5.5

ARCANE ELEMENTALIST

The Arcane Elementalist understands the flows of all the elements. He has made special pacts with the Elemental Lords (or just learned how to get around their defenses or produce his own material) to allow him to draw True Elemental Material for his spells. This makes him a very dangerous individual, capable of almost anything.

Ishmal reached out with his mind. Across six planes, he felt the touch of the secret sources of the elements. Pulling all six of these sources to him, he began spinning the triads. The Fire Mage thought he was the king of combat. Wait until he felt the power of pure Arcane Aether.

Prime Stats: Empathy, Intuition, Presence, and Self Discipline.

ARCANE ELEMENTALIST SPELL LISTS

The Arcane Elementalist's spell lists represent the Arcane user's ability to draw on all the elements. This makes him very deadly. He can also take closed and open lists at a higher cost.

Aether Mastery: Creating Arcane Aether and associated combat spells.

Nether Mastery: Creating Arcane Nether and associated combat spells.

True Elemental Energy: Manipulating True Elemental Light and Fire, with associated combat spells.

True Elemental Fluids: Manipulating True Elemental Air and Water, with associated combat spells.

True Elemental Mastery: Spells for manipulating and mastering the six elements.

True Elemental Material: Manipulating True Elemental Earth and Ice, with associated combat spells.

PROFESSION BONUSES

Directed Spells +10 Power Manipulation +10
Lore • Magical +10 Power Point Development .. +5
Spell Group +5

SKILLS AND SKILL CATEGORIES

Armor • Heavy 11 Outdoor • Animal 3
Armor • Light 9 Outdoor • Environment 3
Armor • Medium 10 Power Awareness 2/5
Artistic • Active 2/5 Power Manipulation 2/7
Artistic • Passive 2/5 Power Point Development 4
Athletic • Brawn 7 Science • Basic 1/4

Athletic • Endurance 3 Science • Specialized 6/14
Athletic • Gymnastic 3 Self Control 5
Awareness • Perception 4 Special Attacks 18
Awareness • Searching 2 Special Defenses 40
Awareness • Senses 2/5 Subterfuge • Attack 16
Body Development 16 Subterfuge • Mechanical 7
Combat Maneuvers 18 Subterfuge • Stealth 5
Communication 2/2/2 Technical • General 3/7
Crafts 4/10 Technical • Professional 8
Directed Spells 2/5 Technical • Vocational .. 5/12
Influence 2/6 Urban 4
Lore • General 1/3 Weapon • Category 1 9
Lore • Magical 1/4 Weapon • Category 2 20
Lore • Obscure 3/6 Weapon • Category 3 20
Lore • Technical 2/6 Weapon • Category 4 20
Martial Arts • Strikes 9 Weapon • Category 5 20
Martial Arts • Sweeps 9 Weapon • Category 6 20
Weapon • Category 7 20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Reality Awareness, Planar Lore

Occupational Skills: None

Restricted Skills: None

SPELL DEVELOPMENT

Base List (all) 3/3/3 Closed List (1-5) 4/4/4
Open List (1-10) 4/4/4 Closed List (6-10) 4/4/4
Open List (11-15) 4/4/4 Closed List (11-15) 4/4/4
Open List (16-20) 4/4/4 Closed List (16-20) 4/4/4
Open List (21+) 6/6/6 Closed List (21+) 8/8



TABLE 5.6 RELATIONSHIPS OF THE HIGH ELEMENTS

A is to B	B	Triad 1			Triad 2	
A	Fire	Water	Ice	Light	Earth	Air
Fire	-	Source	Scourge	Complement	Neutral	Neutral
Water	Scourge	-	Source	Neutral	Neutral	Complement
Ice	Source	Scourge	-	Neutral	Complement	Neutral
Light	Complement	Neutral	Neutral	-	Source	Scourge
Earth	Neutral	Neutral	Complement	Scourge	-	Source
Air	Neutral	Complement	Neutral	Source	Scourge	-

The chart should be read as: Column A is to Row B. That is, Fire is to Water: Fire is the Source of Water. Water is the Scourge of Fire. Read down the column to determine the relationship of an element in column A to an element in row B. So if you want to know what relation Earth has to Air, look up Earth in the column on the left and read across to Air to determine that Earth is the Source of Air.





COMMON SPECIALIST BASE LIST 5.6.1

ELEMENTAL COUNTERS



Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Spell Typing*	one spell	—	self	I
<input type="checkbox"/> 2)	Counter Source II*	one spell	—	50'	E
<input type="checkbox"/> 3)	Counter Triad II*	one spell	—	50'	E
<input type="checkbox"/> 4)	Power Drain I*	one spell	—	100'	F
<input type="checkbox"/> 5)	Counter Source V*	one spell	—	50'	E
<input type="checkbox"/> 6)	Counter Element II*	one spell	—	50'	E
<input type="checkbox"/> 7)	Counter Triad V*	one spell	—	50'	E
<input type="checkbox"/> 8)	Convert Source*	one spell	—	100'	F
<input type="checkbox"/> 9)	Counter Source VII*	one spell	—	50'	E
<input type="checkbox"/> 10)	Counter Element V*	one spell	—	50'	E
<input type="checkbox"/> 11)	Counter Triad VII*	one spell	—	50'	E
<input type="checkbox"/> 12)	Power Drain II*	one spell	—	100'	F
<input type="checkbox"/> 13)	Counter Source X*	one spell	—	50'	E
<input type="checkbox"/> 14)	Counter Element VII*	one spell	—	50'	E
<input type="checkbox"/> 15)	Counter Triad X*	one spell	—	50'	E
<input type="checkbox"/> 16)	Power Drain III*	one spell	—	100'	F
<input type="checkbox"/> 17)	Counter Source XV*	one spell	—	50'	E
<input type="checkbox"/> 18)	Waiting Counter	one spell	—	varies	U
<input type="checkbox"/> 19)	Counter Element X*	one spell	—	50'	E
<input type="checkbox"/> 20)	Counter Triad XV*	one spell	—	50'	E
<input type="checkbox"/> 25)	Counter Source True*	one spell	—	50'	E
<input type="checkbox"/> 30)	Counter Element XV*	one spell	—	50'	E
<input type="checkbox"/> 50)	Counter Triad True*	one spell	—	50'	E

5.6 COMMON SPECIALIST BASE LISTS

ELEMENTAL COUNTERS

- Spell Typing** — Caster determines the realm, element and spell classification of target spell.
- Counter Source II** — Caster channels elemental energy from his Main Element at target spell. This effect nullifies up to a 2nd level class "E" spell from the caster's Source Element. Caster must make a successful Directed Spells maneuver (i.e., make an attack against the caster of the target spell using the appropriate elemental attack table). If the attack is successful (delivers hits) then the maneuver succeeds in countering the spell the same round it is cast. If the spell is not cast directly at the caster then the caster must spend an additional 20% action to monitor spell casting. Target spell receives no RR.
- Counter Triad II** — As *Counter Source II*, except it affects any element within the caster's elemental Triad.
- Power Drain I** — Drains power from a spell of the caster's main element. For every 10% failure spell is reduced by one level. If spell level is reduced to 0 then the spell is cancelled. Otherwise the effect of the spell is reduced accordingly (GM's discretion). For most spells, this would reduce the caster's level for RRs, spell duration, etc.... Caster gains 1 PP for every 2 levels by which the spell is reduced.
- Counter Source V** — As *Counter Source II*, except it affects up to 5th level spells.
- Counter Element II** — As *Counter Source II*, except it affects spells from the elements not of the caster's triad.
- Counter Triad V** — As *Counter Triad II*, except up to 5th level spells can be affected.
- Convert Source** — Converts a spell of the caster's Source Element to change its elemental make-up to that of the caster's Main Element. Effects are up to the GM.

- Counter Source VII** — As *Counter Source II*, except it affects 7th level spells.
- Counter Element V** — As *Counter Element II*, except up to 5th level spells can be affected.
- Counter Triad VII** — As *Counter Triad II*, except up to 7th level spells can be affected.
- Power Drain II** — [RR Mod: -10] As *Power Drain I*, except spell level is reduced by 1 for every 5% failure.
- Counter Source X** — As *Counter Source II*, except it affects 10th level spells.
- Counter Element VII** — As *Counter Element II*, except up to 7th level spells can be affected.
- Counter Triad X** — As *Counter Triad II*, except up to 10th level spells can be affected.
- Power Drain III** — [RR Mod: -20] As *Power Drain I*, except spell level is reduced by 2 for every 5% failure.
- Counter Source XV** — As *Counter Source II*, except it affects 15th level spells.
- Waiting Counter** — Allows the caster to store a Counter Spell from this list. Spell is activated when the first spell of the appropriate type targets or affects the caster. No other spells from this list may be cast while this spell is active; doing so dissipates this spell. If a Counter Element spell is used the caster must specify the Element that this spell is waiting for.
- Counter Element X** — As *Counter Element II*, except up to 10th level spells can be affected.
- Counter Triad XV** — As *Counter Triad II*, except up to 15th level spells can be affected.
- Counter Source True** — As *Counter Source II*, except any level of spell may be affected. PP's spent on this spell must be greater than or equal to the spell to be countered. Increasing Power Points increases the level of this spell. Adjust the spell casting rolls accordingly.
- Counter Element XV** — As *Counter Element II*, except that up to 15th level spells can be affected.
- Counter Triad True** — As *Counter Source True*, except this spell may be used to cancel spells from any element in the casters triad. This spell must be 3 levels higher than the spell to be cancelled or it fails.

SPECIAL NOTES

- Elemental breath weapons may be countered with this list. The level of the breath weapon is equal to the creature's level for dispelling purposes.
- The counter spells on this list destroy the opposing elemental force by over-powering it with its elemental scourge. If the counter spell is insufficient level to over-power an incoming spell then nothing happens.
- If Arcane magic is used within the campaign, the *Counter Element* spells may affect Aether and Nether. When doing so any Arcane elemental spell is considered to be 3 times its normal level for countering considerations.
- An Arcane spell may be countered as if they were its real level if it is countered by three spell casters using counter spells that would counter the same level spell for each element of a triad.

OPTIONAL RULES

- If a counter spell is of lower level than the spell to be countered, the target spell has its effects reduced by the following: One; target spell is at -75 to attack rolls or reduced to 25% duration; 3 target spell is at -50 to attack rolls or reduced to 50% duration; 4-5 target spell is at -25 to attack rolls or reduced to 75% duration; 6+ no effect.
- Spells may build up a countering amount. A 4th level spell could be countered by two *Counter Element II* spells.
- Counter spells can be resisted with a -50 to the spell's Resistance Roll.

ELEMENTAL DEFENSES

2. **Main Armor I** – Target is protected from all natural (Mundane) forms of caster's main element; additionally target gets +20 to Resistance Rolls (RR's) against the caster's Main Element; and elemental attacks from the caster's main element are at -20. These bonuses apply against Magical, High, and True forms of the caster's main element. This spell only works against attacks from the caster's Main Element (Fire, for a Fire Specialist; Ice, for an Ice Specialists, etc.)
3. **Turn Element** – One elemental "bolt" spell within range is deviated from its course. This causes 20 to be subtracted from the attack roll.
4. **Triad Armor I** – As *Main Armor I* except it works against any one element in the caster's triad. The element that this spell protects against must be chosen at the time of casting.
5. **Main Shield** – As *Main Armor I* except all beings within 10'R of the target are protected.
6. **Elemental Armor I** – As *Main Armor I*, except it works against any one element. The element that this spell protects against must be chosen at the time of casting.
7. **Minor Containment** – Caster uses elemental force to contain that of an elemental attack like a ball, cone or other area effect. This blunts the energy. It doesn't negate it. Target spell's attack rolls are modified by -20, if applicable. Alternately, any targets gain a +20 RR vs. the spell's effects, or any critical delivered is reduced by one degree of severity.
8. **Main Armor II** – As *Main Armor I*, except it also decreases concussion hit damage from the caster's Main element by half, and decreases critical strikes by one level (e.g. 'A's become 'A'-25, 'B's become 'A's, 'C's become 'B's, etc.)
9. **Prismatic Armor I** – As *Main Armor I*, except it works against all three elements of the caster's triad.
10. **Triad Shield** – As *Triad Armor I*, except all beings within 10' R of the target are protected.
11. **Deflect Element** – As *Turn Element*, except the spell course deviation is more severe, causing 50 to be subtracted from the attack roll.
12. **Containment** – As *Minor Containment* except containing energy is more powerful causing 35 to be subtracted from the attack roll.
13. **Triad Armor II** – As *Main Armor II* except it affects any one element in the caster's triad, element affected is chosen at time of casting.
14. **Elemental Shield** – As *Elemental Armor I*, except all beings within 10' R of the target are protected.
16. **Main Immunity** – Target is made completely immune to elemental attacks from the caster's Main Element. This applies to Mundane, Magical, and High Elemental Material. Target only receives a +50 DB/RR modifier against True Elemental Material.
17. **Deflect Element True** – As *Deflect Element*, except the spell's course deviation is more severe, causing 75 to be subtracted from the attack.
18. **Elemental Armor II** – As *Main Armor II*, except it affects any one element. Element affected is chosen at time of casting.
19. **Dispersement Field** – As *Prismatic Armor I*, except it affects everyone within a 10'R of the target.
20. **Prismatic Armor II** – As *Main Armor II*, except it works against all three elements of the caster's triad.
25. **Triad Immunity** – As *Main Immunity*, except it works against any one element from the caster's triad. Element must be chosen at the time of casting.
30. **Containment True** – As *Minor Containment* except the containing energy is more powerful causing 50 to be subtracted from the attack roll.
50. **Mass Triad Immunity** – As *Triad Immunity*, except as many targets as the caster's level may be affected.

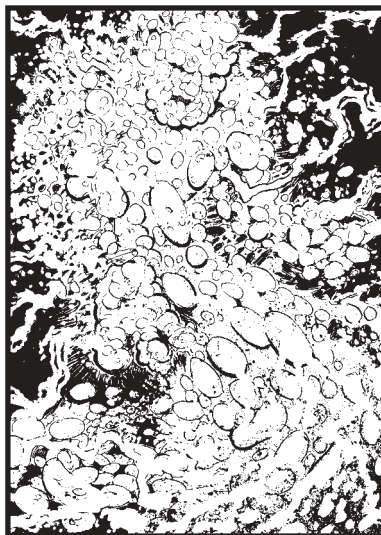
COMMON SPECIALIST BASE LIST 5.6.2

ELEMENTAL DEFENSES

Lvl	Name	Area of Effect	Duration	Range	Type
□ 1)					
□ 2)	Main Armor I	1 target	10 min/lvl	10'	U
□ 3)	Turn Element*	1 directed spell	–	100'	U
□ 4)	Triad Armor I	1 target	10 min/lvl	10'	U
□ 5)	Main Shield	10' R	10 min/lvl	10'	U
□ 5)	Elemental Armor I	1 target	10 min/lvl	10'	U
□ 7)	Minor Containment*	1 cone or ball	–	100'	U
□ 8)	Main Armor II	1 target	10 min/lvl	10'	U
□ 9)	Prismatic Armor I	1 target	10 min/lvl	10'	U
□ 10)	Triad Shield	10' R	1 min/lvl	10'	U
□ 11)	Deflect Element*	1 directed spell	–	100'	U
□ 12)	Containment*	1 cone or ball	–	100'	U
□ 13)	Triad Armor II	1 target	10 min/lvl	10'	U
□ 14)	Elemental Shield	10' R	10 min/lvl	10'	U
□ 15)					
□ 16)	Main Immunity	1 target	10 min/lvl	10'	U
□ 17)	Deflect Element True*	1 directed spell	–	100'	U
□ 18)	Elemental Armor II	1 target	10 min/lvl	10'	U
□ 19)	Dispersement Field	10' R	10 min/lvl	10'	U
□ 20)	Prismatic Armor II	1 target	10 min/lvl	10'	U
□ 25)	Triad Immunity	1 target	10 min/lvl	10'	U
□ 30)	Containment True*	1 cone or ball	–	100'	U
□ 50)	Mass Triad Immunity	1 target/lvl	10 min/lvl	10'	U

SPECIAL NOTES

- 1) If Aether and Nether are used within the campaign, spells affecting Arcane elements are considered 10 levels higher for casting purposes (PP's and the spellcasting roll). Caster does not have to know the spell list to the higher level to be able to use the effect.
- 2) If your GM allows you to develop other professions' base lists, here are the guidelines for using this list: Caster's Main Element is based on their profession choice (for Specialists) or is chosen at the time of character creation (for Elemental Priests, Elemental Travelers, and Elemental Champions only). All other professions that may try to develop this list do not have a Main Element and cannot use the spells with the word "Main" in the spell's name.





COMMON SPECIALIST BASE LIST 5.6.3

ELEMENTAL SUMMONS



Lvl	Spell Name	Area of Effect	Duration	Range	Type
1)	Familiar	1 Type I elemental	P	touch	U
2)	Control Whispling*	1 target	C	10'/lvl	F
3)	Summon Whispling	1 target	varies	10'/lvl	E
4)	Master Whispling*	1 target	varies	5'/lvl	F
5)	Control Elemental I*	1 target	C	10'/lvl	F
6)	Summon Elemental I	1 target	varies	10'/lvl	E
7)	Command Whispling*	1 target	varies	5'/lvl	F
8)	Master Elemental I*	1 target	varies	5'/lvl	F
9)	Control Elemental II*	1 target	C	10'/lvl	F
10)	Elem. Communication	caster	1 min/lvl	self	U
11)	Summon Elemental II	1 target	varies	10'/lvl	E
12)	Command Elemental I*	1 target	varies	5'/lvl	F
13)	Master Elemental II*	1 target	varies	5'/lvl	F
14)	Calm Elemental	1 target	1 min/lvl	100'	F
15)	Control Elemental III*	1 target	C	10'/lvl	F
16)	Summon Elemental III	1 target	varies	10'/lvl	E
17)	Command Elemental II*	1 target	varies	5'/lvl	F
18)	Control Elemental IV*	1 target	C	10'/lvl	F
19)	Summon Elemental IV	1 target	varies	10'/lvl	E
20)	Master Elemental III*	1 target	varies	5'/lvl	F
25)	Summon Elem. True	1 target	varies	10'/lvl	E
30)	Master Elemental True*	1 target	varies	5'/lvl	F
50)	Summon Dragon	1 target	varies	10'/lvl	E

ELEMENTAL SUMMONS

- Familiar** – The caster can attune himself to a small elemental (of animal intelligence) or hybrid creature to serve as his familiar. Creature can be no more than 10% of the caster's own mass and cast this spell on the creature once per day for 1 week (concentrating on it for two hours per day.) The caster must then choose one of two options: control the familiar and view the world through its senses by concentrating on it (though the familiar must be within 50' per level); alternatively, creature can act as a +1 spell adder to the caster gaining a +1 for every 10 levels of the caster. If the first option is chosen then if the creature is killed, the caster will have a -25 modification to all actions for 2 weeks. If the second option is chosen, then the caster will be at half power points for 2 weeks.
- Control Whispling** – Allows caster total control of a Whispling Elemental. When caster stops concentrating the elemental will either return to its normal plane of existence or attack the summoner (equal chance of either.) Alternatively, instead of controlling the Whispling Elemental, the caster can force it to flee for 1 round per level of the caster. Option must be chosen at the time of casting.
- Summon Whispling** – Allows caster to summon a Whispling Elemental. The caster must be in range of necessary materials for the elemental type he is attempting to summon (campfire for a Fire Elemental). The elemental will gradually manifest itself over the course of 2 rounds.
- Master Whispling** – As *Control Whispling*, except caster need not concentrate to control elemental. The elemental will remain and obey the caster until the caster is killed, the elemental is outside the range limit, or the elemental is killed. If the elemental is ever freed from this bond, it will either return to its normal plane of existence or attack the summoner (equal chance of either).
- Control Elemental I** – As *Control Whispling*, except that it affects Type I Elementals.
- Summon Elemental I** – As *Summon Whispling*, except it summons a Type I Elemental. Roll to determine what type of elemental is summoned: 01-90: Elemental Servant; 91-95: Whispling Elemental; 96-100 Hybrid Elemental.

7. **Command Whispling** – Target Whispling Elemental must obey command to guard object or location or to find an object. Commands to guard an immobile location last for 1 year per level of the caster. Commands to guard a person or mobile location last for 1 day per level of the caster. If asked to locate an object or person will last until found, elemental will return to caster and report when task is completed.

8. **Master Elemental I** – As *Master Whispling*, except it affects Type I Elementals.

9. **Control Elemental II** – As *Control Whispling*, except it affects Type I or Type II Elementals.

10. **Elemental Communication** – For the duration caster can speak to elementals of one elemental source (fire, water, earth, etc.). Caster must choose the type of elemental at the time of casting. Casting of this spell does not ensure that the elemental is friendly, just that the caster can speak to them.

11. **Summon Elemental II** – As *Summon Whispling*, except it summons Type II elementals. Roll on the following to determine what type of elemental is summoned: 01-90: Lesser elemental 91-95: Elemental Steed; 96-100 Hybrid Elemental.

12. **Command Elemental I** – As *Command Whispling*, except it affects Type I Elementals.

13. **Master Elemental II** – As *Master Whispling*, except it affects Type I or Type II Elementals.

14. **Calm Elemental** – Target elemental is calmed down and will not attack anyone for the duration unless provoked.

15. **Control Elemental III** – As *Control Whispling*, except it affects Type I, II, or III Elementals.

16. **Summon Elemental III** – As *Summon Whispling*, except it summons Type III Elementals. Roll on the following to determine what type of elemental is summoned. 01-20: Elemental Giant; 21-100: Elemental Guardian.

17. **Command Elemental II** – As *Command Whispling*, except it affects Type I or Type II Elementals.

18. **Control Elemental IV** – As *Control Whispling*, except it affects Type I, II, III, or IV Elementals.

19. **Summon Elemental IV** – As *Summon Whispling*, except it summons Type IV Elementals. Roll on the following to determine what type of elemental is summoned. 01-90: Greater Elemental; 91-100 Elemental Riding Drake.

20. **Master Elemental III** – As *Master Whispling*, except it affects Type I, II or III Elementals.

25. **Summon Elemental True** – As *Summon Whispling*, except it summons any one specific elemental of Types I - IV. Caster must specify elemental summoned at time of casting. Alternatively, caster can summon a Type V Elemental. Roll on the following to determine what type of elemental is summoned. Greater Elemental Riding Drake; Superior Elemental.

30. **Master Elemental True** – As *Master Whispling*, except it affects Type I - IV elementals. If cast on a Type V elemental, effect only lasts 1 hour per level.

50. **Summon Dragon** – With this spell the caster has a 50% chance of summoning a Dragon of the caster's elemental type. This spell informs the Dragon of the reason it is being summoned. If the Dragon comes it is friendly towards caster but is under no obligation to serve him. Rewards or pacts of mutual benefit can help convince the Drake to aid the caster. Dragon will not come if it senses some sort of trap or ambush in the intent of the spell caster, of which the spell will inform the Dragon.

SPECIAL NOTES

- A spell caster may only have as many levels of mastered creatures as the caster has levels. Half of which must be elementals from the caster's element.
- A spell caster may only have as many levels of commanded Elementals as half of the caster's level.

5.7 AIR SPECIALIST BASE LISTS

AIR CONTROL

1. **Wind Focus I** – Target is buffeted by focused strong winds. All actions made by target are at -30.
2. **Dust Devil I** – A dust devil forms in front of the caster and races towards target. Those in the path of the dust devil have a 50% chance of getting hit. Target and those who get in its path must resist or take a 'B' Unbalancing critical.
3. **Air Bolt I** – Strong winds flow from the caster's arm, striking target. Resolve attack on the Airbolt Table.
4. **Force Binding** – Caster envelops target with bands of force, which immobilizes target. Target can make a Very Hard Strength maneuver every round to act normally, otherwise they are at 20% activity. One man-sized target can be bound for every five levels of the caster. Caster must concentrate.
5. **Dust Devil II** – As *Dust Devil I*, except 'C' Unbalancing criticals are delivered.
6. **Walk on Air** – Target can walk on air as if it was solid ground. This spell only allows for horizontal movement; vertical movement must be achieved by other means.
7. **Force Bolt** – A bolt of force is shot from the caster's palm. Results are determined on the Force Bolt table.
8. **Cyclonic Blast** – Caster summons a 20 foot radius intense burst of air on target point. Results are determined on the Cold Ball table delivering Unbalancing criticals instead of Cold criticals.
9. **Force Wall** – Creates a clear wall of force. All attacks through the wall are at -100. No being can pass through the wall unless they make a Very Hard maneuver modified by strength. Wall is a manifestation of High Elemental Air. Air based beings, attacks and spells are only at -50 and it is only a Hard maneuver to go through the wall.
10. **Force Bridge** – Caster summons a shimmering plane of force 20 feet long by 5 feet wide. Plane is immobile and can support up to 1000 pounds. Force Bridge only needs one of its sides resting on a solid surface.
11. **Platform** – Caster creates a five-foot radius disk of force. Disk can move up to 100 feet per round in any direction, if the caster concentrates. When caster stops concentrating the disk stops moving.
12. **Air Blast** – A bolt of High Elemental Air is fired from the caster's palm, results are resolved on the Huge Bash Attack Table.
13. **Force Field I** – Creates a shimmering field of force 1' around the caster. If caster concentrates this spell increases his defensive bonus 100 versus all physical and elemental attacks. If caster ceases concentrating then the defensive bonus is only 20.
14. **Dust Devil III** – As *Dust Devil I*, except target takes a 'E' Unbalancing critical.
15. **Force Wall True I** – As *Force Wall*, except for duration.
16. **Force Dome** – Creates a clear dome of force. Dome has a ten-foot radius and completely encloses area. Treat the effects of the dome as a *Force Wall*.
17. **Force Wall True II** – As *Force Wall*, except for duration.
18. **Seal** – Target item is surrounded by a 1' radius sphere of force. Item can only be seen and not touched for the duration. Item must fit inside of the sphere or the spell fails.
19. **Crushing Bands** – As *Force Binding*, except targets that are constrained take an 'A' Krush critical each round.
20. **Mass Air Walking** – As *Air Walking*, except it affects one target per level of the caster.
25. **Shock Wave** – A cone of vibrating force erupts from the caster's palm. Cone is 100 feet long and 10 feet wide at its base. Resolve attack on the Fireball Table delivering Impact criticals instead of the normal Heat criticals.

AIR SPECIALIST BASE LIST 5.7.1

AIR CONTROL

Lvl	Spell Name	Area of Effect	Duration	Range	Type
□ 1)	Wind Focus I	1 target	C	100'	F
□ 2)	Dust Devil I	1 tgt. + special	—	50'	F
□ 3)	Air Bolt I	1 target	—	100'	E
□ 4)	Force Binding	1 tgt. + special	1 rnd/lvl (C)	100'	F
□ 5)	Dust Devil II	1 tgt. + special	—	50'	F
~~~~~					
□ 6)	Walk on Air	1 target	1 min/lvl	10'	U
□ 7)	Force Bolt	1 target	—	50'	E
□ 8)	Cyclonic Blast	20' R	—	100'	E
□ 9)	Force Wall	10' x 10'	C	50'	E
□ 10)	Bridge	20' x 5' bridge	1 min/lvl	100'	E
~~~~~					
□ 11)	Platform	5' R	1 min/lvl (C)	10'	E
□ 12)	Air Blast	1 target	—	100'	E
□ 13)	Force Field	caster	1 rnd/lvl(C)	self	U
□ 14)	Dust Devil III	1 tgt. + special	—	100'	F
□ 15)	Force Wall True I	10' x 10'	1 rnd/lvl	50'	E
~~~~~					
□ 16)	Force Dome	10' R	C	10'	E
□ 17)	Force Wall True II	10' x 10' l	10 min/lvl	50'	E
□ 18)	Seal	1' R sphere	1 day/lvl	touch	E
□ 19)	Crushing Bands	1 tgt. + special	1 rnd/lvl (C)	100'	E
□ 20)	Mass Air Walking	1 tgt./level	1 min/lvl	10'	U
~~~~~					
□ 25)	Shock Wave	100' cone	—	self	E
□ 30)	Force Field II	1 target	1 rnd/lvl(C)	10'	U
□ 50)	Force Field True	1 target	1 rnd/lvl	10'	U

30. **Force Field II** – Creates a shimmering field of force 1' around the target. If caster concentrates this spell increases target's defensive bonus 150 versus all physical and elemental attacks.. If caster ceases concentrating then the defensive bonus is only 50.

50. **Force Field True** – As *Force Field II*, except caster need not concentrate to get the full benefit of the spell.

SPECIAL NOTE

- 1) The magical phenomenon called Force is air that is compressed down to 1/100% of its size. This is extremely hard and very resilient. Light based attacks and Light Elementals (at least 70 corruption points) are completely immune to and ignore the effects of Force.



AIR SPECIALIST BASE LIST 5.7.2

WIND MASTERY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
1)	Internal Air	1 target	1 min/lvl	10'	U
2)	Levitate	1 target	1 min/lvl	10'	U
3)	Rapid Breezes	10' R	1 rnd/lvl	100'	U
4)	Fly I	1 target	1 min/lvl	10'	U
5)	Stabilize	1 target	1 min/lvl	10'	U
6)	Cross Winds I	10' R	1 rnd/lvl	100'	U
7)	Calm Winds	10' R	1 min/lvl	self	U
8)	Repulsing Winds	10' R	1 rnd/lvl	self	E
9)	Cross Winds II	10' R	1 rnd/lvl	100'	E
10)	Sheering Winds	1 target	-	100'	F
11)	Fly III	1 target	1 min/lvl	10'	U
12)	Mass Fly I	1 target/lvl	1 min/lvl	10'	U
13)	Wind Tunnel	1 target	1 min/lvl	50'	F
14)	Air Form	1 target	1 rnd/lvl	10'	U
15)	Wind Storm	1 mile R/lvl	1 min/lvl	self	E
16)	Sheering Winds II	1 target	-	200'	F
17)	Fly True	1 target	1 min/lvl	10'	U
18)	Mass Fly II	1 target/lvl	1 min/lvl	10'	U
19)	Cross Winds IV	10' R	1 rnd/lvl	100'	U
20)	Long Flying	1 target	1 hour/lvl	10'	U
25)	Repulsing Winds True	20' R	1 rnd/lvl	self	U
30)	Sheering Winds III	1 target	-	300'	F
50)	Tornado	30' R	-	30'	E

WIND MASTERY

1. **Internal Air** – Target's lungs do not need to breathe for the duration. Target is unaffected by gasses or liquids that might otherwise harm them (i.e. drowning etc.)

2. **Levitate** – Allows target to move up and down vertically 10' per round. It does not confer the ability to move horizontally; that must be achieved through other means.

3. **Rapid Breezes** – Caster forces the air in the area to move quickly in one direction. This will cause gasses to clear and will give a -20 to all missile attacks in the area.

4. **Fly I** – Target can fly at a rate of 75' per round (approximately 5mph.) While *Fly* is active, normal movement (e.g. walking, running, etc.) is not allowed.

5. **Stabilize** – Target's personal effects are made resistant to the effects of wind. Attacks and maneuvers by target have the penalties caused by wind or wind based spells, reduced by 50.

6. **Cross Winds I** – Causes all missile attacks in the area to be blown off course, giving them a -50 attack modification.

7. **Calm Winds** – As *Stabilize*, except it affects all within a 10' radius.

8. **Repulsing Winds I** – Caster causes severe winds to blow in a single direction (chosen at moment of casting). Movement is reduced in one direction by 50 ft per round by the sheer force of winds in the area. Movement is increased by 50 ft per round in opposite direction. An Easy Moving maneuver must be made each round or suffer those who fail suffer an 'A' Unbalancing critical. Missile attacks are impossible in the area of effect. Caster is not immune to the effects of the winds (it is centered on caster).

9. **Cross Winds II** – As *Cross Winds I*, except missile attacks have a -100 attack modifier.

10. **Sheering Winds I** – Aerial target is forced down 20 ft per 10% failure. If target impacts with a solid object target takes a Fall Attack equal to the distance forced down. Otherwise they must make a Hard Flying maneuver or spin out of control, effects of which are up to the GM. If cast on a target on the ground, they must resist or take a 'C' Unbalancing critical.

11. **Fly III** – As *Fly I*, except target moves at 300' per round.

12. **Mass Fly** – As *Fly I*, except one target per level is affected.

13. **Wind Tunnel** – Target must make a Resistance Roll or they are confined within a tunnel of wind. Any attempts to go through the tunnel gives target an 'A' Impact crit and an 'A' Unbalancing critical (roll separately). If either results in a stun result then target is pushed back into the center of the wind tunnel. Attacks through the tunnel are modified by -150.

14. **Air Form** – Target's body turns into a gaseous state. While in this form no physical action may be accomplished other than movement (i.e. they can't attack, grasp objects, etc.). Target may still be targeted by spells and can be hit only by magic weapons. Target can move through any object that air can move through. Target can also cast spells in this form, except all Elemental (E) class spells automatically fail. If target is hit by a Vacuum spell, the attack delivers a Slaying critical.

15. **Wind Storm** – Caster calls forth a wind storm with the maximum wind speeds equal to twice his level, and an intensity according to his desires. Effects will vary according to circumstance (and GM's discretion).

16. **Sheering Winds II** – As *Sheering Winds I*, except target is forced down 30 ft per 10% failure.

17. **Fly True** – As *Fly I*, except target moves 450' per round.

18. **Mass Fly II** – As *Fly II*, except it affects one target per level of the caster.

19. **Cross Winds IV** – As *Cross Winds I*, except missile attacks have a -200 attack modifier.

20. **Long Flying** – As *Fly III*, except for duration.

25. **Repulsing Winds True** – As *Repulsing Winds*, except movement is enhanced/restricted by 100' per round. Those failing the Easy maneuver must take a 'B' Unbalancing critical.

30. **Sheering Winds III** – As *Sheering Winds I*, except target is forced down 50' per 10% failure.

50. **Tornado** – Caster summons a 100' tall tornado with a 30' radius base, which takes one round to form. Tornado is sent the following round in a single direction, traveling 50' in 3 seconds. Those in the path take a +75 Medium Bash attack from debris and must make a resistance roll or be thrown a number of feet equal to the amount by which they failed. Targets who are thrown take a Fall/Krush attack that has a bonus equal to half of the feet they are thrown. If cast over water, it becomes a water spout; bash attack is +50 and failing a resistance roll will only throw the target a number of feet equal to one quarter of their resistance roll failure. If this spell cannot achieve full height then it fails (e.g., a 30' ceiling will disrupt the spells energy causing the funnel cloud to fail).



5.8 EARTH SPECIALIST BASE LISTS

EARTH FIELDS

1. **Detect Fields** — Caster is aware of gravity and magnetic fields in the area of effect.
2. **Levitate** — The target can levitate up to 10' per round in any direction up or down. This is caused by the nullification of gravity around the target.
3. **Magnetic Mastery** — Caster can magnetize or demagnetize up to 1 lb. per level of ferric material. Force of attraction/repulsion strength can be varied up to 1 point per 3 levels. This requires a strength bonus equal to the magnetic strength to force a ferric object away from the magnetized object or to push it in to the magnetized object. If a repulsive magnetic force is cast on a ferric shield, ferric weapons will be at -1 penalty per 3 levels of the caster, to attacks on the bearer of shield with a weapon. If cast on a weapon, it provides a +1 bonus per 3 levels when striking ferric targets.
4. **Magnetic Aura** — Caster is surrounded with an aura of fluctuating magnetic energies. Ferric weapons are at -10 to hit the caster while the field is in effect.
5. **Zero G** — Up to 1 cu ft/level of material is made immune to the effects of gravity. Object may be moved as if it has no weight. Inertia is constant for object; once force is applied in one direction it will keep moving that direction until an equal but opposing force is applied to the object (or they drift to a halt from wind resistance).
6. **Magnetic Shield** — A shield of invisible, magnetic force is created in front of caster. This shield provides a +20 to the caster's frontal defensive bonus and ferric weapons must make RR or are stuck to shield. It requires a Hard Strength maneuver to break a stuck weapon from the shield.
7. **Warp Metal** — An intense magnetic field warps one ferric object. The penalty to use the item is equal to the amount by which it failed its resistance roll.
8. **Krush** — Target is struck with intense gravitational forces, receiving a 'C' Krush critical if they fail to resist.
9. **High Gravity I** — All of those who are within 10' of a point specified by the caster are under the effect of a high gravitational field. All actions in area are reduced by 25%, exhaustion point expenditure is doubled and fumble ranges for physical activities are tripled.
10. **Enplane** — As *Zero G*, except there is no inertia. Item will stop moving once force is no longer applied to it.
11. **Magnekinesis** — Can move one ferric object, up to 1 pound per level in mass, up to 1' per second (with no acceleration). If the caster stops concentration before the duration is up, the object remains stationary as if it had a *Staying* spell of equal weight limit cast upon it.
12. **Low Gravity I** — All who are within 10' of a point specified by caster take an 'A' unbalancing critical if they try to do any sudden movements like combat, running, etc. All Climbing maneuvers are at +25.
13. **Barrier** — As *Warp Metal*, except it affects everything ferric in a 10' radius.
14. **Force of Gravity** — [RR Mod: -20] All in the area of effect are under the effect of intense Gravitational forces. All within area must resist or take an 'A' Krush critical and a 'C' Unbalancing critical each round. Targets will suffer from this 1 round per 10% failure.
15. **Reverse Gravity** — All of those within 10' of a point specified by the caster must resist or begin falling upward for one round per 10% failure. At the end of the duration targets are under the effect of normal gravity and will begin falling if not prevented from doing so.

EARTH SPECIALIST BASE LIST 5.8.1

EARTH FIELDS

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Detect Fields	10'r/lvl	1rnd/lvl	Self	U
2)	Levitate	1 target	1 min/lvl	100'	U
3)	Magnetic Mastery	1 lb./lvl	1 min/lvl	10'	E
4)	Magnetic Aura	caster	1 rnd/lvl	self	U
5)	Zero G	1 cu ft/lvl.	1 rnd/lvl	10'	U
6)	Magnetic Shield	caster	1 rnd/lvl	self	E
7)	Warp Metal	1 metal object	P	100'	F
8)	Krush	1 target	—	100'	F
9)	High Gravity I	10' radius	1 min/lvl	20'	E
10)	Enplane	1 cu ft./lvl.	1 rnd/lvl	10'	U
11)	Magnekinesis	1 lv./lvl.	1 min/lvl (C)	100'	F
12)	Low Gravity I	10' radius	1 min/lvl	10'	E
13)	Barrier	10' radius	1 rnd/lvl	self	F
14)	Force of Gravity	10' radius	1 rnd/10 fail	100'	F
15)	Reverse Gravity	10' radius	1 rnd/10 fail	50'	F
16)	Magnetic Shield II	caster	1 min/lvl	self	U
17)	Repulse	100' cone	—	self	F
18)	Break	1 metal object	—	100'	F
19)	Barrier II	20' radius	1 rnd/lvl	self	F
20)	High Gravity II	10' radius	1 rnd/lvl	50'	E
25)	Nullify Gravity	20' radius	1 rnd/10 fail	50'	F
30)	Globe of Magnetism	10' radius	1 rnd/lvl	self	U
50)	Gravitation Mastery	1 target	—	100'	F

16. **Magnetic Shield II** — As *Magnetic Shield I*, except shield is more powerful giving a +30 DB against Melee weapons and +40 vs Missile weapons. This will also subtract 10 from any ferric weapons or earth based attacks trying to attack the caster no matter which angle they attack from.

17. **Repulse** — [RR Mod: -20] A 100' long conical force of magnetism is released from the caster's palm, with an end 10' R in size. Those wearing ferric armor must make a Resistance Roll or get thrown back a number of feet equal to the percentage that they failed to resist by. Targets take an 'A' Impact crit for every 50' moved. Those with ferric weapons must resist or have them ripped violently out of their grip.

18. **Break** — As *Warp Metal*, except if item fails to resist it is broken.

19. **Barrier II** — As *Barrier I*, except radius is 20'.

20. **High Gravity II** — All within AOE is under the effect of an intense gravity field. All actions are reduced by 50%. Fumble ranges and exhaustion points expenditures are quadrupled while in this area.

25. **Nullify Gravity** — As *Reverse Gravity* except radius is 20'.

30. **Globe of Magnetism** — Caster is surrounded by a globe of magnetism extending up to 10'R. All elemental attacks directed at those within the radius are at -50 unless the attack is made of air. All missiles are at -75 and melee weapons must resist or break as if they were under the effects of a *Barrier I* spell.

50. **Gravitation Mastery** — Caster directs intense gravitational forces at target causing target to either explode or implode. If resistance roll is made target takes a 'D' Krush critical. Explosion will spread the target's body over a 50' radius, Imploding turns them into a pool of jelly. Get some toast.



EARTH SPECIALIST BASE LIST 5.8.2

EARTH MASTERY



Lvl	Name	Area of Effect	Duration	Range	Type
1)	Identify Earth	10' R	1 rnd/lvl.	10'/lvl.	U
2)	Oxidize	1 metal object	P	100'	F
3)	Earth Fingers	special	1 rnd/lvl	10'	E
4)	Remove Oxidation	1 metal or stone object	P	touch	U
5)	Sharpen Blade	1 metal bladed weapon	1 hour/lvl	touch	U
6)	Corridor	3' x 6' x 1' per level	1 round/lvl	touch	U
7)	Sink	1 target	—	100'	F
8)	Earth Skin	1 target	10 min/lvl	touch	U
9)	Metal Bolt	1 target	—	50'	E
10)	Earth Merge	1 target	10 min/lvl	touch	F
11)	Mold Earth	1 cu'/lvl.	1 min/lvl	touch	U
12)	Earth Phasing	caster	10 min/lvl	self	U
13)	Earth Sight	caster	10 min/lvl	self	U
14)	Earth Arm	special	1 rnd/lvl	20'	E
15)	True Edge	1 metal bladed wpn	1 hr./lvl	touch	U
16)	Protect Stone	special	1 hr./lvl(C)	touch	U
17)	Boulder	1 target	—	50'	U
18)	Stone Skin	1 target	10 min/lvl	Touch	U
19)	Enhance Gem	1 gem	P	touch	U
20)	Spike Floor	10' radius	—	50'	E
25)	Restructure Stone	special	P	touch	E
30)	Metal Skin	1 target	10 min/lvl	touch	U
50)	Restructure Stone True	special	P	touch	E

EARTH MASTERY

- Identify Earth** — Caster is able to evaluate the structure/content of any earth or metal within the radius seeing through the layers giving his vision total access to all elements within. This enhances the caster's chance for any successful lore or knowledge skill to succeed by +50, (i.e., Stone Lore, Metal Lore, etc.)
- Oxidize** — Item must make a Resistance Roll or it rusts. Item's Breakage Factor is reduced by the amount of failure.
- Earth Fingers** — Fingers of earth erupt from the ground. These fingers attack as a +0 Medium Grapple every round that the caster concentrates on them. Caster may use his Targeting skill as his Offensive Bonus.
- Remove Oxidation** — This spell allows the caster to completely remove rust or other types of oxidation damage from a metal or stone object. Item is restored to its previous state (i.e., pock marks or weakness caused by rust is removed).
- Sharpen Blade** — Target bladed weapon is given an unnaturally sharp edge for the duration of this spell. Offensive Bonus of weapon is increased by 5. This is in addition to any material or magical bonuses. Magic weapons will resist this spell. The weapon must fail its resistance roll for the effect to work.
- Corridor** — Caster is able to open a passageway through stone that is 3 ft x 6 ft and 1 foot long per level. Passageway slowly seals at a rate of 1 foot per second at the end of the duration.
- Sink** — Target must make resistance roll or his body is sunk into earth or stone. It is an Easy Strength maneuver to break free. There is a penalty to remove themselves equal to the amount of RR failure. RR failure of 80 or more will encase all of target's limbs. RR failure of 100 will bury target up to his neck. RR failure of over 150 causes the target to be encased by the stone beneath them. Target is considered static for attack determination.

- Earth Skin** — Target's skin is given the hardness of stone. AT is 15 for the duration. Air based attacks are unaffected by this spell.
- Metal Bolt** — A shard of metal is shot from caster's hand. Attack is resolved on the Heavy Crossbow Table.
- Earth Merge** — Target merges with earth for the duration. Target cannot hear, say or perceive anything. Target may emerge before the duration is over if they wish, canceling the spell.
- Mold Earth** — Target earth or stone has the consistency of clay for the purpose of the caster being able to mold it with his hands, for the duration.
- Earth Phasing** — Caster can move through stone, earth or metal at a rate of 2' per round.
- Earth Sight** — Caster can see into or through 100' of Earth, Stone or Metal.
- Earth Arm** — A large arm made of earth erupts from the ground. Once a round it can be made to deliver a +100 Huge Grapple. If the grapple is successful ('B' critical or higher) it will be followed by a +50 Large Crush the same round. Crushing will occur every round till target breaks free making a Medium Strength maneuver or until the arm is made to attack someone else. The arm can be attacked as though it were a Weak Earth Elemental (see section 7.0).
- True Edge** — As *Sharpen Blade*, except bonus is +10.
- Protect Stone** — Causes target earth, stone or metal item, construct, building or elemental have the amount of damage they are capable of taking increased by 50%. If the caster concentrates the target may be healed 1 hit per round for the duration. This spell is not cumulative and can be dispelled.
- Boulder** — Caster causes a giant boulder to form in his hands. This can then be hurled with magical force and guidance to hit a target within range. Resolve attack on the Boulder Attack Table. Directed Spells may be developed.
- Stone Skin** — Target's skin is the consistency of stone; AT is 16 for the duration and all critical hits have their severities reduced by one. Air based attacks are unaffected by this spell.
- Enhance Gem** — With this spell the caster can increase the value of a gem by 10%. This takes 10 minutes of concentration for each 1% increase. This spell can only be cast once on a gem. If a spell casting results in failure then the gem is destroyed.
- Spike Floor** — Caster causes 10' radius area of stone to form jagged spikes and shoots them upward rapidly. All within the area take a Spear attack with an offensive bonus equal to the caster's level x 2. Spikes disappear into earth at the end of round.
- Restructure Stone** — This spell restructures stone or earth to make it more resistant to damage. Target earth or stone structure or object has its total hits increased by 2% each time this spell is cast, up to maximum of 25%, this effect is permanent. If the structure is damaged this spell can also repair damage at a rate of 4% of its total hits per casting. Once this spell has been cast on a stone structure it also confers a resistance roll against stone or earth destruction spells. For resistance roll purposes the level of the stone is equal to the % it has been increased. A 10% increase would confer a lvl 10 resistance to earth destruction attacks.
- Metal Skin** — Target's skin is the consistency of metal; AT is 20 for the duration and all critical hits have their severities reduced by two. Air based attacks are unaffected by this spell.
- Restructure Stone True** — As *Restructure Stone*, except the increase is 5% per casting and the total increase possible is equal to the caster's level. If used to repair damage to stone the amount healed is 10% of the target's total hits. At +50% the stone will appear to be seamless and flawless.

5.9 FIRE SPECIALIST BASE LISTS

FIERY WAYS

1. **Fire Touch** – Caster's hand is enveloped by flame for the duration. If caster touches something, it will cause the flame to leap to the item touched. This ignites any combustibles and can deliver an 'A' Heat critical.
2. **Cauterize** – A small narrow flame erupts from the caster's hand. This can be used to cauterize a bleeding wound of up to 5 hits of bleeding per round. This is not painless, however, causing 2 hits per point of bleeding stopped by this spell. Target will have a bad scar where the wound is.
3. **Fire Arc** – An arc of fire is shot from the caster's palm. Resolve attack on the Fire Bolt Table. Assign a -5 penalty per foot of range, instead of normal range penalties.
4. **Invisible Fires** – Caster causes the next fire spell that he casts to be a spell of heat, effectively becoming invisible. Stationary spells are hard to detect (-20) and may inadvertently be walked into. Additionally, a directed spell that is under the effect of this spell, negates up 20 of the target's defensive bonus from Quickness.
5. **Flaming Floor** – Caster causes a 10'x10' surface to be on fire. Those stepping on the surface take an 'A' heat critical. Surfaces need not be flat. Flames only reach 6 inches above the floor.
6. **Fan of Flame** – A sheet of fire is shot from the caster's hands spreading out in a fan shape. Fan is 1' at its base, 5' long, and 5' wide at its ending. All caught in the area of the fan take an attack on the Fireball table.
7. **Heat Arc** – As *Fire Arc* except the energy is invisible heat, causing only a shimmering to be seen as it strikes. This negates up to 20 of the target's defensive bonus from Quickness.
8. **Wall of Heat** – A wall of invisible heat (up to 10' x 10' x 6"). Anyone passing through takes an 'A' Heat critical. This wall is Very Hard (-20) to notice.
9. **Enveloping Flames** – Flames flare out from caster's body. All within 5' of caster take an attack on the Fireball Table.
10. **Fire Strike I** – Two 1' diameter balls are shot from palm of the caster. These can be targeted independently of each other (within range). When each ball strikes their target they explode in a 5' radius ball of fire. Results of each ball are determined on the Fireball Table.
11. **Heat Bolt** – A shimmering beam of heat hits target. Attack is resolved on the Fire Bolt Table. This negates up to 20 of the target's defensive bonus from Quickness.
12. **Cone of Fire I** – A cone of fire is shot from the caster's palm. Cone is 50' long and has a 5' R width at its full extent. Attack is resolved on the Fire Ball Table.
13. **Cube of Heat** – As *Wall of Heat*, except it creates a cube of flame (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or caught inside) the cube takes an 'A' Heat critical
14. **Heat Ball** – A shimmering 1" nearly invisible globe shoots from the caster's hand exploding in a Heat Ball. Upon reaching its target, it explodes to affect a 10' R area. Resolve attack on the Fire Ball Table.
15. **Fire Strike II** – As *Fire Strike I*, except balls have a 10' radius.
16. **Immolate** – All within 5' of caster take a 'B' Heat crit. Anyone touching gives a 'D' Heat critical. Caster must concentrate to maintain spell. Caster is also immune to flame (including Magical and High Elemental Material, but not True Elemental Material) while this spell is in effect.
17. **HeatCone I** – As *Cone of Fire I*, except cone is effectively invisible.
18. **Circle of Heat** – As *Wall of Heat*, except "wall" is 10' high and forms a 10'R circle (6" thick) with the caster at the center (the wall will not move with the caster). Wall is not visible.

FIRE SPECIALIST BASE LIST 5.9.1

FIERY WAYS

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Fire Touch	special	1 rnd/lvl	touch	E
2)	Cauterize	1 wound	P	touch	E
3)	Fire Arc	1 target	—	10'	E
4)	Invisible Fires	Next fire spell	3 rounds	self	U
5)	Flaming Floor	10' x 10'	1 rnd/lvl	100'	E
6)	Fan of Flame	1'x5' fan	—	self	E
7)	Heat Arc	1 target	—	10'	E
8)	Wall of Heat	10' x 10' x 1'	1rnd/lvl	100'	E
9)	Enveloping Flames	2' radius	—	self	E
10)	Fire Strike I	2 5' R Balls	—	50'	E
11)	Heat Bolt	1 target	—	100'	E
12)	Cone of Fire I	50' cone	—	self	E
13)	Cube of Heat	10' x 10' x 10'	1 rnd/lvl	10'	E
14)	Heat Ball	10' radius	—	100'	E
15)	Fire Strike II	2 10' R Balls	—	100'	E
16)	Immolate	5' radius	1 rnd/lvl	self	E
17)	Heat Cone I	50' cone	—	self	E
18)	Circle of Heat	10'R	1 rnd/lvl	self	E
19)	Cone of Fire II	100' cone	—	self	E
20)	Fire Strike III	3 x 10' R Balls	—	150'	E
25)	Heat Cone II	100' cone	—	self	E
30)	Fire Strike IV	4 x 10' R Balls	—	100'	E
50)	Ball of Fire	10' r	1 rnd/lvl	10'/lvl	E

19. **Cone of Fire II** – As *Cone of Fire I*, except cone is 100' long and has a 10' R width at its full extent.
20. **Fire Strike III** – As *Fire Strike II*, except three balls of fire are created.
25. **Heat Cone II** – As *Heat Cone I*, except cone is 100' long and has a 10'R width at its full extent.
30. **Fire Strike IV** – As *Fire Strike II*, except four balls of fire are created.
50. **Ball of Fire** – a 5'R ball of fire is created before the caster, this ball can be directed to move at 150'/round when the caster concentrates. Those struck by the ball take an attack on the Fireball table at +10.

SPECIAL NOTE

The heat spells (Heat Bolt, Heat Ball, etc.) are subtle when cast and it is Very Hard to perceive the source of the attack. Those who can see heat gradients are immune to the quickness penalties given by the heat spells.



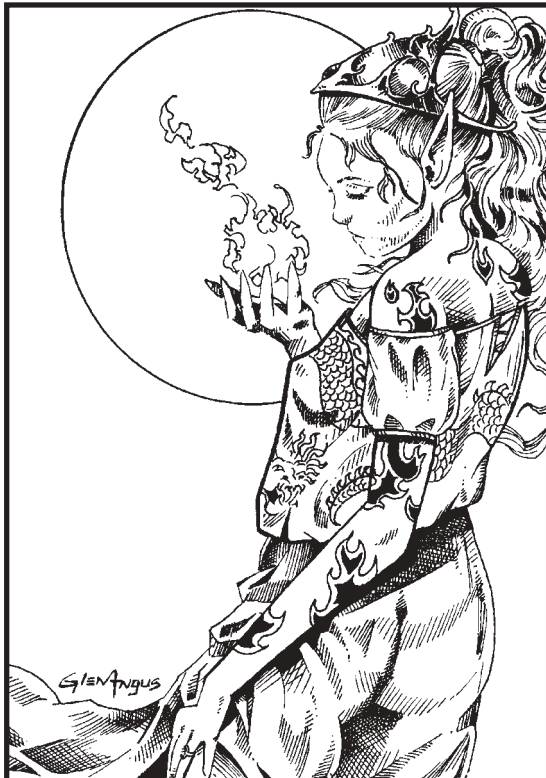
FIRE SPECIALIST BASE LIST 5.9.2

FLAME'S COURSE

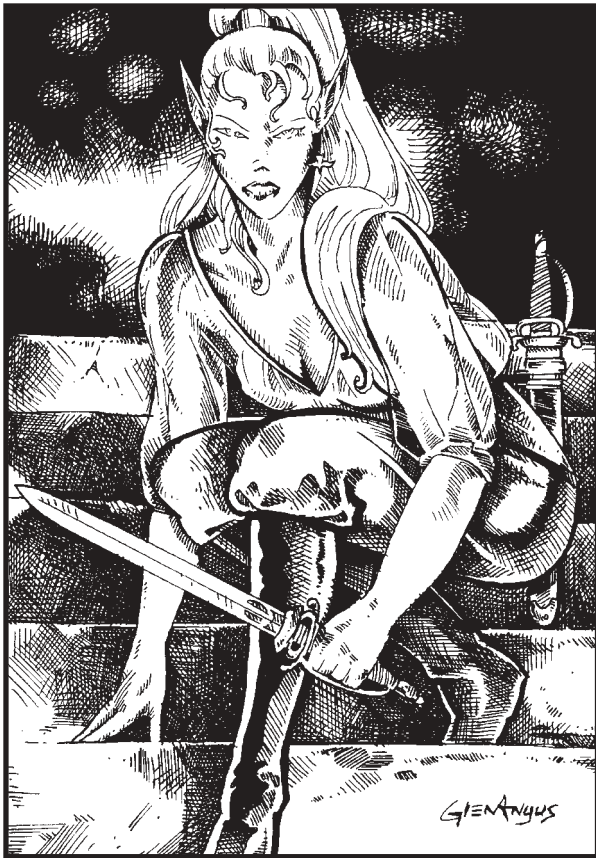
Lvl	Name	Area of Effect	Duration	Range	Type
1	Ignite	1' R/lvl	—	10'	E
2	Shelter Flame	5' R	10 min/lvl	10'	U
3	Conceal Smoke	5' R	10 min/lvl	10'	U
4	Extinguish Fire	10' R	—	10'	U
5	Efficient Fuel	5' R	24 hrs	10'	U
6	Protect Fire	10' R	10 min/lvl	20'	U
7	Flare-up I	10' R	—	100'	E
8	Hide Fire	10' R	1 rnd/lvl	100'	U
9	Heat Vision	1 target	10 min/lvl	10'	U
10	Create Fire I	5' R/lvl	5 rnds/lvl	10'	E
11	Corridor	3' x 20'	1 rnd/lvl	100'	U
12	Conceal Smoke II	15' R	10 min/lvl	30'	U
13	Suppress Fire	20' R	1 rnd/lvl	100'	U
14	Back Draft I	special	2rnds	100'	E
15	Create Fire II	10' R/lvl	10 rnds/lvl	10'	E
16	Flare-up II	20' R	—	100'	E
17	Shelter Fire	30' R	10 min/lvl	60'	U
18	Invisible Spectrum	1 target	1 min/lvl	10'	U
19	House Fire	10'x10'x10' struct	1 rnd/lvl	100'	E
20	Suppress Fire II	50' R	1 rnd/lvl	100'	U
25	Blow-out	10' R	—	100'	E
30	Reverse Fire	5' R	—	10'	U
50	Create Fire True	50' R/lvl	10 rnds/lvl	10'	E

FLAME'S COURSE

- Ignite** — Instantly lights a fire if sufficient fuel is available. Fire is limited to no more than 1' radius per level. Fire is as hard to put out as a fire that has been burning for an hour (i.e. a breeze or light rain will not put it out).



- Shelter Flame** — This spell protects fires in the radius from wind and rain, requiring 3 times the amount from either source to put out fire.
- Conceal Smoke** — Eliminates all smoke within the radius for the duration. Spell must be centered on an immobile point.
- Extinguish Fire** — All natural fires within the 10' radius of this spell are extinguished.
- Efficient Fuel** — Fires in the radius burn fuel more efficiently; fuel lasts five times as long. This spell must be centered on an immobile point.
- Protect Fire** — As *Shelter Flame*, except the radius is 10'.
- Flare-up I** — Causes target fire (of at least 2' R) to explode in a 10' R blast. All those in the area suffer an attack on the Fire Ball Table.
- Hide Fire** — All fires in the radius are invisible, in addition, no smoke nor light can be seen. Fire will still give off heat, those that can see heat spectrums will still see it. Fire source will visibly char and be consumed and will still ignite combustibles.
- Heat Vision** — Caster is able to see the difference in temperatures while concentrating and gains infravision.
- Create Fire I** — Caster creates a 3' high column of fire. The column then starts moving outward to become a circle of fire with a 6 inch thickness. Flames move at a rate of 1 foot per round. All combustibles in contact with the flames are ignited. Any being who comes in contact with the flames suffers an 'A' Heat critical.
- Corridor** — Caster causes a 3' wide corridor through a fire, clearing all flames, heat and smoke from the area. Anyone may walk through the corridor without being affected by the heat from the surrounding fire.
- Conceal Smoke II** — As *Conceal Smoke*, except it affects up to a 15' radius.
- Suppress Fire** — Fires in the area (up to 20' radius) are suppressed, causing the flames to vanish. Fire will not spread nor consume any additional material for the duration. Items that were on fire are still hot to the touch and have a 50% chance of delivering an 'A' heat critical for every round of contact. Fire will return when the duration expires or the spell is canceled.
- Back Draft I** — Causes target fire (up to 5' radius, but at least 1' radius) or less to stop burning for one round. The following round the fire explodes outward up to 3 times its original radius. Attack is resolved as a +25 Fireball.
- Create Fire II** — As *Create Fire I*, except for area of effect and duration.
- Flare-up II** — As *Flare Up I*, except radius of explosion is 20'.
- Shelter Fire** — As *Shelter Flame*, except radius is 30'.
- Invisible Spectrum** — Target's heat emanations blend with the environment; target cannot be seen by creatures with heat vision.
- House Fire** — Wood and other combustibles in an enclosed building or structure, smolder for a round then burst into flame; flames are intense and deliver an attack on the Fireball Attack Table each round.
- Suppress Fire II** — As *Suppress Fire I*, except area of effect
- Blow-out** — Caster causes a ball of fire to shoot from his palm. The ball then travels to a point designated by the caster, where it explodes with concussive force. Resolve attack on the Fireball Attack Table, delivering double damage and additional Impact criticals of equal severity. Fires in the area of effect are starved of oxygen and blown out.
- Reverse Fire** — Caster causes all damage/effects from natural fire in the radius (up to 5') to be reversed. All spells from this list qualify for being natural fire for the purposes of this spell. Wounds will be healed and wood repaired. However if someone dies, his soul will not be returned to him.
- Create Fire True** — As *Create Fire I*, except for the radius and duration. Additionally the fire travels at 5' per round.



5.10 ICE SPECIALIST BASE LISTS

COLD MASTERY

1. **Gauge Temperature** – Caster knows the exact temperature of the area within 10 feet.
2. **Numbing** – Targets limbs are numbed. Loss of feeling causes a penalty of -20 to all actions.
3. **Cold Arc** – An arc of cold is shot from the caster's palm. Resolve attack on the Cold Bolt Table. Assign a -5 penalty per foot of range, instead of normal range penalties.
4. **Reduce Temperature** – Temperature within the radius is reduced by up to one degree per level of the caster.
5. **Cold Bolt I** – A bolt of cold is shot from the caster's palm. Resolve attack on the Icebolt table delivering Cold criticals.
6. **Preservation** – Target object (within size limits) is freeze-dried. Target will stay well preserved if protected from the elements. Effects of this spell are up to the GM. This spell can be used to prevent further deterioration of dead bodies.
7. **Freeze I** – [RR Mod: +20] This awful spell attempts to completely freeze the target's body. If the target fails its RR by 1-10, they take an 'A' Cold critical; by 11-20, they take a 'B' Cold critical; by 21-30, they take a 'C' Cold critical; by 31-40, they take a 'D' Cold critical; by 41-74, they take a 'E' Cold critical. If they fail by more than 75 they are dead (frozen to a solid block).
8. **Frost Spell** – Cold is summoned to the area of effect. All moisture in the area is turned to frost. Plants that are in the area for more than 10 rounds suffer the effects of natural frost. Fog cannot exist in the area of this spell (turned to frost). The ambient temperature is reduced to 0° Fahrenheit in the area of effect.
9. **Cone of Cold I** – A cone of cold is shot from the caster's palm. Cone is 50' long and is 10' wide at its full extent. Attack is resolved on the Cold Bolt Table.
10. **Cold Bolt III** – As *Cold Bolt I*, except range is 300'.
11. **Freeze II** – As *Freeze I* except it affects two targets.

ICE SPECIALIST BASE LIST 5.10.1

COLD MASTERY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
1)	Gauge Temperature*	caster	C	self	U
2)	Numbing	1 target	1 rnd/5 failure	100'	F
3)	Cold Arc	1 target	—	10'	E
4)	Reduce Temperature*	5'R/lvl	10 min/lvl	10'	E
5)	Cold Bolt I	1 target	—	100'	E
6)	Preservation	5 cu' feet	varies	touch	U
7)	Freeze I	1 target	—	100'	F
8)	Frost Spell	1'R/lvl	1 min/lvl	10'	E
9)	Cone of Cold I	50' cone	—	self	E
10)	Cold Bolt III	1 target	—	300'	E
11)	Freeze II	2 targets	—	100'	F
12)	Hypothermia	1 target	10 min/lvl	10'	U
13)	Cold Weapon	1 weapon	1 min/lvl	10'	E
14)	Arctic Call	1 target	—	10'	E
15)	Cold Bolt V	1 target	—	500'	E
16)	Mass Numbing	1 tgt/lvl	1 rnd/5 failure	100'	F
17)	Cone of Cold II	100' cone	—	self	E
18)	Cold Aura	1 target	1 rnd/lvl	10'	E
19)	Freeze V	5 targets	—	100'	F
20)	Frost Bite	1 target	P	100'	F
25)	Cone of Cold III	150' cone	—	self	E
30)	Mass Hypothermia	1 tgt/lvl	10 min/lvl	10'	U
50)	True Freeze	1 target	—	100'	F

12. **Hypothermia** – Target is placed into a stabilized hypothermic state. All injuries that occur over a period of time are reduced to a point where they happen at 10 times the normal duration (i.e. if someone is to die in 12 rounds and this spell is cast on them, they will die in 120 rounds). Target is at -90 to all actions while in this hypothermic state.

13. **Cold Weapon** – Target weapon is surrounded by an aura of cold. All attacks delivered by the weapon deliver a Cold critical of equal severity to the normal critical.

14. **Arctic Call** – Multiple blasts of cold race from caster's palm towards target. First blast is resolved on the Firebolt Table delivering Cold criticals, the second is resolved on the Waterbolt Table delivering Cold criticals, and the third on the Shockbolt Table delivering Cold criticals. The caster's Directed Spells are used on all three attacks. All attacks occur in the same round.

15. **Cold Bolt V** – As *Cold Bolt I*, except range is 500'.

16. **Mass Numbing** – As *Numbing*, except it affects one target per level.

17. **Cone of Cold II** – As *Cone of Cold I*, except cone is 100' long by 10' wide at its full extent.

18. **Cold Aura** – Target is surrounded by swirling frost and cold. All within 5' of the target take an 'A' Cold critical. Anyone touching the target takes a 'C' Cold critical.

19. **Freeze V** – As *Freeze I*, except it affects five targets.

20. **Frost Bite** – Target's extremities are frostbitten if RR is failed. Target is at -5 and bleeds at 1 hit per round for every 5% failure.

25. **Cone of Cold III** – As *Cone of Cold I*, except cone is 150' long and 15' wide at its full extent.

30. **Mass Hypothermia** – As *Hypothermia*, except this affects one target per level.

50. **True Freeze** – [RR Mod: -20] Target's body is completely frozen; all cells burst from the damage. When thawed target is a gelatinous pulp. Target must have every part of his body healed if there is any hope to raise him from the dead.

ICE SPECIALIST BASE LIST 5.10.2

ICE MASTERY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
1	Ice Running	1 target	—	10'	U
2	Shape Ice	1'R/lvl	C	touch	U
3	Ice Patch I	1'R/lvl	1 min/lvl	10'	E
4	Ice Covering I	1 object	1 rnd/lvl	10'	E
5	Ice Sculpture	2' x 2' x 2'	10 min/lvl	touch	U
6	Ice Weapon	1 weapon	10 min/lvl	10'	U
7	Ice Bridge	10' x 5' bridge	10 min/lvl	100'	U
8	Ice Patch II	2'R/lvl	1 min/lvl	50'	E
9	Ice Cage	1 target	1 rnd/lvl	100'	F
10	Mass Ice Running	1 target/lvl	10 min/lvl	10'	U
11	Ice I	4" x 8" x 1'	1 day/lvl	touch	U
12	Avalanche I	15' x spec.	—	100'	E
13	Ice Weapon II	1 weapon	10 min/lvl	10'	U
14	Diverge Force*	varies	1 rnd/lvl	self	U
15	Ice Encasement	1 target	1 rnd/lvl	100'	F
16	Ice Cave	varies	1 hr/lvl	10'	U
17	Avalanche II	30' x spec.	—	150'	E
18	Ice II	4" x 8" x 1'	1 week/lvl	touch	U
19	Ice Patch IV	4'R/lvl	1 min/lvl	100'	E
20	Ice Encasement II	1 target	1 min/lvl	100'	F
25	Stop Avalanche	10' R/lvl	1 min/lvl	self	E
30	Avalanche True	40' x spec.	—	200'	E
50	True Ice	4" x 8" x 1'	1 year/lvl	touch	U

ICE MASTERY

- Ice Running** — Target may run on ice or snow as if on level ground, and may wield ice-covered objects without an increased chance of fumbling.
- Shape Ice** — As long as the caster concentrates he may sculpt ice as if it was the consistency of clay. Ice hardens to its natural state when the caster ceases concentrating. Ice will not melt from the heat of the caster's hands while this spell is in effect.
- Ice Patch I** — Creates a patch of thin ice on any solid or liquid surface. Ice will only support up to 5 pounds per caster level. Any attempts to move across the ice patch are a Sheer Folly maneuver (-50) due the slipperiness of the ice. Ice melts normally at the end of the spell's duration.
- Ice Covering I** — Target object is covered by a thin layer of ice. Effects of the ice vary, if cast on armor or clothes. The Defensive Bonus from Quickness is reduced by 20 due to the weight, however target would gain a +5 DB bonus from the ice. If cast on a weapon, the weapon becomes hard to wield and to grip. Anyone using the target weapon would do so at -15 and would fumble on rolls four higher than normal (i.e. a Broadsword would fumble on 01-07). Effects on other objects would be up to the GM.
- Ice Sculpture** — Caster can sculpt an item of ice to duplicate something within sight. Ice Sculpture is an exact duplicate and can perform the same tasks the original was intended for, through the duration of this spell (GM discretion). Example: Byron has been thrown in prison and while sitting in his cell he sees the guard's keys hanging in the hallway. Byron creates an Ice Sculpture of the keys and lets himself out of the cell after determining which key to use.
- Ice Weapon I** — Summons a weapon made up of ice. This weapon is considered to be +5 quality and has a fumble range 1 higher than listed. Weapon must be one that the caster has

seen before. Caster may develop Directed Spells to use any weapon created by this spell, or may use his regular weapon skill.

- Ice Bridge** — Summons a bridge made of ice up to 10' long by 5' wide. Movement across the bridge must be done cautiously and attempts to move at faster than a walk will require an Easy maneuver (+30) or the target will slide off the bridge. Modify the maneuver by -10 for every pace category over "walk" that the target is moving.
- Ice Patch II** — As *Ice Patch I* except for area of effect.
- Ice Cage** — Target is encased in a block of ice for the duration. Ice is porous so target can breathe. Any attempts to break through the Ice Cage are considered to be a Sheer Folly (-50) Strength maneuver. Cage takes 200 hits before target can be freed.
- Mass Ice Running** — As *Ice Running* except it affects one target per level.
- Ice I** — Caster creates a 4" x 8" x 1' block of High Elemental Ice. Ice is a constant 25° Fahrenheit and radiates cold around it. The temperature around the block is 1° warmer per foot of distance from the block depending on surrounding temperatures. Extended stays near the block will cause damage; resolve an 'A' cold critical at -20 for every 5 minutes that someone is within 5 ft of the block without protective gear on. Contact with the block may cause elemental corruption, as with any exposure to High Elemental Material.
- Avalanche I** — Caster causes a 15' wide section of snow packed mountain slope to crash down in an avalanche. Those in the path of the avalanche must make a Very Hard Quickness maneuver to escape the path of the avalanche. Those unlucky enough to be hit by it suffer a 'B' Impact critical and a 'C' Krush critical every round they are in the area of effect. Avalanche moves at 50ft/rnd gaining +5 ft/rnd of speed until it reaches 500 ft a round. The magical cause of the avalanche only lasts for 1 rnd per level of the caster. The after effects (i.e., a natural avalanche) are up to the GM.
- Ice Weapon II** — As *Ice Weapon I*, except the weapon is +10.
- Diverge Force** — Caster diverts the force of an avalanche around him. Area begins 1 foot in front of the caster extending as cone up to 10 feet behind the caster. The caster must face the downward force of the avalanche for this to take effect.
- Ice Encasement I** — As *Ice Cage* except ice is not porous. Targets failing their RR by 50 will die in 10 rounds, due to suffocation.
- Ice Cave** — Caster creates a up to a 5 foot tall dome of ice, up to 5 feet in radius. Walls are 1 foot thick and take 75 hits to break through. Temperatures within are a consistent 50°.
- Avalanche II** — As *Avalanche I*, except for area of effect and the magical force imbued into the avalanche. Anyone unfortunate enough to be in its path takes a 'C' Impact critical and a 'D' Krush critical each round.
- Ice II** — As *Ice I*, except for duration.
- Ice Patch IV** — As *Ice Patch I*, except for area of effect and range.
- Ice Encasement II** — As *Ice Encasement I*, except target is placed in suspended animation for the duration.
- Stop Avalanche** — All avalanches, moving snow, or ice in the area are halted. Attack spells made from ice or snow are at -50 if cast within the area of effect.
- Avalanche True** — As *Avalanche I*, except for area of effect and the magical force fed to the avalanche. Anyone unfortunate enough to be in the path of the avalanche suffers a 'D' Impact critical and an 'E' Krush critical each round.
- True Ice** — As *Ice I*, except for duration. Ever wonder how someone makes a fortress out of ice? This spell and Ice Wall combined make it an easy process.

5.11 LIGHT SPECIALIST BASE LISTS

DARK MASTERY

1. **Detect Shadows** – Detects any magically occurring shadows or darkness.
2. **Nightvision** – Target can see 100' on a normal night as if it were daylight. See of *Essence*, section 15.12.
3. **Wall of Darkness** – Creates a wall of absolute darkness (up to 10'x10'x1'). This wall prevents all light from passing through its surface; nothing can see through the wall and light-based attacks cannot penetrate.
4. **Deepen Shadows** – Frequency and depth of shadows increase for the duration. All stalk and hide attempts in the area are at +20 for the duration.
5. **Hide Shadow** – Target's shadow is no longer visible. This helps prevent detection while invisible giving another -20 modifier to detect through normal means (spells always work). Target gains a special +10 bonus to Stalking and Ambush while this spell is in effect.
6. **Invisibility I** – Everything within 1' radius of target is invisible as long as it stays within 1' of the original target and none of the termination conditions for the unseen spell occur.
7. **Sudden Dark I** – Causes a 10' R burst of intense dark. All those in the area of effect are stunned 1 round per 5% failure.
8. **Wall of Darkness True** – As *Wall of Darkness*, except duration is 1 round per level.
9. **Darkvision** – As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.
10. **Shadow Tell** – Natural shadows vibrate and change hue for the duration. This will confuse any shadow-based sneaking spell causing any bonuses from the spell to be negated. Also, within this area all Stalking and Hiding attempts are at -20.
11. **Invisibility II** – As *Invisibility I*, except the radius can vary up to 1' (chosen at the time of casting). This makes the invisible target harder to see.
14. **Mass Nightvision** – As *Nightvision*, except it affects one target per level.
15. **Light Vision** – Caster can see the flow of light and discern its various colors and spectrums. By concentrating caster can sift through magical and non-magical light. Illusions can be perceived and invisible creatures are discernable. It also gives a +25 to locate hidden objects
16. **Blanket of Shadow** – As *Deepen Shadow*, except the radius is 100'.
17. **Sudden Dark V** – As *Sudden Dark I*, except the radius is 50'.
18. **Shadow Spy** – Caster can transform his shadow into a shadow spy. A Shadow Spy will follow any moderately simple instructions the caster gives (e.g., follow that man, go to the center of town, look in the next room). It moves at a rate of 100' and cannot move through solid objects (though they can fit through small openings.) They cannot affect any solid object. If the Shadow Spy has not returned at the end of the spell's duration, it will begin traveling at the rate of 500' per round to return to the caster. When the Shadow Spy returns the caster sees everything that the Shadow Spy witnessed. While the caster is "relying" what the spy saw, he is in a trance-like state. As long as the caster's shadow is spying, he will have no mundane shadow.
19. **Shadow Servant** – As *Shadow Spy*, except that shadow may interact with the environment and has the following combat statistics: AT4; DB [half the caster's], Hits [half the caster's], Melee Attack [half the caster's best OB]. The shadow warrior can only be affected by magical attacks. If destroyed, the caster takes 50% of his remaining hits and the caster's shadow will not return for 1 week.

LIGHT SPECIALIST BASE LIST 5.11.1

DARK MASTERY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
□ 1)	Detect Shadows	100' R	1 rnd/lvl	self	U
□ 2)	Nightvision	1 target	10 min/lvl	10'	U
□ 3)	Wall of Darkness	10'x10'x2'	C	100'	E
□ 4)	Deepen Shadows	10' R	1 min/lvl	100'	E
□ 5)	Hide Shadow	1 target	10 min/lvl	100'	F
□ 6)	Invisibility I	1 target	24 hours	10'	E
□ 7)	Sudden Dark I	10' R	—	100'	F
□ 8)	Wall of Darkness True	10'x10'x2'	1 rnd./lvl.	100'	E
□ 9)	Darkvision	1 target	10 min/lvl	10'	U
□ 10)	Shadow Tell	10' R	1 rnd/lvl	self	U
□ 11)	Invisibility II	1 target	24 hours	10'	U
□ 12)					
□ 13)					
□ 14)	Mass Nightvision	1 tgt/lvl	10 min/lvl	10'	U
□ 15)	Light Vision	caster	1 min/lvl	self	U
□ 16)	Blanket of Shadows	100' R	1 min/lvl	100'	E
□ 17)	Sudden Dark V	50' R	—	100'	F
□ 18)	Shadow Spy	caster	10 min/lvl	self	E
□ 19)	Shadow Servant	caster	10 min/lvl	self	E
□ 20)	Shadow Mage	caster	10 min/lvl	self	E
□ 25)	Banish Shadow	1 target	varies	100'	F
□ 30)	True Night	100' r	1 rnd/lvl	touch	E
□ 50)	Invisibility True	1 target	24 hours	20'	E

20. **Shadow Mage** – As *Shadow Servant*, except the Shadow also has half of the caster's PP's (the PP's he has remaining after casting this spell). The Shadow can cast spells from any one list that the caster knows (the list is designated when the spell is cast.)

25. **Banish Shadow** – [RR Mod: -10] Target shadow (either a *Shadow creature* or *Shadow Spy*, *Shadow Servant*, or *Shadow Mage*) is banished to the elemental plane of Light, painfully ripping it from the target's body (if from a spell caster.) Shadow creatures that are banished this way may not return and may be slain (GM discretion.) A shadow from one of the spells on this list will be gone for 1 day per 10% failure. During that time the caster does not have a shadow and may not cast the *Shadow Spy*, *Shadow Servant*, or *Shadow Mage*, spells. Additionally, target loses 25% of their remaining hits and 25% of their remaining power points in addition to other penalties provided by the *Shadow* spell's description.

30. **True Night** – Caster creates an area of absolute darkness; all existing light sources are immediately extinguished (even Utterlight.) Any light sources that are introduced after the first round of the spell will not function, except Utterlight, which will have half of its normal radius.

50. **Invisibility True** – As *Invisibility I*, except if target attacks, they are visible for one round then they become invisible again.

SPECIAL NOTES

- 1) Shadows are a creation of Light, without light there would be no shadow. Darkness is merely the absence of Light; it is created by deflecting or absorbing Light.
- 2) Darkness is a sub-force of Light, as such spells that protect or counter Light also affect Darkness. Creatures immune to Light-based attacks are immune to Dark-based attacks as well.

ELEMENTAL
COMPANION



LIGHT SPECIALIST BASE LIST 5.11.2

LIGHT MASTERY



Lvl	Spell Name	Area of Effect	Duration	Range	Type
1)	Flare	10' R	1rnd/lvl	100'	E
2)	Blur	1 target	1min/lvl	touch	U
3)	Optic Protection	1 target	10 min/lvl	touch	U
4)	Dancing Lights	1 globe/lvl	1 rnd/lvl	100'	F
5)	Fantastic Lights	20' R	1 rnd/lvl	300'	E
6)	Lightning Arc	1 target	-	10'	E
7)	Blinding Flash	200' R	-	self	F
8)	Photonic Orb I	1 target	-	100'	F
9)	Fettered Bolt	1 target	-	100'	E(F)
10)	Optic Protection II	1 target	10 min/lvl	touch	U
11)	Fettered Arc True	1 target	-	10'	E(F)
12)	Mass Optic Protection	1 target/lvl	10 min/lvl	10'	U
13)	Light Burst	20' R	-	100'	F
14)	Photonic Orb II	2 targets	-	100'	F
15)	White Light	20' R	1 rnd/lvl	self	E
16)	Colours of Calming	10'r + special	1 rnd/lvl	self	F
17)	Lightning Discharge	10' R	-	self	E
18)	Optic Protection III	1 target	1 rnd/lvl	touch	U
19)	Colours of Discord	10' R + special	1 rnd/lvl	self	F
20)	Fettered Bolt True	1 target	-	100'	E(F)
25)	Mass Optic Protection II	1 tgt/lvl	10 min/lvl	10'	U
30)	Optic Protection True	1 target	10 min/lvl	touch	U
50)	Light Mastery	caster	1 rnd/lvl	self	varies

LIGHT MASTERY

- Flare** – A colored flare is shot from the caster's palm extending out 100'. Flare illuminates a 10' R surrounding itself. Flare falls at a rate of 10' per round. Color of light may be chosen by the caster at the time of casting.
- Blur** – Causes target to appear blurred to attackers. This subtracts 10 from all attacks.
- Optic Protection** – Target's eyes are protected by a transparent field. This gives a +25 bonus to visual attacks (i.e., blinding, stoning, sudden light/dark, etc.)
- Dancing Lights** – Caster creates up to 1 globe per level of twinkling, dancing lights; those viewing the lights must resist at +20 or stare in fascination at dazzling patterns.
- Fantastic Lights** – Creates a series of aerial light explosions (akin to fireworks) for up to 1 round per level of the caster.
- Lightning Arc** – An arc of lightning is shot from the caster's palm. Attack is resolved on the Lightning Bolt Table. Assign a -5 penalty per foot of range, instead of normal range penalties.
- Blinding Flash** – All within sight of caster are blinded for 1 rnd per 10% failure; caster is affected too but has a +25 to resist the effects of this spell.
- Photonic Orb** – An orb of coruscating light is shot at target. Target must resist or is blinded 1 round per 5% failure.
- Fettered Bolt** – A bolt of concentrated light is shot from caster's palm. Resolve attack on the Shock Bolt Table. If target takes at least a single concussion hit of damage then target must resist (no BAR) this spell or take an 'A' Electricity critical 1 round per 10% failure. Resistance rolls are modified by the critical attained on the Shock Bolt Table: no critical +50; 'A' critical +30; 'B' critical +10; 'C' critical +0.
- Optic Protection II** – As *Optic Protection I*, except target gains a +50 against visual attacks.

11. **Fettered Arc** – An arc of lighting shot at from caster's palm. Resolve attack on the Lightning Bolt Table. Assign a -5 penalty per foot of range, instead of normal range penalties. If target takes at least a single concussion hit of damage then target must resist (no BAR) this spell or take an 'A' Electricity critical for 1 round per 10% failure. Resistance rolls are modified by the critical attained on the Lightning Bolt Table: no critical +50; 'A' critical +30; 'B' critical +10; 'C' critical +0; 'D' critical -5; 'E' critical -10; 'F' critical -15; 'G' critical -20; 'H' critical -25; 'I' critical -30.

12. **Mass Optic Protection** – As *Optic Protection I*, except it affects 1 target per level of the caster.

13. **Light Burst** – [RR Mod: -10] Causes a 10'R burst of "white" light. All those in the area of effect are stunned 1 round and operate at -25 per 5% failure.

14. **Photonic Orb II** – As *Photonic Orb I*, except two orbs are created and are targeted separately.

15. **White Light** – Creates a blinding light from the caster with a radius of up to 20 feet. Light is blinding, making vision impossible unless protected (-90 to moving maneuvers). Optic protection spells use their bonus to counter the blinding effect.

16. **Colors of Calming** – Caster creates a shimmer pattern of light around himself. All within area must make a resistance roll or can take no offensive actions, but may act in defense. Caster is affected by this spell but has a special +25 to resist the effects. Additionally those outside the radius of the spell can be affected, but gain a +1 bonus to their resistance roll for every foot of distance they are from the spell's area of effect.

17. **Lightning Discharge** – Caster discharges lightning to all within 10' radius of caster. Resolve attack as a +50 Lightning Bolt with a special modifier of -5 for every foot they are distanced from the caster (ignore the normal range bonuses).

18. **Optic Protection III** – As *Optic Protection I*, except it provides a +75 against visual attacks.

19. **Colors of Discord** – As *Colors of Calming*, except that caster creates a vibrating mass of colors that are discordant with one another. All viewing the spell must make an RR every round or suffer the following effects: 0-10 Act with a -20 to actions, 11-20 Can only parry or do defensive actions, 21-30 Stunned for that round, 31-40 Stunned with a -20 to actions, 41+ Stunned and unable to Parry.

20. **Fettered Bolt True** – As *Fettered Arc*, except attack is a bolt instead of an arc.

25. **Mass Optic Protection II** – As *Optic Protection II*, except it affects 1 target per level of the caster.

30. **Optic Protection True** – Target is made immune to all visual attacks.

50. **Light Mastery** – Caster can use one spell from this list per round for the duration.

SPECIAL NOTES

- Fettered spells attempt to bind electrical energy into the target in addition to the raw attack.
- Blind creatures are unaffected by any of the Force spells from this list except the *Fettered* spells.
- All spells with a *self* specification are centered on the caster. Caster is affected by his own spells but gains a +25 to resist them. Most casters use the Optic Protection spells before casting some of these spells.
- Resistance Rolls against the color spells improve the further from them you are. This is because the color patterns become less distinct the further away you get.
- Optic Protection spells are cumulative with Light Protection spells when dealing with visual attacks from this list.

5.12 WATER SPECIALIST BASE LISTS

WATER MASTERY

1. **Cleanse Water** – Destroys any contaminants and dissolved material in target water making it drinkable. This does not prevent the water from being contaminated later.
2. **Water lungs** – Target can breathe water, but not air, for the duration of this spell.
3. **Wave I** – Causes a wave of water to move away from the caster across the surface of a body of water. The wave is large enough to capsize small boats (i.e., a canoe or small row boat) and give swimmers a -50 to their Swimming maneuvers.
4. **Water Master I** – Caster is able to control all water within 1' of caster. If in a body of water caster can specify his level of buoyancy (can float or sink like a proverbial rock.) Movement in water is double normal and penalties for other actions are halved.
5. **Water Vision** – Target can see up to 100' even in murky water.
6. **Increase/Decrease Volume I** – One small body of water has its water volume increased. The effective water level rises or decreases by three inches, one day per level of the caster. Medium bodies of water have their level increased by one inch. These spells are cumulative.
7. **Sink** – Target must resist or be constantly pulled under by surrounding water (humanoid.) Target must make a Very Hard Swimming maneuver to stay above water. Note: it will take all the swimmers effort to stay afloat. Movement in any direction other than up or down is incidental (GM discretion.)
8. **Fog Vision** – Target can see up to 300' in heavy fog.
9. **Redirect Stream/Current I** – Caster opens a portal in a nearby stream (within 100' of caster) or current, and redirects its flow to any point within range. Generally used to put out fires however the caster may direct it at a target each round to deliver an 'A' unbalancing critical. A Very Hard Agility maneuver can avoid the stream of water.
10. **Counter Pressure** – Counters the pressures of deep water. Target does not suffer any ill effects from deep water for the duration (i.e. their body won't be crushed by the pressure).
11. **Favorable Current I** – The area of effect for this spell is the water immediately surrounding any vessel targeted by this spell. For the duration of this spell, the speed of small boats can be increased by 75' per round, medium boats by 50' per round, and large boats by 25' per round.
12. **Wave III** – As *Wave I*, except it is large enough to upset large boats and gives swimmers a -100 to Swimming maneuvers.
13. **Fog Form** – Fog clings to target making them harder to see and attack if they are surrounded by fog or mist, giving opponents an additional -50 to attack and detect them.
14. **Thick Fog** – Creates super-dense fog within up to 10'R per level of the caster; this modifies the effects/limitations provided by fog 50%.
15. **Generate Fog** – Creates dense fog within up to 10'R per level of the caster each round for the duration of the spell. Fog that is blown away or destroyed is replaced the following round.
16. **Mass Fog Vision** – As *Fog Vision*, except it affects one target per level of the caster.
17. **Increase/Decrease Volume II** – As *Increase/Decrease Volume I*, except a small body of water has its water level raised by one foot. A medium body of water by 4 inches and large body of water has its water level (volume) increased by an inch.
18. **Dam** – Caster causes water to bond together and form a dam of up to 25' square feet per level (in any combination of length

WATER SPECIALIST BASE LIST 5.12.1

WATER MASTERY

Lvl	Name	Area of Effect	Duration	Range	Type
□ 1)	Cleanse Water	1 cu'/lvl	P	10'	U
□ 2)	Water lungs	1 target	10 min/lvl	10'	U
□ 3)	Wave I	10' R/lvl	—	10'	F
□ 4)	Water Master I	caster	10 min/lvl	self	U
□ 5)	Water Vision	1 target	10 min/lvl	10'	U
□ 6)	Increase/Decrease Volume I	special	1 day/lvl	100'	E
□ 7)	Sink	1 target	1 rnd/5% failure	100'	F
□ 8)	Fog Vision	1 target	10 min/lvl	10'	U
□ 9)	Redirect Stream/Current I	2' radius	1 min/lvl	10'/lvl	E
□ 10)	Counter Pressure	1 target	10 min/lvl	10'	U
□ 11)	Favorable Current I	1 vessel	10 min/lvl	100'	U
□ 12)	Wave III	10' R/lvl	—	10'	F
□ 13)	Fog Form	1 target	1 rnd/lvl	Touch	E
□ 14)	Thick Fog	10' R/lvl	P	10'/lvl	E
□ 15)	Generate Fog	10' R/lvl	10 min/lvl (P)	10'/lvl	E
□ 16)	Mass Fog Vision	1 tgt./lvl	10 min/lvl	10'	U
□ 17)	Increase/Decrease Vol. II	special	1 day/lvl	100'	E
□ 18)	Dam	25' sq./lvl	10 min/lvl	100'	E
□ 19)	Favorable Current II	1 vessel	1 hr/lvl	100'	U
□ 20)	Water Blast	1 target	—	100'	E
□ 25)	Mass Fog Form	1 tgt./lvl	10 min/lvl	10'	U
□ 30)	Rough Sea	1 mile R/lvl	10 minutes/lvl	1 mile	E
□ 50)	Flood	1 mileR /lvl	10 minutes/lvl	1 mile/lvl	E

and width). For the duration of the spell, flowing water will build up against the dam or flood around it as dictated by natural forces.

19. **Favorable Current II** – As *Favorable Current I*, except for duration.
20. **Water Blast** – Caster forms a portal in the palm of his hand to a water source that he is familiar with. The caster then forces water through the portal at a very high rate of speed. Resolve attack on the Water Bolt Table, delivering four times the normal damage. Also, the target is knocked back a number of feet equal to the amount of damage received. For every 10 feet moved roll an 'A' Unbalancing critical.
25. **Mass Fog Form** – As *Fog Form*, except it affects one target per level of the caster.
30. **Rough Sea** – Causes waves to swell in area of effect. Waves will generally capsize smaller vessels and will cause larger ones to pitch. Sailors on board must make a Medium MM each round or be swept off the deck. Sailors tied to deck or up in masts are unaffected (GM discretion), but must make a Medium Agility maneuver each round to stay on their feet.
50. **Flood** – Causes all water sources within area to raise up 3 ft; if this exceeds the "banks" of the water body, then there is a flood Effect should be determined by the GM.

SPECIAL NOTES

- 1) Suggested water body sizes (GM discretion):
 Small: Stream, Creek, Pond
 Medium: River, Small Lake
 Large: Medium to large Lake, Small Sea, or Cove
 Huge: Sea, Gulf, etc.

WATER SPECIALIST BASE LIST 5.12.2

WATERY WAYS

Lvl	Name	Area of Effect	Duration	Range	Type
1	Steam	1' radius	1 rnd/lvl	5'	E
2	Water Door	1 target	—	10'	U
3	Listening	special	1 min/lvl	1 mile/lvl	U
4	Aquatic Presence	5' radius/lvl	C	self	U
5	Vessel Door I	varies	—	10'	U
6	Filter Sounds	caster	1 min/lvl	self	U
7	Water Gate I	1 target	—	10'	U
8	Vision	special	1 rnd/lvl	1 mile/lvl	U
9	Steam Wall	10'x10'x1'	C	100'	E
10	Steam Bolt	1 target	—	100'	E
11	Hold Craft I	1 vessel	C	10'/lvl	F
12	Cube of Steam	10' x 10' x 10'	1 rnd/lvl	10'	E
13	Water Gate II	1 vessel	—	10'	U
14	Vessel Door II	special	—	10'	U
15	Hold Craft II	1 vessel	C	100'	F
16	Desiccation	1 target	—	100'	F
17	Cone of Steam	50' cone	—	self	E
18	Upsurge	1 vessel	—	100'	E
19	Vessel Door III	1 vessel	—	10'	U
20	Water Gate III	1 vessel	—	10'	U
25	Hold Craft III	1 vessel	C	10'	F
30	Water Gate IV	1 vessel	—	10'	U
50	Water Gate True	varies	C	10'	U

WATERY WAYS

- Steam** — Creates a small area of steam. Contact with steam will cause an 'A' heat critical. Generally used to cook crustaceans and sterilize goods.
- Water Door** — Target in a body of water is transported up to 10' per level of the caster, within that body of water. Water must be at least 6" deep at both locations. This spell fails if the target is not in sufficient water. If destination isn't deep enough, target is transported to the closest point to the destination, within the body of water.
- Listening** — Caster can move his Hearing sense up and down one body of water, within range of the spell. Point of hearing is 6 inches above the water.
- Aquatic Presence** — Caster is aware of all creatures/beings within one body of water as long as they are in range of this spell. Approximate location is known as well. (Fishermen pay handsomely for this spell).
- Vessel Door I** — One small wooden vessel (canoe, rowboat, etc.) and all of its contents/passengers are moved up to 10' per level of the caster, within the same body of water.
- Filter sounds** — Allows caster to completely ignore sounds of natural water (e.g., like lapping waves, but not splashing by creatures or oars in the water). Very useful for the Listening spell.
- Water Gate I** — A small portal is opened in the body of water (half of it is above water and half is below). When designated

target moves into the portal, the target is instantly transported to any point in the same body of water. Area to which transported must have been seen by the caster either through the Vision spell or in person. The following chance of failure exist: Never seen place (but has had it described)=50%; Been briefly (one hour or less)=25%; Studied (been in for 24 hours) = 1%; Lived in (for at least one year) = .01%. In case of failure, first determine the direction of error (randomly, for all directions including up and down). Then determine the amount of the error by making an open-ended d100 roll, the amount of which is the number of feet the target is moved.

- Vision** — Caster can move his point of visual perception to any point in one body of water that is in range. Point of vision is 6 inches above the water.
- Steam Wall** — Caster summons a wall of super-heated water and vapor (up to 10' x 10'). Attacks through wall are reduced by 60% and movement through wall delivers an 'A' heat critical.
- Steam Bolt** — A bolt of super heated water and vapor is shot from the caster's palm. Attacks on Steam Bolt Table delivering Heat criticals and secondary Impact criticals.
- Hold Craft** — Causes water to harden around a target vessel, resisting movement. A small vessel is held and cannot move while the caster concentrates. Medium vessels move at -50 ft per round. Large vessels move -25 feet per round.
- Cube of Steam** — As *Wall of Steam*, except it creates a cube of steam (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or caught inside) the cube takes an 'A' Heat critical; attacks through the steam are at a -20.
- Water Gate II** — As *Water Gate I*, except that a small vessel is transported (with all its contents.)
- Vessel Door II** — As *Vessel Door I*, except it can affect up to a medium sized vessel.
- Hold Craft II** — As *Hold Craft I*, except medium vessels are held and large vessels have their movement rate reduced by 50 ft per round.
- Desiccation** — Caster tries to remove water content from the target. If the target fails to resist, they are at -10 to all their actions and stunned 1 rnd per 10 failure. Penalties last until healed. Targets that reach a penalty of 150 become dried-out husks and are quite dead.
- Cone of Steam** — A cone of super-heated steam is shot from the caster's palm. The cone is 50' long and is 10' wide at its full extent. Attack is resolved on the Fire Ball Table.
- Upsurge** — Caster causes current beneath the target boat to surge upward, knocking the ship up and down. Attacks this round, from anyone on the ship, are at -50.
- Vessel Door III** — As *Vessel Door I*, except it can affect up to large sized vessels.
- Water Gate III** — As *Water Gate II*, except that up to medium-sized vessels may be transported.
- Hold Craft III** — As *Hold Craft I*, except up to large vessels are held and cannot move.
- Water Gate IV** — As *Water Gate I*, except that up to large vessels may be transported.
- Mass Water Gate** — As *Water Gate IV*, except a number of vessels equal to one quarter of caster's level may be transported.

5.13 ELEMENTAL PRIEST BASE LISTS

ELEMENTAL CHANNELS

1. **Elemental Water** – Caster Channels his deity's energy into a small amount of water, contaminating it with elemental material. Targets in contact with the water will take an 'A' critical of the appropriate type (Impact if they infuse it with Elemental Water). If splashed on a target, make a d100 roll with the following results: 1-25: A critical at -50; 26-50: A critical at -20; 51+ A critical.
3. **Elemental Channel I** – [RR Mod: -10] Caster points his hand at target and a blast of raw power from the caster's Deity flows forth. Target struck by beam must resist or have part of itself turn into Elemental Material. Exposure is such that the target receives an 'A' critical of the appropriate type if he fails his Resistance Roll.
4. **Channels I** – When this spell is cast, the first level spell that the caster begins to cast the next round will be "channeled" to another spell user of the Channeling realm or another spell user who has specialized in the same element as the caster. The "channeled" spell is transmitted to the other spell user when it would normally take effect, and must be used by the receiving spell user immediately (i.e., the receiving spell user is now treated as the caster of the spell.) All normal restrictions apply to the transmitted spell. The caster of the *Channels* spell must be able to see the receiver of the spell or know exactly where he is (direction and distance, or specified location). The receiver must know exactly when the spell is coming (though he need not know exactly what spell is coming). For example, if an Elemental Priest was at a certain altar at midnight on a full moon ready to receive a spell, then another spell user who knew this could use *Channels* to send him a spell.
5. **Stunning** – Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a Deity or Lord). The target of the spell is stunned.
6. **Elemental Channel II** – [RR Mod: -10] As *Elemental Channel I*, except the target receives a 'B' critical of the appropriate type.
7. **Channels III** – As *Channels I*, except up to a third level spell may be transmitted.
9. **Sleep** – Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his power source (usually a deity.) The target of the spell falls into a deep sleep. The first minute of this sleep is magical (and the target cannot be awakened in any normal fashion.) After the first minute, the target may be awakened normally (though his deep sleep will prevent him from waking on his own until he has slept a full eight hours.)
10. **Elemental Channel III** – [RR Mod: -10] As *Elemental Channel I*, except the target receives a 'C' critical of the appropriate type.
11. **Channels V** – As *Channels I*, except up to a fifth level spell may be transmitted.
14. **Elemental Channel IV** – [RR Mod: -10] As *Elemental Channel I*, except the target receives a 'D' critical of the appropriate type.
15. **Channel VIII** – As *Channels I*, except up to a eighth level spell may be transmitted.
18. **Elemental Channel V** – [RR Mod: -10] As *Elemental Channel I* except target receives an 'E' critical of the appropriate type.
19. **Channels X** – As *Channels I*, except up to a tenth level spell may be transmitted.

ELEMENTAL PRIEST BASE LIST 5.13.1

ELEMENTAL CHANNELS

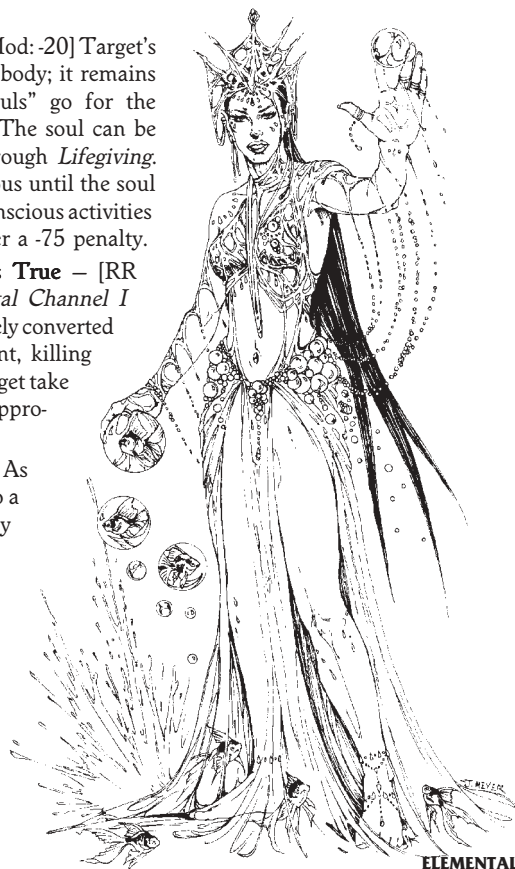
Lvl	Spell Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Elemental Water	8oz Water	P	Touch	U
<input type="checkbox"/> 2)					
<input type="checkbox"/> 3)	Elemental Channel I*	1 target	—	50'	F
<input type="checkbox"/> 4)	Channels I*	1 spell	—	varies	U
<input type="checkbox"/> 5)	Stunning*	1 target	—	50'	F
<input type="checkbox"/> 6)	Elemental Channel II*	1 target	—	50'	F
<input type="checkbox"/> 7)	Channels III*	1 spell	—	50'	U
<input type="checkbox"/> 8)					
<input type="checkbox"/> 9)	Sleep*	1 target	—	50'	F
<input type="checkbox"/> 10)	Elemental Channel III*	1 target	—	50'	F
<input type="checkbox"/> 11)	Channels V*	1 spell	—	varies	U
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)					
<input type="checkbox"/> 14)	Elemental Channel IV*	1 target	—	50'	F
<input type="checkbox"/> 15)	Channel VIII*	1 spell	—	varies	U
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)					
<input type="checkbox"/> 18)	Elemental Channel V*	1 target	—	50'	F
<input type="checkbox"/> 19)	Channel X*				
<input type="checkbox"/> 20)	Absolutions*	1 target	—	50'	F
<input type="checkbox"/> 25)	Elem. Channels True*	1 target	50'	F	
<input type="checkbox"/> 30)	Lord Channels*	1 spell	—	varies	U
<input type="checkbox"/> 50)	Deific Gate	special	special	self	U

20. **Absolutions** – [RR Mod: -20] Target's "soul" is torn from his body; it remains in whatever place "souls" go for the duration of the spell. The soul can be returned early only through *Lifegiving*. The target is unconscious until the soul is restored. Even subconscious activities (i.e., healing, etc.) suffer a -75 penalty.

25. **Elemental Channels True** – [RR Mod: -10] As *Elemental Channel I* except target is completely converted into the caster's element, killing him. All within 5' of target take an 'A' critical of the appropriate type.

30. **Lord Channels** – As *Channels I*, except up to a twentieth level spell may be transmitted.

50. **Deific Gate** – Opens a direct channel to the caster's deity; results depend on the deity's personality, motives, and powers. Any spell the deity can cast may be transmitted through the gate.



ELEMENTAL PRIEST BASE LIST 5.13.2

ELEMENTAL COMBAT ENHANCEMENTS

Lvl	Spell Name	Area of Effect	Duration	Range	Type
1	Battle Awareness	1 target	1 rnd/lvl	10'	U
2	Shield*	1 target	1 rnd/lvl	10'	U
3	Reactions	1 target	1 rnd/lvl	10'	U
4	Blur	1 target	1 min/lvl	10'	U
5	Aggression I	1 target	1 rnd/lvl	10'	U
6	Speed I*	1 target	1 rnd	10'	U
7	Quickness I	1 target	1 rnd/lvl	10'	U
8	Peripheral Vision	1 target	1 rnd/lvl	10'	U
9	Haste I*	1 target	1 rnd	10'	U
10	Strength I	1 target	1 rnd/lvl	10'	U
11	Speed IV*	1 target	2 rounds	10'	U
12	Aggression II	1 target	1 rnd/lvl	10'	U
13	Intensify I	1 target	1 rnd/lvl	10'	U
14	Haste III*	1 target	2 rounds	10'	U
15	Quickness II	1 target	1 rnd/lvl	10'	U
16	Mass Enhancement I	1 target/lvl	1 rnd/lvl	10'	U
17	Haste V*	1 target	3 rounds	10'	U
18	Aggression III	1 target	1 rnd/lvl	10'	U
19	Empower	1 target	1 rnd/lvl	10'	U
20	Quickness III	1 target	1 rnd/lvl	10'	U
25	Long Enhancement	1 target	10 min/lvl	10'	U
30	Mass Enhancement II	1 target/lvl	1 rnd/lvl	10'	U
50	True Enhancement	1 target	10 min/lvl	10'	U

among 1 to 4 targets (in any combination.)

12. **Aggression II** – As *Aggression I*, except bonus is +20.

13. **Intensify I** – Target Elemental's energy is intensified. All attacks deal double damage, including breath weapons but not spells. If this spell is cast on a non-elemental, then only breath weapons would be affected. For example, if this was cast on a Zephyr Hound, its breath weapon would do double damage but its melee attacks would remain unaffected.

14. **Haste III** – As *Haste I*, except the duration is 3 rounds, split among 1 to 3 targets (in any combination.)

15. **Quickness II** – As *Quickness I*, except the bonus is +20.

16. **Mass Enhancement I** – Allows the next spell cast from this list, that is 7th level or lower, to affect one target per level of the caster.

17. **Haste V** – As *Haste I*, except duration is 5 rounds, split among 1 to 5 targets (in any combination.)

18. **Aggression III** – As *Aggression I*, except the bonus is +30.

19. **Empower** – All of the target's attacks deal double-damage, even breath weapons. Spells remain unaffected.

20. **Quickness III** – As *Quickness II*, except the bonus is +30.

25. **Long Enhancement** – Allows the next spell cast from this list to last ten minutes per level of the caster.

30. **Mass Enhancement II** – As *Mass Enhancement I*, except it will work with any spell on this list 20th level or lower.

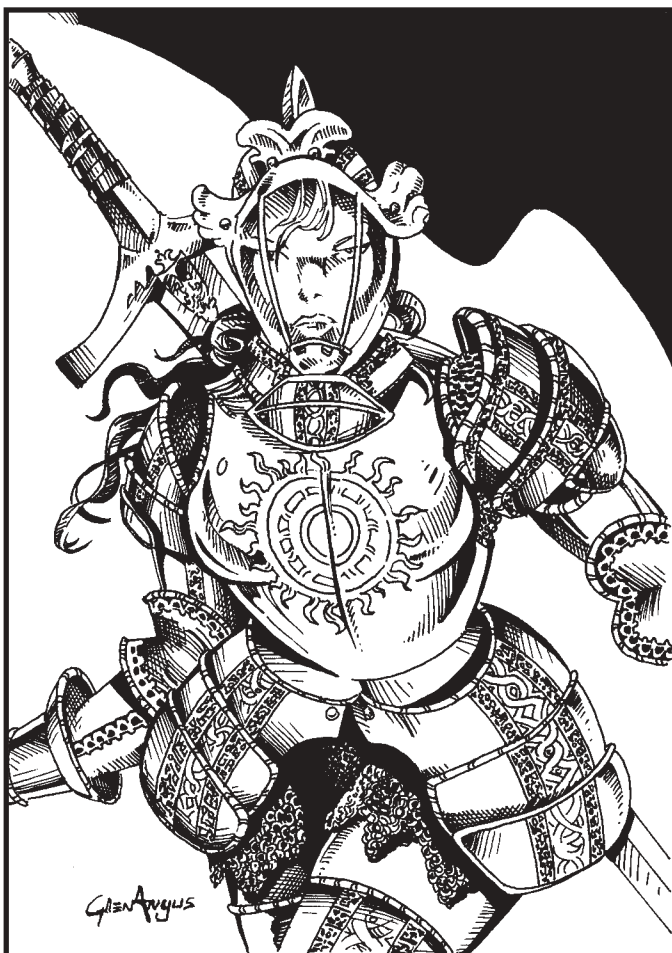
50. **True Enhancement** – Target is under the effects of *Battle Awareness*, *Reactions I*, *Peripheral Vision*, *Aggression III*, *Quickness III*, and *Empower* for the duration.

SPECIAL NOTES

1) These spells can be used on any being that has a number of corruption points, in the caster's element, equal to twice the level of the spell. Otherwise the spell fails.

ELEMENTAL COMBAT ENHANCEMENTS

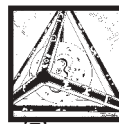
- Battle Awareness** – Target gains +25 to his Battle Awareness checks.
- Shield*** – Caster creates an invisible force shield in front of the target. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.) Except it does not occupy a hand. This spell cannot be combined with a real shield.
- Reactions** – Targets gain better insight into the future. Targets gain +3 to their initiative rolls.
- Blur** – Causes target to appear blurred to attackers. This subtracts 10 from all attacks.
- Aggression I** – Target's level of aggression is increased beyond normal. Attacks that are made while under the effects of this spell are at +10.
- Speed I** – Target may act at twice their normal rate (i.e., 200% activity per round), but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50%) per round. See *Of Essence* for more details.
- Quickness I** – Target is faster and more fluid for the duration. The target's Defensive Bonus increases by 10 for all attacks of which that target is aware.
- Peripheral Vision** – Target's peripheral vision is enhanced. Foes attacking target do not get any bonuses for flanking and only a +5 for attacking from the rear.
- Haste I** – Target may act at twice his normal rate (i.e. 200% activity). See *Of Essence* for more details.
- Strength I** – Target's strength increases for the duration, allowing target to deliver double damage with his melee attacks. This spell does not work on creatures that have their entire make-up from one of the elements (i.e., elementals).
- Speed IV** – As *Speed I*, except duration is 4 rounds split





ELEMENTAL GATE MASTERY

1. **Familiar** – The caster can attune himself to a small elemental (of animal intelligence) to serve as his familiar. Creature can be no more than 10% of the caster's own mass and the caster must cast this spell on the creature once per day for 1 week (concentrating on it two hours per day.) The caster must then choose one of two options: the caster can then control the familiar and view the world through its senses by concentrating on it (though the familiar must be within 50' per level). Alternatively, creature can act as a +1 spell adder to the caster gaining a +1 for every 10 levels of the caster. If the first option is chosen then if the creature is killed, the caster will have a -25 modification to all actions for 2 weeks. If the second option is chosen, then the caster will be at half power points for 2 weeks.
5. **Control Elemental I** – Allows caster total control of a Type I Elemental. When caster stops concentrating the elemental will either return to its normal plane of existence or attack the summoner (equal chance of either.) Alternatively, instead of controlling the elemental, the caster can force it to flee for 1 round per level of the caster. Option must be chosen at the time of casting.
7. **Elemental Gate I** – Allows the caster to open a gate to the elemental plane of his choice. Gate forms over the course of three rounds. After gate forms an elemental will come through the gate and will stay for three rounds. If the elemental is not controlled or mastered within three rounds, the elemental will return through the gate or will attack the summoner (equal chance of either). Gate is attuned to drawing in the weakest of elementals (Type I), however it won't prevent a stronger one from coming through. Roll randomly to determine the type of elemental that comes through the gate: 01-75, Type I Elemental; 76-90, Type II Elemental; 91-100, Type III Elemental.
8. **Master Elemental I** – As *Control Elemental I*, except caster need not concentrate to control the elemental. The elemental will remain and obey the caster until the caster is killed, the elemental is outside the range limit, or the elemental is killed. If the elemental is ever freed from this bond, it will either return to its normal plane of existence or attack the summoner (equal chance of either).
9. **Control Elemental II** – As *Control Elemental I*, except it affects Type I or Type II Elementals.
10. **Elemental Communication** – For the duration caster can speak to elementals of one Elemental Source (Fire, Water, Earth, etc.). Caster must choose the type of elemental at the time of casting. Casting of this spell does not ensure that the elemental is friendly, just that the caster can speak to him.
13. **Master Elemental II** – As *Master Elemental I*, except it affects Type I or Type II Elementals.
14. **Elemental Gate II** – As *Elemental Gate I*, except gate is attuned to pulling in Type II Elementals, however it won't prevent a



ELEMENTAL PRIEST BASE LIST 5.13.3

ELEMENTAL GATE MASTERY



Lvl	Spell Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Familiar	1 Type I elemental	P	touch	U
<input type="checkbox"/> 2)					
<input type="checkbox"/> 3)					
<input type="checkbox"/> 4)					
<input type="checkbox"/> 5)	Control Elemental I*	1 target	C	10'/lvl	F
<input type="checkbox"/> 6)					
<input type="checkbox"/> 7)	Elemental Gate I	1 target	varies	10'	E
<input type="checkbox"/> 8)	Master Elemental I*	1 target	varies	5'/lvl	F
<input type="checkbox"/> 9)	Control Elemental II*	1 target	C	10'/lvl	F
<input type="checkbox"/> 10)	Elemental Communication	caster	1 min/lvl	self	U
<input type="checkbox"/> 11)					
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)	Master Elemental II*	1 target	varies	5'/lvl	F
<input type="checkbox"/> 14)	Elemental Gate II	1 target	varies	10'	E
<input type="checkbox"/> 15)	Control Elemental III*	1 target	C	10'/lvl	F
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)					
<input type="checkbox"/> 18)	Control Elemental IV*	1 target	C	10'/lvl	F
<input type="checkbox"/> 19)					
<input type="checkbox"/> 20)	Master Elemental III*	1 target	varies	5'/lvl	F
<input type="checkbox"/> 25)	Elemental Gate III	1 target	varies	10'	E
<input type="checkbox"/> 30)	Master Elemental True*	1 target	varies	5'/lvl	F
<input type="checkbox"/> 50)	Elemental Gate True	1 target	varies	10'	E

weaker or stronger elemental from coming through the gate. Roll randomly to determine the type of elemental that comes through the gate: 01-05, Type I Elemental; 06-75, Type II Elemental; 76-90, Type III Elemental; 91-100, Type IV Elemental.

15. **Control Elemental III** – As *Control Type I*, except it affects Type I, II, or III Elementals.
18. **Control Elemental IV** – As *Control Type I*, except it affects Type I, II, III, or IV Elementals.
20. **Master Elemental III** – As *Master Type I*, except it affects Type I, II or III Elementals.
25. **Elemental Gate III** – As *Elemental Gate I*, except gate is attuned to pulling in Type III Elementals, however it won't prevent a weaker or stronger elemental from coming through the gate. Roll randomly to determine the type of elemental that comes through the gate: 01-05, Type I Elemental; 06-10, Type II Elemental; 11-75, Type III Elemental; 76-90, Type IV Elemental; 91-100, Type V Elemental.
30. **Master Elemental True** – As *Master Type I*, except it affects Type I - IV Elementals. If cast on a Type V Elemental, effect only lasts 1 hour per level.
50. **Elemental Gate True** – As *Elemental Gate I*, except caster can specify type of Elemental (I-V) and the specific elemental summoned. GM's may allow Priests to summon Avatars of their Deity with this spell, though the caster must be in very good graces with his Deity to do so.

SPECIAL NOTES

- 1) A spell caster may only have as many levels of mastered creatures as the caster has levels. Only half of these can be elementals from an element other than the caster's.
- 2) Elementals summoned by this list are made of High Elemental Material; i.e., their attacks can cause corruption unlike those of standard summoned elementals which are made out of magical elements.

ELEMENTAL
COMPANION



ELEMENTAL PRIEST BASE LIST 5.13.4

ELEMENTAL HEALING



Lvl	Spell Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Heal Elemental I	1 target	P	touch	U
<input type="checkbox"/> 2)	Elemental Flowstop II	1 target	P	touch	U
<input type="checkbox"/> 3)	Minor Elem. Dmg. Relief	1 target	P	touch	U
<input type="checkbox"/> 4)	Elemental Clotting I	1 target	P	touch	U
<input type="checkbox"/> 5)	Elem. Mnr. Irritation Relief	1 target	P	touch	U
<hr/>					
<input type="checkbox"/> 6)	Elemental Heal III	1 target	P	touch	U
<input type="checkbox"/> 7)	Elemental Stun Relief I*	1 target	P	touch	U
<input type="checkbox"/> 8)	Elemental Cut Repair I	1 target	P	touch	U
<input type="checkbox"/> 9)	Regenerate Elemental I*	1 target	C	touch	U
<input type="checkbox"/> 10)	Heal Elemental V	1 target	P	touch	U
<hr/>					
<input type="checkbox"/> 11)	Pool Element	1 cu. ft./lvl	P	touch	U
<input type="checkbox"/> 12)	El. Minor Vessel Repair	1 target	P	touch	U
<input type="checkbox"/> 13)	Elemental Bath	1 target	P	touch	U
<input type="checkbox"/> 14)	El. Limb Prsrtv: Blood Vessels	1 target	1 day/lvl	touch	U
<input type="checkbox"/> 15)					
<hr/>					
<input type="checkbox"/> 16)	Elem. Mjr. Vessel Repair	1 target	P	touch	U
<input type="checkbox"/> 17)	Heal Elemental VII	1 target	P	touch	U
<input type="checkbox"/> 18)	Regenerate Elemental II*	1 target	C	touch	U
<input type="checkbox"/> 19)	Heal Elemental X	1 target	P	touch	U
<input type="checkbox"/> 20)	Elemental Clotting True	1 target	P	touch	U
<hr/>					
<input type="checkbox"/> 25)	El. Joining: Blood Vessels	1 target	P	touch	U
<input type="checkbox"/> 30)	Elem. Cut Repair True	1 target	P	touch	U
<input type="checkbox"/> 50)	True Elemental Healing	1 target	P	touch	U

ELEMENTAL HEALING

- Heal Elemental I** – Target Elemental is healed of d10 Concussion hits.
- Elemental Flowstop II** – Allows caster to stop bleeding of a wound on an elemental being that is bleeding up to 2 hits per round; target may not be moved or bleeding resumes.
- Minor Elemental Damage Relief** – Target Elemental is healed of one area of minor damage caused by an element. Minor damage is considered to be similar to minor frostbite or 1st degree burn (GM discretion).
- Elemental Clotting I** – Allows the caster to stop bleeding on a wound on an elemental being that is bleeding up to 2 hits per round, target may not be moved or bleeding resumes.
- Elemental Minor Irritation Relief** – Target Elemental is healed of one minor irritation (e.g., headache, tooth-ache, bee-sting, hang-over, etc.)
- Heal Elemental III** – Target Elemental is healed of 3d10 Concussion hits.
- Elemental Stun Relief I*** – Target elemental is relieved of one round of accumulated stun. This spell goes off automatically if the caster is stunned (if the caster qualifies, i.e., has 14 corruption points in his element).
- Elemental Cut Repair I** – Allows caster to stop bleeding from one wound that is bleeding at 1 hit per round.
- Regenerate Elemental I*** – Target elemental is healed of 1 Concussion hit for every minute the caster concentrates.
- Heal Elemental V** – Target elemental is healed of 5d10 concussion hits.

11. **Pool Element** – Elemental material of the caster's Main Element is pooled into a suitable container (GM's discretion, fire would burn a wood container, but any of the others would be fine). Contact with material will cause an 'A' critical to those who are unprotected or who have the "bath" spell cast on them.

12. **Elemental Minor Vessel Repair** – Allows caster to close one open wound that is bleeding up to 5 hits per round.

13. **Elemental Bath** – Target Elemental creature can bathe in the elemental material pooled by the caster. For every minute spent in the bath it heals 5 Concussion hits or 1 hit per round of Bleeding. Bath is effective up to 1 minute per cubic foot of elemental material caster has summoned using the pool element.

14. **Elemental Limb Preservation: Blood Vessels** – Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of the same spells from the Elemental Restorations list (Limb Preservation: Muscles, Limb Preservation: Nerves, Limb Preservation: Bone.)

16. **Elemental Major Vessel Repair** – Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries; recovery time: 1-10 days, depending on the size of the vessel and the severity of the damage. A major vessel is one that bleeds at 5 hits per round or more when severed.

17. **Heal Elemental VII** – Target Elemental is healed of 7d10 concussion hits.

18. **Regenerate Elemental II*** – As *Regeneration I*, except target's damage is reduced by 2 hits per minute.

19. **Heal Elemental X** – Target Elemental is healed of 10d10 concussion hits.

20. **Elemental Clotting True** – As *Clotting I*, except that blood loss (i.e. hits per round) from one wound is stopped.

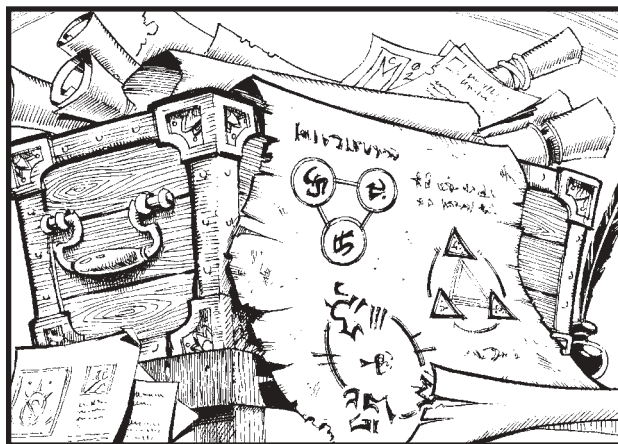
25. **Elemental Joining: Blood Vessels** – Allows caster to reattach severed limb; also requires use of the spells from the Elemental Preservations List (Joining: Muscles, Joining: Nerves, Joining: Bone.)

30. **Elemental Cut Repair True** – As *Cut Repair I*, except that it will stop bleeding and close any one wound.

50. **True Elemental Healing** – Target Elemental is healed of all concussion hits.

SPECIAL NOTES

- These spells can be used on any being that has a number of corruption points, in the caster's element, equal to twice the level of the spell. Otherwise the spell fails.
- Most of these spells are geared towards corrupted creatures or hybrid elemental beings since normal elementals cannot be stunned and do not bleed.





ELEMENTAL RESTORATIONS

2. **Elemental Body Lore** – Caster acquires complete understanding of any bodily damage, including the tools and methods required for healing; caster does not receive the skill or power to perform the cure.
4. **Elemental Sprain Repair I** – Allows to caster to repair (not replace) 1 sprain; recovery time: 1 hour.
5. **Elemental Minor Fracture Repair** – Allows caster to mend one simple fracture (not compound fractures, shatters, joint damage, etc.) Recovery time is one day.
6. **Elemental Muscle Repair I** – Allows caster to repair (not replace) 1 damaged muscle, recovery time: 1 hour.
7. **Elemental Cartilage Repair** – Allows caster to repair all cartilage damage around one joint. Recovery time is one day.
8. **Elemental Minor Nerve Repair** – Allows caster to repair minor damage to 1 nerve; there is no recovery time. Minor damage is any damage that results in penalties up to -20.
9. **Elemental Tendon Repair I** – Allows caster to repair one damaged tendon; recovery time: 1 hour.
10. **Elemental Major Fracture Repair** – As *Minor Fracture Repair*, except that the caster can repair compound fractures. Recovery time is one day.
11. **Elemental Skull Repair** – Allows caster to repair one fracture in a skull (but not a shattered area). Recovery time is 1-10 days (depending on the damage.)
12. **Elemental Major Nerve Repair** – As *Minor Nerve Repair*, except it will heal any nerve damage.
13. **Elemental Limb Preservation: Bones** – Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of the following spells: Limb Preservation: Bones, Limb Preservation: Muscles, Limb Preservation: Nerves, Limb Preservation: Blood Vessels.
14. **Elemental Limb Preservation: Muscles** – Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of the following spells: Limb Preservation: Bones, Limb Preservation: Bones, Limb Preservation: Nerves, Limb Preservation: Blood Vessels.



ELEMENTAL PRIEST BASE LIST 5.13.5

ELEMENTAL RESTORATIONS



Lvl	Spell Name	Area of Effect	Duration	Range	Type
1)					
2)	Elemental Body Lore	1 target	P	touch	U
3)					
4)	Elemental Sprain Repair I	1 target	P	touch	U
5)	El. Minor Fracture Repair	1 target	P	touch	U
6)	Elemental Muscle Repair I	1 target	P	touch	U
7)	Elemental Cartilage Repair	1 target	P	touch	U
8)	El. Minor Nerve Repair	1 target	P	touch	U
9)	Elemental Tendon Repair I	1 target	P	touch	U
10)	El. Major Fracture Repair	1 target	P	touch	U
11)	Elemental Skull Repair	1 target	P	touch	U
12)	El. Major Nerve Repair	1 target	P	touch	U
13)	El. Limb Preserv.: Bones	1 target	P	touch	U
14)	El. Limb Preserv.: Muscles	1 target	P	touch	U
15)	El. Limb Preservat: Nerves	1 target	P	touch	U
16)					
17)	El. Major Eye Repair	1 target	P	touch	U
18)	Elemental Joint Repair	1 target	P	touch	U
19)	Unparalysis Elemental	1 target	P	touch	U
20)	Elemental Organ Repair	1 target	P	touch	U
25)	Elemental Joining	1 target	P	touch	U
30)	Elemental Brain Repair	1 target	P	touch	U
50)	Elemental Regeneration	1 target	P	touch	U

15. **Elemental Limb Preservation: Nerves** – Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of the following spells: Limb Preservation: Bones, Limb Preservation: Muscles, Limb Preservation: Bones, Limb Preservation: Blood Vessels.
17. **Elemental Major Eye Repair** – Caster can repair any eye damage short of total eye loss (e.g., eye's destruction precludes repair); recovery time: 1-10 days.
18. **Elemental Joint Repair** – Allows caster to repair one broken (but not shattered joint). Recovery time is 1-10 days.
19. **Unparalysis Elemental** – Caster can cure any 1 paralysis problem.
20. **Elemental Organ Repair** – Allows caster to repair any internal or external organ damage (not including the brain or nervous system); requires a 1-10 hour operation and 1-10 day recovery time.
25. **Elemental Joining** – Allows caster to reattach limb. As long as all four *Preservation* spells have been cast on the limb this spell succeeds. Otherwise this spell fails. If successful, limb is fully functional in 1-10 days.
30. **Elemental Brain Repair** – Allows caster to repair minor brain damage (including recovery from coma); note that experience lost is not restored (% lost permanently dependent on severity of damage); requires a 1 hour operation; recover time: 1-10 days.
50. **Elemental Regeneration** – Allows caster to regenerate any one part of the target's body. There is no recovery time.

SPECIAL NOTES

- 1) These spells can be used on any being that has a number of corruption points, in the caster's element, equal to twice the level of the spell. Otherwise the spell fails.
- 2) Most of these spells are geared towards corrupted creatures or hybrid elemental beings since normal elementals do not have distinctive limbs or organs.

ELEMENTAL TRANSFORMATIONS

Lvl	Spell Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Detect Taint	100' R	C	self	U
<input type="checkbox"/> 2)	Analyze Taint	1 target	—	100'	U
<input type="checkbox"/> 3)	Transformation I	1 target	1 min/lvl	10'	F
<input type="checkbox"/> 4)	Prepare Body	1 target	10 min	touch	F
<input type="checkbox"/> 5)	Infuse Taint I	1 target	10 min	touch	F
<input type="checkbox"/> 6)	Imitate Taint	1 target	10 min/lvl	10'	U
<input type="checkbox"/> 7)	Hide Taint I	1 target	10 min/lvl	10'	U
<input type="checkbox"/> 8)	Transformation II	1 target	1 min/lvl	10'	F
<input type="checkbox"/> 9)	Remove Taint I	1 target	10 min	touch	F
<input type="checkbox"/> 10)	Infuse Taint II	1 target	10 min	touch	F
<input type="checkbox"/> 11)	Consumptive Taint I	1 target	—	50'	F
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)					
<input type="checkbox"/> 14)	Transformation III	1 target	1 min/lvl	10'	F
<input type="checkbox"/> 15)	Infuse Taint III	1 target	10 min	touch	F
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Remove Taint II	1 target	10 min	touch	F
<input type="checkbox"/> 18)	Immunity To Corruption	1 target	—	touch	F
<input type="checkbox"/> 19)	Consumptive Taint II	1 target	—	50'	F
<input type="checkbox"/> 20)	Infuse Taint IV	1 target	10 min	touch	F
<input type="checkbox"/> 25)	Remove Taint True	1 target	10 min	touch	F
<input type="checkbox"/> 30)	Infuse Taint True	1 target	10 min	touch	F
<input type="checkbox"/> 50)	Rebirth	1 target	10 min	touch	F(s)

ELEMENTAL TRANSFORMATIONS

- Detect Taint** — Caster is aware of all who are tainted with elemental material within the area of effect. This does not determine the type of corruption nor the severity.
- Analyze Taint** — Caster is aware of the type of elemental corruption and the severity of the corruption (Corruption Points) for the target of this spell.
- Transformation I** — Target is temporarily infused with elemental material of the caster's Main Element. For all intents and purposes, target's corruption points are considered 10 higher for the duration.
- Prepare Body** — Target's body is readied for an Elemental Infusion. This prevents the negative effects of an infusion spell.
- Infuse Taint I** — Target's body is slowly infused with elemental force. It travels through the blood and lymph system of the target's body, slowly integrating itself. This process takes 10 minutes and those who are not protected by a prepare body spell take an 'A' Tiny critical every minute of this spell's duration. The target's corruption points for the caster's element are increased by 3. This spell cannot raise a target's corruption points over 10. Any random rolls for trait determination may be modified by +/- 20%, if the corruption caused by this spell causes the target to receive a factor point.
- Imitate Taint** — Target's body is covered in an illusion that will display the physical effects of being tainted by one element (chosen at time of casting). If analyzed by an Analyze Taint spell, the target must make an RR. If successful, the target is seen as having a corruption level of 25. If the RR is failed then the analyzer pierces the illusion and knows the truth.

- Hide Taint I** — Target's body is covered with an illusion that will disguise the effects of one elemental factor (caused by corruption points). The illusion is visual and magical. Any magical detections trying to pierce the illusion must make a resistance roll to do so.
- Transformation II** — As *Transformation I*, except taint level is 20 higher for the duration.
- Remove Taint I** — Elemental energies are slowly removed from target's body. This process takes 10 minutes and those who are not protected by a prepare body spell take an 'A' Tiny critical every minute of this spell's duration. The target's corruption level decreases by 1-10 for any element of the caster's choice.
- Infuse Taint II** — As *Infuse Taint I*, except that 3 corruption points are gained and the maximum taint level is 20.
- Consumptive Taint I** — [RR Mod: — (equal to highest corruption points / 5)]. Target's highest elemental corruption is turned against him. If he fails by 1-10 he will take an 'A' Impact critical; 11-20, a 'B' critical; 21-30, a 'C' critical; 31-40, a 'D' critical, 41+, an 'E' critical.
- Transformation III** — As *Transformation I*, corruption points are 30 higher for the duration.
- Infuse Taint III** — As *Infuse Taint I*, except 5 corruption points are gained and the maximum taint level is 30.
- Remove Taint II** — As *Remove Taint I*, except 2-20 corruption points are removed.
- Immunity to Corruption** — Target being that has a number of corruption points over 50 is made immune to all effects of elemental corruption; additionally corruption points cannot be removed from the target. Only divine intervention can counter the effects of this spell. Half of all the corruptive traits the target has are passed onto his offspring. Determine which traits are passed on by rolling randomly.
- Consumptive Taint II** — As *Consumptive Taint I*, except that the two highest elemental corruption points are turned against his (roll only one attack roll but roll resistance rolls twice, one for each element). If the target has only one type of corruption, then treat this spell as two separate castings of *Consumptive Taint I*.
- Infuse Taint IV** — As *Infuse Taint I*, except 7 corruption points are gained and the maximum taint level is 40.
- Remove Taint True** — As *Remove Taint I*, except 3 corruption points are removed and the corruption level can be reduced all the way.
- Infuse Taint True** — As *Infuse Taint I*, except 10 corruption points are gained and there is no maximum taint level.
- Rebirth** — Target dead body (self if caster dies) is consumed in a massive explosion of elemental force. All within 10' R of target take an attack by an elemental ball of the caster's type (use Fireball Table, changing the criticals according to the elemental type of the caster), doing double damage. This conflagration of force lasts for 10 minutes (those in the area take attacks every round). After 10 minutes have passed the elemental conflagration dies out suddenly and the target appears at its center alive and well. Target suffers no negative effects from being dead but now has at least 50 corruption points of the caster's elemental type (if he was already corrupted, add 50). All other elemental corruption has been removed from the target's body. Target is also under a minor Geas from the Priest's Deity (GM's determination of what it is). If this spell is cast by the Priest's subconscious mind (i.e. on themselves) then there is no Geas. Optional rule: GM may decide that this is a literal rebirth. If so then the target emerges from the conflagration as an infant. He will age 1 year each day till he reaches his previous age. Long-lived races will generally age faster, dwarves: x2, Elves: x5.

5.14 ELEMENTAL CHAMPION BASE LISTS

COMBAT LINKS

1. **Sense Link** – Caster is aware of any active combat links within the area of effect.
2. **Message** – Caster sends a mental message to the members of his Triad or Circle.
3. **Resistance Bond** – Members of the Triad have their Resistance Rolls boosted by +15.
4. **Bond of Awareness I** – Members of the Triad share each other's perceptions in a non-distracting way. The Triad receives a +30 to Battle Awareness and +15 to general Awareness checks and Sense Ambush/Assassin checks.
5. **Bond of Intuition I** – Members of the Triad benefit from each other's intuition and foresight giving them all members a +15 to DB against all attacks.
6. **Bond of Strength I** – Members of the Triad benefit from each other's strength giving them all a +15 to their Offensive Bonuses and Strength maneuvers.
7. **Shared Injuries I** – Minor injuries done to a member of the Triad are shared with the members of the bond. Stunning, Hits, and Bleeding results are divided by three and assigned to all members of the Triad. All results are rounded down, so 2 rounds of stun will not affect the group and 5 rounds of stun will stun the entire group for 1 round.
8. **Shared Power I** – The Power Points from each member of the Triad are added together to form a pool. Spells cast by any member are subtracted from this pool. Power Point multipliers therefore work differently for each member. Do not apply them to the pool; instead take the multiplier and divide the casting cost of the spell by the multiplier to determine the casting cost. When this spell ends, divide the Power Points left among each member of the Triad. Then those with Power Point multipliers can multiply these Power Points normally.
9. **Mental Bond I** – Members of the Triad can communicate mentally. When this spell is used, all members of the link can hear and participate as if having a conversation amongst themselves.
10. **Link of the Triad** – Allows the Elemental Champion to link to two other Elemental Champions of different elements within their Triad (Fire-Water-Ice or Air-Earth-Light). The link is completed when all three Champions successfully cast this spell. Once completed the link cannot be broken until the duration of this spell runs out. Spells 2-9 require that this Link be active for them to work.
11. **Bond of the Elements** – Triad or Circle members can temporarily switch their main element for the duration of this spell. Members are restricted to elements represented by other members. (E.g., a Fire champion could temporarily switch his primary element to water, but could not switch to Air unless the Champion was a member of a Circle.)
12. **Resistance Bond** – Members of the Circle have their Resistance Rolls boosted by +30 to all RR's.
13. **Bond of Awareness II** – Members of the Circle share each other's perceptions. The Circle receives a +50 to Battle Awareness and +30 to general Awareness checks and Sense Ambush/Assassin.
14. **Bond of Intuition II** – Members of the Circle benefit from the other's intuition and foresight, giving them a +30 to DB against all attacks. This bonus is cumulative with other bonuses.
15. **Bond of Strength II** – Members of the Circle benefit from each other's strength, giving them a +30 to all of his offensive bonuses and Strength maneuvers.
16. **Shared Injuries II** – As *Shared Injuries I*, except this spell only affects Circles and all injuries have their results divided by six rounded down. So an attack that delivered 5 rounds of stun would not affect any member of the group. An attack that did six rounds of stun would stun every member of the group for one round.
17. **Shared Power II** – As *Shared Power I*, except this spell affects Circles.
18. **Mental Bond I** – As *Mental Bond I*, except this spell affects Circles.

ELEMENTAL CHAMPION BASE LIST 5.14.1

COMBAT LINKS

Lvl	Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Sense Link	100' radius	1 min./lvl.	self	U
<input type="checkbox"/> 2)	Message*	special	special	link	U
<input type="checkbox"/> 3)	Resistance Bond I	special	10 min./lvl	link	U
<input type="checkbox"/> 4)	Bond of Awareness I	special	10 min./lvl	link	U
<input type="checkbox"/> 5)	Bond of Intuition I	special	10 min./lvl	link	U
<input type="checkbox"/> 6)	Bond of Strength I	special	10 min./lvl	link	U
<input type="checkbox"/> 7)	Shared Injuries I	special	10 min./lvl	link	U
<input type="checkbox"/> 8)	Shared Power I	special	10 min./lvl	link	U
<input type="checkbox"/> 9)	Mental Bond I	special	10 min./lvl	link	U
<input type="checkbox"/> 10)	Link of the Triad	special	1 hr./lvl	link	U
<input type="checkbox"/> 11)	Bond of the Elements	special	10 min./lvl	link	U
<input type="checkbox"/> 12)	Resistance Bond II	special	10 min./lvl	link	U
<input type="checkbox"/> 13)	Bond of Awareness II	special	10 min./lvl	link	U
<input type="checkbox"/> 14)	Bond of Intuition II	special	10 min./lvl	link	U
<input type="checkbox"/> 15)	Bond of Strength II	special	10 min./lvl	link	U
<input type="checkbox"/> 16)	Shared Injuries II	special	10 min./lvl	link	U
<input type="checkbox"/> 17)	Shared Power II	special	10 min./lvl	link	U
<input type="checkbox"/> 18)	Mental Bond II	special	10 min./lvl	link	U
<input type="checkbox"/> 19)	Haste	special	5 rounds	link	U
<input type="checkbox"/> 20)	Link of the Circle	special	1hr./lvl	link	U
<input type="checkbox"/> 25)	Aether/Nether Champion	special	10 min./lvl	link	U
<input type="checkbox"/> 30)	Aether/Nether Champ. True	special	10 min./lvl	link	U
<input type="checkbox"/> 50)	Champion of the Sphere	special	10 min./lvl	link	U

19. **Haste** – Members of the Triad or Circle are hasted for the duration.
20. **Link of the Circle** – Allows an Elemental Champion to link to five other Elemental Champions of different Elements. The link is complete when all of the Champions successfully cast this spell. Once completed, the link cannot be broken until the duration of this spell runs out. Spells 12-19 require that this Link be complete for them to work. Once this linking has begun, members of the Circle have 5 minutes to successfully cast this spell or the link fails.
25. **Aether/Nether Champion** – The Shared Power spell must be in effect for this spell to be cast. When this spell is successfully cast by all of the members of the Circle, it allows them to specify a single Elemental Champion as a Champion of Nether or Aether. The Aether or Nether Champion's spells work as if his primary element is Aether or Nether depending on which element was chosen. If the Champion's bonded weapon delivers additional criticals those criticals change to Aether or Nether. Whenever the Aether or Nether Champion casts a spell it draws power from every member of the Circle. Subtract 20 power points from the pool every time the champion casts a spell, in addition to the normal casting costs.
30. **Aether/Nether Champion True** – As *Aether/Nether Champion*, except when the champion casts spells it only draws 10 power points from the pool.
50. **Champion of the Sphere** – As *Aether/Nether Champion*, except the Champion may change what type of elemental force his spells are using at will from among all eight elements.

SPECIAL NOTES

- 1) All bonuses are cumulative with other bonuses.
- 2) A Triad consists of an Elemental Champion of each of the three High Elemental Materials in a single elemental triad. Thus, an Air Elemental Champion, an Earth Elemental Champion, and a Light Elemental Champion could form a Triad. A Circle consists of 6 Elemental Champions: one of each of the 6 High Elements.
- 3) An Elemental Champion may not be a member of a Circle and Triad at the same time.
- 4) While most of these spells are cumulative with other effects they are not cumulative with themselves (i.e., you couldn't be under the influence of two *Bond of Strength II* spells).

ELEMENTAL COMPANION

ELEMENTAL CHAMPION BASE LIST 5.14.2

ELEMENTAL ARMOR

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Prepare Armor	clothing or armor	24 hrs	touch	E
2)	Infuse Armor	clothing or armor	P	touch	E
3)	Minor Barrier*	infused armor	—	touch	E
4)	Protective Aura I	infused armor	1 min./lvl.	touch	E
5)	Aura Burn I	3' radius	1 min./lvl.	self	E
6)	Soften Armor	infused armor	1 min./lvl.	self	F
7)	Armor Store I	infused armor	until used	touch	F
8)	Elemental Shroud I	infused armor	1 rnd./lvl.	touch	E
9)	Protective Aura II	infused armor	1 min./lvl.	touch	E
10)	Staunch I	infused armor	1hr./lvl.	touch	F
11)	Aura Burn II	3' radius	1 min./lvl.	touch	E
12)	Distract	caster	—	self	F
13)					
14)	Harden Armor I	infused armor	1 min./lvl.	touch	E
15)	Soften Armor True	infused armor	10 min./lvl.	touch	E
16)	Elemental Shroud II	infused armor	1 rnd./lvl.	touch	E
17)	Armor Store II	infused armor	until used	touch	F
18)	Protective Aura III	infused armor	1 min./lvl.	touch	E
19)	Staunch True	infused armor	1 hr./lvl.	touch	F
20)	Aura Burn III	3' radius	1 min./lvl.	touch	E
25)	Protective Aura IV	infused armor	10 min./lvl.	touch	E
30)	Elemental Shroud III	infused armor	1 rnd./lvl.	touch	E
50)	True Shroud	infused armor	10 min./lvl.	touch	E

ELEMENTAL ARMOR

- Prepare Armor** — Caster prepares his personal armor to accept elemental material. This is required to cast the *Infuse Armor* spell.
- Infuse Armor** — Caster takes pooled elemental material and infuses it into his personal armor or clothes. This process bonds the armor to the caster's body. The bond is generally made to the breastplate (or his shirt if the champion is infusing clothes). When this spell is cast, this armor gains 2 corruption points from the caster's personal element. This corruption doesn't provide random factor points like other corruption; instead, all of the factor points are in Aura (see section 10.0). Armor infused by this spell is considered to have the *Physical Memory* spell already cast on it. Additionally, the corruption facilitates the use of spells on this list and acts as a catalyst to channel elemental energy; as such it reduces penalties for casting spells in armor equal to the number of corruption points. The caster may cast this spell multiple times into their armor as long as the number of corruption points do not exceed the caster's level times 2.
- Minor Barrier*** — When the caster receives a critical hit that specifies different results based on the armor he is wearing, this spell will cause him to receive the least harmful result, regardless of what he is actually wearing. For example, if a critical hit specified that the caster would die without a helm, but only be knocked out with a helm, then he is merely knocked out. This spell can be cast after the critical result is known.
- Protective Aura I** — Causes the caster's armor to radiate with the essence of the caster's element. This provides a +10 to the caster's defensive bonus (DB).
- Aura Burn I** — Elemental material radiates out in a 3' R area. All who enter the area of effect take an 'A' critical of the appropriate type. This spell will not discriminate between friend and foe.
- Soften Armor** — Caster's infused armor is softened to the flexibility of clothes for the duration of this spell. Softened armor provides the same flexibility as clothes and the same protection, AT1 but with a +10 DB (the armor still protects a

little). All maneuver penalties related to armor are negated. This spell may be canceled at will.

- Armor Store I** — The first spell from this list that is cast after this spell is stored in the caster's armor. It may then be activated later as an instantaneous spell. Only a single spell may be stored in such a way.
- Elemental Shroud** — As *Protective Aura I* and *Aura Burn I*.
- Protective Aura II** — As *Protective Aura I* except this spell provides a +20 to DB.
- Staunch** — Constricts armor and bonds it to a location on the caster's body specified at the time of spell casting. This will halve previous bleeding results to that area and completely block bleeding results of one hit per round. All actions are at -25 for the duration of this spell because of constricted movements. If the bleeding is not healed (naturally or otherwise) then bleeding will resume at its normal rate when the duration ends.
- Aura Burn II** — As *Aura Burn I* except 'B' criticals are delivered.
- Distract*** — Elemental material flares from caster's hands, causing the attacker to be distracted, giving the caster an additional +25 to his DB. This will work against all attacks except base attack spells (generally Type F).
- Harden Armor** — This spell causes the caster's armor to harden, increasing the AT of the armor by 1. Maneuvers are at -5 for the duration due to the stiffness of the armor. *Soften Armor* and *Harden Armor* spells are mutually exclusive.
- Soften Armor True** — As *Soften Armor* except for the duration.
- Elemental Shroud II** — As *Protective Aura II* and *Aura Burn II*.
- Armor Store II** — The next two spells from this list that are cast after this spell are stored in the caster's armor. Either spell may be activated later as an instantaneous spell. Only two spells can be stored in such a way and this spell is not cumulative with any other *Armor Store* spell.
- Protective Aura III** — As *Protective Aura I*, except this spell provides a +30 to DB.
- Staunch True** — As *Staunch*, except for duration and there are no maneuver penalties while it is in effect.
- Aura Burn III** — As *Aura Burn I*, except 'C' criticals are delivered.
- Protective Aura IV** — As *Protective Aura I*, except this spell provides a +40 to DB.
- Elemental Shroud III** — As *Protective Aura III* and *Aura Burn III*.
- True Shroud** — With this spell the caster gains +40 to his DB and all within 3 ft of the caster take a 'D' critical from the appropriate table.

SPECIAL NOTES

- Spells are keyed to operate through elementally corrupted clothing or armor. 3rd level or higher spells require that items have corruption points at least equal to the level of the spell, or the spell automatically fails.
- All spells are keyed to the caster's elemental armor. If a spell is cast on another piece of apparel or armor then the bonuses given by the spell are halved. Critical hits are reduced one level in severity. If it is an 'A' that is reduced then it is at -25.
- It is possible to sleep in softened armor without any penalties.
- Aura Burn spells will affect most melee combatants trying to attack the target of the spell. The GM may decide to allow two-handed weapon users with a long weapon length (3ft +) a Hard maneuver to stay out of the Aura. Polearms, or weapons over 5', which are designed to keep attackers at bay, may make a Medium maneuver to stay out of the Aura. The same as above holds true if the caster (or target) is using a weapon with a long length.
- Pooled elemental material is created from the Elemental Weapon spell list.

ELEMENTAL COMPANIONS

1. **Calm Hybrid** – While the caster concentrates, a single hybrid elemental animal is calmed and will not attack. Attacking a calmed creature while this spell is in effect will break it and make it harder to cast this spell again on the same creature, giving it a +20 to resist this spell for a week.
2. **Befriend Hybrid** – For the duration, the target hybrid elemental animal will believe the caster is a good friend. Attacking the creature will negate this spell. This spell lasts 1 round per 5% failure.
4. **Calm Hybrid II** – As *Calm Hybrid I*, except two animals are affected.
5. **Summon Hybrid** – Caster summons a hybrid elemental animal of the same type as his chosen element. Animal is stationary for three rounds after summoning due to disorientation. If not controlled or mastered the animal will act according to its nature, if from this plane, or dissolve if an elemental spirit was called to animate a form.
6. **Control Hybrid** – Caster controls target hybrid elemental animal like it was a well-trained animal (note: this is not absolute control) while the caster concentrates. It can be commanded to attack, fetch, etc. If severely wounded it will retreat like a mundane animal. Concentration for this spell is not intense and only takes 20% of the caster's actions.
7. **Silent Command** – Sends a command to the caster's bonded animal that is inaudible to all but the animal. The animal must be within earshot.
9. **Summon Steed** – Caster summons an Elemental Steed of the same type as his chosen element. The steed is stationary for three rounds after summoning due to disorientation. If not controlled or mastered the mount will act according to its nature, if from this plane, or dissolve, if an elemental spirit was called to animate the form.
10. **Master Hybrid Animal** – As *Control Hybrid*, except for duration. The caster may only have one hybrid animal mastered at a time and it must be of the same element as the caster's chosen element.
11. **Control Steed** – Caster controls the target Elemental Steed like it was a well-trained horse. It can be ridden and understands the



ELEMENTAL CHAMPION BASE LIST 5.14.3

ELEMENTAL COMPANIONS

Lvl	Name	Area of Effect	Duration	Range	Type
1)	Calm Hybrid	1 hybrid animal	C	100'	M
2)	Befriend Hybrid	1 hybrid animal	1 rnd/5% failure	100'	M
3)					
4)	Calm Hybrid II	2 hybrid animals	C	100'	M
5)	Summon Hybrid	special	3 rounds	self	E
6)	Control Hybrid*	1 hybrid animal	C	100'	M
7)	Silent Command	caster's animal	special	earshot	M
8)					
9)	Summon Steed	1 elemental steed	3 rounds	self	E
10)	Master Hybrid Animal*	1 hybrid animal	permanent	100'	M
11)	Control Steed*	1 elemental steed	C	100'	M
12)	Locate Animals	100' R/lvl.	—	self	U
13)	Far Command	caster's animal	special	100'/lvl	U
14)	Riding I	caster	1 min./lvl.	self	U
15)	Master Steed*	1 elemental steed	permanent	100'	M
16)	Heel*	caster's animal	—	20'/lvl.	U
17)	Silent Far Command	caster's animal	1 command	100'/lvl.	U
18)	Call Mount	caster's mount	special	100'/lvl	U
19)	Riding II	caster	1 min./lvl.	self	U
20)	Smn Lesser Riding Drake	1 lesser riding drake	1 rnd./lvl.(C)	self	E
25)	Cntrl Lesser Riding Drake*	1 lesser riding drake	C	100'	M
30)	Silent Call Mount	caster's mount	special	100'/lvl	U
50)	Master Lesser Riding Drake*	1 lesser riding drake	P	self	M

commands common to a well-trained horse. Concentration for this spell is not intense and only takes 20% of the caster's actions.

12. **Locate Animals** – Caster knows the location of all of his mastered animals if within the radius of this spell.
13. **Far Command** – Caster sends a command to the animal that is out of caster's ear shot. Caster must know the location of the animal through the Locate Animal spell.
14. **Riding I** – Caster gains +20 to Riding maneuvers and mounted combat while on an Elemental Steed (includes Elemental Riding Drakes) for the duration.
15. **Master Steed** – As *Control Steed*, except for the duration. The caster may only have a single mount mastered at a time and it must be of the same elemental type as the caster.
16. **Heel** – Caster specifies one animal bonded to them. If it is within range, it is transported instantly to the caster's left side.
17. **Silent Far Command** – As *Silent Command*, except it does not require the animal to be within earshot.
18. **Call Mount** – Calls the caster's mount (includes Elemental Riding Drakes) so it will come to where he is or as close as possible to where he is. This is a loud audible call.
19. **Riding II** – Caster gains a +30 to Riding maneuver and Mounted Combat while on an elemental mount for the spell's duration (includes Elemental Riding Drakes).
20. **Summon Lesser Riding Drake** – As *Summon Mount*, except the mount is a Lesser Riding Drake.
25. **Control Lesser Riding Drake** – As *Control Mount*, except it affects Lesser Riding Drakes of the same element as the caster's chosen element.
30. **Silent Call Mount** – As *Call Mount*, except the call is silent.
50. **Master Lesser Riding Drake** – As *Control Lesser Riding Drake*, except for the duration. The caster may only have a single mount (steed or riding drake) mastered at a time and it must be of the same elemental type as the caster.

ELEMENTAL
COMPANION



ELEMENTAL CHAMPION BASE LIST 5.14.4

ELEMENTAL WEAPONS



Lvl	Name	Area of Effect	Duration	Range	Type
□ 1)	Pool Element	5' radius	24 hrs	touch	E
□ 2)	Prepare Weapon	caster's weapon	24 hrs	touch	E
□ 3)	Forge Elem. Weapon	caster's weapon	24 hrs	touch	E
□ 4)	Elemental Whisp I*	one weapon	1 rnd	touch	E
□ 5)	Elemental Sheath I	one sheath	10 min./lvl.	touch	E
=====					
□ 6)	Infuse Weapon I	caster's weapon	10 min	touch	E
□ 7)	Elemental Whisp II*	one weapon	1 rnd	touch	E
□ 8)	Locate*	caster	C	100' R./lvl	U
□ 9)	Direction* I	caster	unlimited	special	F
□ 10)	Infuse Weapon II	caster's weapon	10 min	touch	E
=====					
□ 11)	Elemental Nimbus	caster's weapon	10 min./lvl.	10'	E
□ 12)	Elemental Whisp III*	one weapon	1 rnd.	touch	E
□ 13)	Block I*	caster's weapon	—	touch	F
□ 14)	Call Weapon*	caster's weapon	—	1 mi./lvl.	E
□ 15)	Infuse Weapon III	caster's weapon	10 min	touch	E
=====					
□ 16)	Parry Elem. Bolt*	caster's weapon	—	touch	E
□ 17)	Block II*	caster's weapon	—	touch	E
□ 18)	Reduce Corruption	one weapon	P	touch	E
□ 19)	True Nimbus	caster's weapon	1 day/lvl.	10'	E
□ 20)	Infuse Weapon IV	caster's weapon	10 min	touch	E
=====					
□ 25)	Burying the Blade	special	1 round	special	F
□ 30)	Infuse Weapon V	caster's weapon	10 min	touch	E
□ 50)	Sacrifice	caster's weapon	1 rnd/lvl.	touch	E

ELEMENTAL WEAPONS

- 1. Pool Element** — Protects a vessel and causes elemental material of the caster's type to gather within it. This is used to forge the Elemental Weapon and to infuse the Elemental Armor.
- 2. Prepare Weapon** — Prepares weapon or material to accept the elemental material. This spell prevents the weapon from being destroyed by the corrupting process. It also allows the weapon to accept a larger amount of elemental corruption when it is reformed.
- 3. Forge Elemental Weapon** — Caster attempts to infuse his weapon with High Elemental Material. Caster must first collect enough High Elemental Material in a prepared vessel. Caster may then attempt to forge a new weapon or reforge an existing weapon, using the elemental material as fuel. If the caster is forging a new weapon, the process takes the same amount of time it would take to forge an ordinary weapon, but the caster gets a +5 bonus to his Crafting maneuver. Newly forged weapons gain 20 corruption points. If the caster is reforging a weapon, he gains a +20 bonus to his maneuver, and the weapon gains 10 corruption points. A failed maneuver means that the weapon is consumed by the elemental material. The caster bonds with the weapon during the forging process. This bond allows the caster to modify any rolls to determine the weapon's powers by up to +/- 20 on a d100 roll or +/- 2 on a d10 roll. The Omni-weapon ability may not be selected. Negative traits or curses affect only other wielders of the weapon, never the caster. All negative traits allow a free positive trait to be applied to the weapon. See section 10.0 for details.
- 4. Elemental Whisp I*** — For the next round the caster's Elemental Weapon delivers an additional Elemental critical of two severities less than the weapon's normal critical. If the caster's elemental weapon is a bow or crossbow, this spell can be cast on the arrows or bolts as long as they are fired from the caster's elemental weapon. The Elemental critical is based on the caster's element; see the notes for details.

5. Elemental Sheath I — Caster's sheath is immune to the effects of a weapon with Elemental Corruption or that is under the effects of an Elemental Aura.

6. Infuse Weapon I — Caster infuses pooled elemental energy into a weapon. This spell must be cast once a day for a week for it to work. Each day the caster must cast *Pool Element* to pool the

element in a vessel, *Prepare Weapon* to protect the weapon, and this spell to allow the weapon to be corrupted. Weapon must sit in the pooled element for 10 minutes and then the daily process is complete. At the end of the week the weapon will have gained 2 corruption points. Corruption point total may not exceed 20 through the use of this spell.

7. Elemental Whisp II — As *Elemental Whisp I*, except critical is only one severity less.

8. Locate — Caster is aware of the location of his bonded weapon.

9. Direction — Caster is aware of the direction of his bonded weapon.

10. Infuse Weapon II — As *Infuse Weapon I*, except each week it gives 3 corruption points and the total corruption points may reach 30.

11. Elemental Nimbus — Surrounds weapon with a nimbus of the caster's primary elemental material. If someone other than the caster tries to grasp the weapon, they receive an 'A' critical of the appropriate type each round; this spell is dispelled when the caster touches the weapon.

12. Elemental Whisp III — As *Elemental Whisp I*, except critical is of equal severity.

13. Block I — Allows the caster to parry one melee or missile attack with an additional +75 to the caster's defensive bonus. At least 25% of the caster's offensive bonus must be used to parry to get the additional +75 bonus. This spell allows the weapon to block things that may otherwise be impossible to block with the caster's weapon. (E.g., parrying a two-handed sword with a long bow and having the long bow survive would be allowable by this spell).

14. Call Weapon — Caster's bonded weapon is instantly teleported to his hand.

15. Infuse Weapon III — As *Infuse Weapon I*, except that each week it gives 4 corruption points and total corruption points may reach 30.

16. Parry Elemental Bolt — Allows the caster to use his bonded weapon to parry elemental bolts for this round.

17. Block II — As *Block I*, except it allows the caster to split his parry between 2 combatants with a +75 to the caster's defensive bonus against each of them.

18. Reduce Corruption — Eliminates one Elemental Corruption Point from the caster's bonded weapon.

19. True Nimbus — As *Elemental Nimbus*, except duration is one day per level.

20. Infuse Weapon IV — As *Infuse Weapon I*, except that each week it gives 5 corruption points and the total corruption points may reach 60.

25 Burying the Blade — The round this spell is cast the caster selects a single target, that target will now deliver Slaying criticals against the caster *instead* of their normal criticals; in return, if the caster strikes the target and delivers a critical strike the attack will deliver a Slaying critical, *in addition* to the normal critical.

30. Infuse Weapon V — As *Infuse Weapon I*, except for each week it gives 6 corruption points and the total corruption points may reach 100 through this spell.

50. Sacrifice — Caster opens a series of miniature gates to the elemental planes of their triad, filling the caster's bonded weapon with energy till it is ready to burst. In combat, the next 'E' critical automatically slays the target struck. The attack causes the weapon to erupt from within. The caster's weapon and physical body are used to fuel the explosion, destroying them both utterly. The caster can only be restored through divine intervention or if a gamemaster is nice, the *Rebirth* spell of the Elemental Priest. If the duration of the spell expires before the caster can slay a target, then the weapon explodes. Resolve attack as four separate Fireball attacks on all within 5' of the weapon. The first Fireball attack delivers Puncture criticals (Shrapnel) and the other three will deliver appropriate criticals for each member of the caster's triad. The weapon cannot be removed from the caster's hand for the duration.

SPECIAL NOTES

1) Elemental Criticals: Air- Unbalancing; Earth-Krush; Light-Electricity; Water-Impact; Ice-Cold; Fire-Heat.

2) *Elemental Whisp* spells may be cast on any weapon. If it is not cast on caster's elemental weapon, the bonuses are halved and critical severities are decreased by two. The only exception to this would be the arrows shot from a bow that is the caster's elemental weapon.

LESSER ELEMENTAL CHANGE

1. **Elemental Touch** – Any unarmed attack that the caster delivers this round does an additional 'A' critical at -25 of the appropriate elemental type.
3. **Elemental Touch II** – Any unarmed attack this round delivers an additional 'A' critical of the appropriate elemental type.
5. **Skin of the Zephyr** – Caster's normal clothes bond to his skin and then transforms his skin to that of a Zephyr Hound. AT is 4 for the duration. Caster's skin will look like the hide of a Zephyr Hound of the same element as the caster.
6. **Servant Form** – Caster takes the form of an Elemental Servant of the appropriate type. The caster gains the abilities and attacks of the Elemental Servant but retains his hits and intelligence. Because of the size difference between the Servant Form and the caster's True Form attacks deliver 50% more damage. Spell casting is not possible. Offensive bonuses are considered to be 0. Caster can develop a special restricted Martial Arts Sweeps skill: Servant Form, to get an offensive bonus in the servant's natural attacks. The Servant provides no stat bonuses.
7. **Elemental Touch III** – Any unarmed attack this round delivers an additional 'B' critical of the appropriate elemental type.
8. **Zephyr Form** – Caster takes the form of a Zephyr Hound of the appropriate type. Caster gains the abilities and attacks of the Zephyr Hound but retains his hits and intelligence. Spell casting is not possible. All offensive bonuses are 0. This may be counteracted by the caster developing skill in the attacks. The Breath Weapon skill is a sub-skill of Directed Spells and the Bite is a sub-skill of Martial Arts: Strikes.
10. **Skin of the Lesser Drake** – Caster's normal clothes bond to his skin and then transform his skin to that of a Lesser Drake. AT is 12 for the duration. The caster's skin will look like the hide of the appropriate Lesser Drake.
11. **Lesser Elemental Form** – Caster takes the form of a Lesser Elemental of the caster's chosen element. Caster gains the abilities and attacks of the Lesser Elemental but retains hits and intelligence. Spell casting is not possible in this form. All attacks have an Offensive Bonus of 0. Caster can develop skill in the attacks. The Bash attack(s) are a sub-skill of Martial Arts strikes and the Grapple is a sub-skill of Martial Arts: Sweeps.
12. **Elemental Hands** – Transforms the caster's hands into elemental material. Any unarmed attack delivered during the duration of this spell no longer delivers Martial Arts criticals. Instead they deliver Elemental Criticals of the appropriate type. Reduce critical severity from these attacks by one.
13. **Elemental Touch IV** – Any unarmed attack this round delivers an additional 'C' critical of the appropriate elemental type.
15. **Lesser Humanoid Elemental Form** – Caster takes the form of a Lesser Elemental of the caster's chosen element. The caster gains the abilities but not attacks of the Lesser Elemental. The caster retains hits, intelligence, weapons, armor and spell casting ability.
17. **Long Form** – The next spell cast from this list has its' duration tripled. The spell must be cast within 3 rounds.
18. **Elemental Arms and Legs** – Transforms the caster's legs and arms into elemental material. Martial Arts attacks no longer deliver Martial Art criticals and instead deliver Elemental criticals of the appropriate type.

ELEMENTAL CHAMPION BASE LIST 5.14.5

LESSER ELEMENTAL CHANGE

Lvl	Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Elemental Touch*	caster	1 rnd.	self	E
<input type="checkbox"/> 2)					
<input type="checkbox"/> 3)	Elemental Touch II*	caster	1 rnd.	self	E
<input type="checkbox"/> 4)					
<input type="checkbox"/> 5)	Skin of the Zephyr	caster	10 min./lvl.	self	U
<input type="checkbox"/> 6)	Servant Form	caster	10 min./lvl.	self	U
<input type="checkbox"/> 7)	Elemental Touch III*	caster	1 rnd.	self	U
<input type="checkbox"/> 8)	Zephyr Form	caster	10 min./lvl.	self	U
<input type="checkbox"/> 9)					
<input type="checkbox"/> 10)	Skin of the Lesser Drake	caster	10 min./lvl.	self	U
<input type="checkbox"/> 11)	Lesser Elemental Form	caster	10 min./lvl.	self	U
<input type="checkbox"/> 12)	Elemental Hands	caster	1 rnd./lvl.	self	E
<input type="checkbox"/> 13)	Elemental Touch IV*	caster	1 rnd.	self	E
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Lesser Humanoid E. F.	caster	10 min./lvl.	self	U
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Long Form	caster	special	self	U
<input type="checkbox"/> 18)	Elemental Limbs	caster	1 rnd./lvl.	self	E
<input type="checkbox"/> 19)	Skin of the Dragon	caster	10 min./lvl.	self	U
<input type="checkbox"/> 20)	Greater Elemental Form	caster	10 min./lvl.	self	U
<input type="checkbox"/> 25)	Lesser Drake Form	caster	10 min./lvl.	self	U
<input type="checkbox"/> 30)	Greater Humanoid E. F.	caster	10 min./lvl.	self	U
<input type="checkbox"/> 50)	Superior Elemental Form	caster	10 min./lvl.	self	U

19. **Skin of the Dragon** – Caster's normal clothes bond to his skin and then transform his skin into that of a Dragon. AT is 20 for the duration. The caster's skin will look like the hide of the appropriate Dragon.
20. **Greater Elemental Form** – As *Lesser Elemental Form*, except the form is that of a Greater Elemental.
25. **Lesser Drake Form** – Caster takes the form of a Lesser Drake of his chosen element. Caster gains the abilities and attacks of the Lesser Drake but does not get the spell casting abilities nor does he know how to fly in this form. Caster must learn the appropriate Flying/Gliding skill to Fly in the Lesser Drake form. In addition, offensive bonuses for attacks are 0. Caster may develop skills in the attacks; refer to the *Zephyr Form* and *Lesser Elemental Form* spells for details. Spell casting is not possible in this form.
30. **Greater Humanoid Elemental Form** – Caster takes the form of a Greater Elemental of the caster's chosen element. The caster gains the abilities but not attacks of the Greater Elemental. The caster retains hits, intelligence, weapons, armor and spell casting ability.
50. **Superior Elemental Form** – Caster takes the form of a High Elemental of the caster's chosen element. Caster gains the abilities and attacks of the High Elemental but retains hits and intelligence. Spell casting is not possible in this form.

ELEMENTAL CHAMPION BASE LIST 5.14.6

LESSER ELEMENTAL PROTECTIONS

Lvl	Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Resist Main	caster	10 min./lvl.	self	U
<input type="checkbox"/> 2)	Resist Triad	caster	10 min./lvl.	self	U
<input type="checkbox"/> 3)	Resist Element	caster	1 min./lvl.	self	U
<input type="checkbox"/> 4)	Main Sink I*	caster	—	self	U
<input type="checkbox"/> 5)	Main Armor I	caster	10 min./lvl.	self	U
<input type="checkbox"/> 6)	Triad Armor I	caster	10 min./lvl.	self	U
<input type="checkbox"/> 7)	Prismatic Resistance	caster	1 min./lvl.	self	U
<input type="checkbox"/> 8)	Triad Sink I*	caster	—	self	U
<input type="checkbox"/> 9)	Elemental Armor I	caster	1 min./lvl.	self	U
<input type="checkbox"/> 10)					
<input type="checkbox"/> 11)					
<input type="checkbox"/> 12)	Main Armor II	caster	10 min./lvl.	self	U
<input type="checkbox"/> 13)	Main Sink II*	caster	instant	self	U
<input type="checkbox"/> 14)	Triad Armor II	caster	10 min./lvl.	self	U
<input type="checkbox"/> 15)	Prismatic Armor I	caster	1 min./lvl.	self	U
<input type="checkbox"/> 16)	Triad Sink II*	caster	—	self	U
<input type="checkbox"/> 17)	Elemental Armor II	caster	1 min./lvl.	self	U
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)	Elemental Sink II*	caster	—	self	U
<input type="checkbox"/> 20)	Main Sink True*	caster	—	self	U
<input type="checkbox"/> 25)	Main Immunity	caster	10 min./lvl.	self	U
<input type="checkbox"/> 30)	Triad Immunity	caster	1 min./lvl.	self	U
<input type="checkbox"/> 50)	Elemental Immunity	caster	1 min./lvl.	self	U

LESSER ELEMENTAL PROTECTIONS

1. Resist Main — Caster is protected from all natural forms of caster's main element; additionally target gets +10 to Resistance Rolls (RR's) against the caster's main element; and elemental attacks from the caster's main element are at -20. These bonuses apply to Magical, High, and True Elemental Material. This spell only works against attacks from the caster's Main element (Fire, for a Fire Champion; Ice, for an Ice Champion, etc.).

2. Resist Triad — As *Resist Main*, except it is effective against one of the elements from the caster's triad. This must be chosen at the time of casting.

3. Resist Element — As *Resist Triad*, except caster may choose any single element.

4. Main Sink I* — Elemental power is drained from elemental attacks of the caster's primary element, halving the damage delivered by the attack and reducing the Critical Severity by one. This will affect all attacks from the caster's main element that will strike the caster the round this spell is cast.

5. Main Armor I — As *Resist Main*, except bonus is +20.

6. Triad Armor I — As *Resist Triad*, except bonus is +20.

7. Prismatic Resistance — As *Resist Main*, except it affects all of the elements from the caster's triad.

8. Triad Sink I — As *Main Sink I*, except it will work against any element from the caster's triad.

9. Elemental Armor I — As *Resist Element*, except bonus is +20.

12. Main Armor II — As *Main Armor I*, except it also decreases concussion hit damage from the caster's Main element by half, and decreases critical strikes by one level (e.g. 'A's become an 'A'-25, 'B's become 'A's, 'C's become 'B's, etc.)

13. Main Sink II — As *Main Sink I*, except damage is quartered and critical severities are reduced by two.

14. Triad Armor II — As *Main Armor II* except it affects any one element in the caster's triad, element affected is chosen at time of casting.

15. Prismatic Armor I — As *Main Armor I*, except it works against all three elements of the caster's triad.

16. Triad Sink II — As *Main Sink II*, except it will work against any element of the caster's triad.

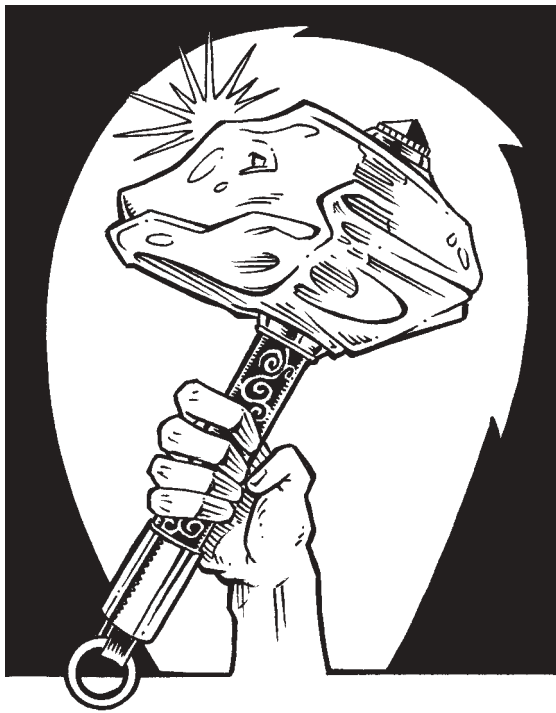
17. Elemental Armor II — As *Main Armor II*, except it affects any one element; element affected is chosen at time of casting.

25. Main Immunity — Target is made completely immune to elemental attacks from the caster's Main Element.

30. Triad Immunity — As *Main Immunity*, except it works against any one element from the caster's triad. Element must be chosen at the time of casting.

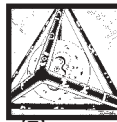
50. Elemental Immunity — As *Triad Immunity*, except any element may be chosen.





AETHER MASTERY

1. **Detect Aether** – Caster is aware of any Elemental Aether in the area of effect as long as he concentrates.
2. **Counter Nether I** – Caster channels Elemental Aether energy at the target spell. This effect nullifies up to a 1st level class “E” Nether based spell. The caster must make a successful Targeting maneuver to counter spell the same round it is cast. If the spell is not cast directly at the caster, then the caster must spend an additional 20% action to monitor spell casting. The target spell receives no RR.
3. **Resist Aether** – Target is protected from Elemental Aether, providing a +10 to the target’s resistance rolls and defensive bonuses against Aether. This spell also provides a +5 bonus against all other elements except Nether.
4. **Aether Arc** – An arc of Aether is shot from the caster’s palm. Results are determined on the Aether Bolt Attack Table. Assign a -5 penalty per foot of range, instead of normal range penalties.
5. **Wall of Aether** – Creates an opaque wall of Aether (up to 10' x 10' x 6'). Anyone passing through takes an ‘A’ Aether critical (no RR).
6. **Counter Nether V** – As *Counter Nether I*, except it affects up to 5th level spells.
8. **Aether Bolt** – A bolt of Aether is shot from the caster’s palm. Resolve attack on the Aether Bolt Table.
9. **Counter Nether VIII** – As *Counter Nether I*, except it can effect up to 8th level spells.
10. **Aether Ball I** – A 1' diameter ball of Aether is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10'R area. Resolve attack on the Aether Ball Table.
11. **Aether Armor I** – As *Resist Aether*, except bonus against Aether is +20 and +10 against all other elements.
12. **Aether Bolt III** – As *Aether Bolt I*, except range is 300'.
13. **Counter Nether XI** – As *Counter Nether I*, except it can effect up to 11th level spells.
14. **Circle of Aether** – As *Wall of Aether*, except “wall” is 10' high and forms a 10'R circle (6" thick) with the caster at the center (the wall will not move with the caster).
15. **Matter Disruption** – Caster directs a ray of Aether energy at target non-sentient material. Target material is separated into its base elements (e.g., if a block of stone is disrupted, then it would



ARCANE ELEMENTALIST BASE LIST 5.15.1

AETHER MASTERY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
1)	Detect Aether	10' R/lvl	C	self	P
2)	Counter Nether I*	1 spell	—	100'	E
3)	Resist Aether	1 target	1 min/lvl.	10'	U
4)	Aether Arc	1 target	—	10'	E
5)	Wall of Aether	10' x 10' x 6'	1 rnd/lvl.	100'	E
6)	Counter Nether V*	1 spell	—	100'	E
7)					
8)	Aether Bolt I	1 target	—	100'	E
9)	Counter Nether VIII*	1 spell	—	100'	E
10)	Aether Ball I	10' R	—	100'	E
11)	Aether Armor I	1 target	1 min/lvl.	10'	U
12)	Aether Bolt III	1 target	—	300'	E
13)	Counter Nether XI*	1 spell	—	100'	E
14)	Circle of Aether	10' R	1 rnd/lvl.	touch	E
15)	Matter Disruption	1 cu'/lvl.	P	100'	F
16)	Counter Nether XV*	1 spell	—	100'	E
17)	Aether Ball II	20' R	—	100'	E
18)	Aether Bolt V	1 target	—	500'	E
19)	Aether Armor II	1 target	—	10'	E
20)	Aura of Aether	10' R	—	10'	E
25)	Counter Nether True*	1 spell	—	100'	E
30)	Aether Immunity	1 target	—	self	E
50)	Aether Mastery	caster	1 rnd/lvl	self	E

be separated into elemental earth, and any impurities within it, like water or air) up to 1 cu' per level.

16. **Counter Nether XV** – As *Counter Nether I*, except it affects up to 15th level spells.
17. **Aether Ball II** – As *Aether Ball I*, except the radius is 20'.
18. **Aether Bolt V** – As *Aether Bolt I*, except range is 500'.
19. **Aether Armor II** – As *Aether Armor I*, except the bonus is +20, target takes half damage and critical results are reduced one level in severity. Against all other elements it grants a +20 bonus.
20. **Aura of Aether** – Caster creates Aether energy within the radius that is non-damaging in nature. This energy will cling to and enhance all elemental attacks through the area. All elemental attacks originating within the radius or passing through the radius deliver double Concussion hit damage and gain a +10 to the attack roll.
25. **Counter Nether True** – As *Counter Nether I*, except it affects any level spell. The caster must spend a number of power points 10% higher than the level of the spell to be countered.
30. **Aether Immunity** – As *Aether Armor I*, except target is immune to all Aether-based attacks. Against all other elements (except Nether), the target gains a +20 to DB and RR, halves all hits and reduces critical severities by one.
50. **Aether Mastery** – Caster can use one lower level spell (on this list) each round.

SPECIAL NOTES

- 1) Aether is a representation of all elemental energies in their most positive forms. It has been theorized that with the proper application and control of Aether you could create almost anything or repair (heal) almost anything. Such control as this has only been accomplished once; it took the six Elemental Lords to do it. Positive applications for Aether are still outside non-divine understanding.

NETHER MASTERY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Detect Nether*	10' R/lvl	C	self	U
<input type="checkbox"/> 2)					
<input type="checkbox"/> 3)	Counter Element I*	1 spell	—	100'	E
<input type="checkbox"/> 4)	Nether Resistance	1 target	10 min/lvl.	10'	U
<input type="checkbox"/> 5)	Nether Arc	1 target	—	10'	E
<input type="checkbox"/> 6)	Counter Element III*	1 spell	—	100'	E
<input type="checkbox"/> 7)	Dissolve Matter	1 cu'/lvl	—	10'	E
<input type="checkbox"/> 8)	Wall of Nether	10' x 10' x 6'	1 rnd/lvl.	50'	E
<input type="checkbox"/> 9)	Counter Element IV*	1 spell	—	100'	E
<input type="checkbox"/> 10)	Nether Bolt I	1 target	—	100'	E
<input type="checkbox"/> 11)	Nether Armor I	1 target	10 min/lvl.	10'	U
<input type="checkbox"/> 12)	Nether Ball I	10' R	—	100'	E
<input type="checkbox"/> 13)	Counter Element VII*	1 spell	—	100'	E
<input type="checkbox"/> 14)	Nether Bolt III	1 target	—	300'	E
<input type="checkbox"/> 15)					
<input type="checkbox"/> 16)	Counter Element VIII*	1 spell	—	100'	E
<input type="checkbox"/> 17)	Circle of Nether	10' R	1 rnd/lvl.	touch	E
<input type="checkbox"/> 18)	Call of Oblivion	1 target	—	100'	F
<input type="checkbox"/> 19)	Counter Element X*	1 spell	—	100'	E
<input type="checkbox"/> 20)	Nether Armor II	1 target	10 min/lvl.	10'	U
<input type="checkbox"/> 25)	Nether Ball III	10' R	—	300'	E
<input type="checkbox"/> 30)	Triad of Nether	3 targets	—	100'	E
<input type="checkbox"/> 50)	Counter Element True*	1 spell	—	100'	E

NETHER MASTERY

- 1. Detect Nether** — Caster is aware of any elemental Nether in the area of effect as long as he concentrates.



- 3. Counter Element I** — Caster channels elemental Nether energy at the target spell. This effect nullifies up to a 1st level class "E" based spell of any elemental type except Nether. Caster must make a successful Directed Spells maneuver to counter spell the same round it is cast. If the spell is not cast directly at the caster then the caster must spend an additional 20% action to monitor spell casting. The target spell receives no RR.

- 4. Nether Resistance** — Target is protected from elemental Nether, providing a +10 to the target's resistance rolls and defensive bonuses against Nether. This spell also provides a +5 bonus against all other elements except Aether.

- 5. Nether Arc** — An arc of Nether is shot from the caster's palm. Results are determined on the Nether Bolt Attack Table. Assign a -5 penalty per foot of range, instead of normal range penalties.

- 6. Counter Element III** — As *Counter Element I*, except it affects up to 3rd level spells.

- 7. Dissolve Matter** — Target inanimate matter is dissolved completely and reduced to nothingness. If something is held or worn, the item resists at the level of the person holding it. Magic items can resist at the level of their creator.

- 8. Wall of Nether** — Creates an opaque wall of Nether (up to 10' x 10' x 6'). Anyone passing through takes an 'A' Nether critical (no RR).

- 9. Counter Element IV** — As *Counter Element I*, except it affects of up to 4th level spells.

- 10. Nether Bolt I** — A bolt of Nether is shot from the caster's palm. Resolve attack on the Nether Bolt Table.

- 11. Nether Armor I** — As *Nether Resistance*, except the bonus against Aether is +20.

- 12. Nether Ball I** — A 1' diameter ball of Nether is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10'R area. Resolve attack on the Nether Ball Table.

- 13. Counter Element VII** — As *Counter Element I*, except it can effect up to 7th level spells.

- 15. Nether Bolt III** — As *Nether Bolt I*, except range is 300'.

- 16. Counter Element VIII** — As *Counter Element I*, except it can effect up to 8th level spells.

- 17. Circle of Nether** — As *Wall of Nether*, except "wall" is 10' high and forms a 10'R circle (6" thick) with the caster at the center (the wall will not move with the caster).

- 18. Call of Oblivion** — Caster channels the raw essence of Nether at the target. The target must resist or have his entire body dissolved into nothingness.

- 19. Counter Element VIII** — As *Counter Element I*, except it can effect up to 8th level spells.

- 20. Nether Armor II** — As *Nether Armor I*, except the bonus is +20; target takes half damage, and critical results are reduced one level in severity.

- 25. Nether Ball II** — As *Nether Ball I*, except range is 300'.

- 30. Triad of Nether** — Three bolts of Nether are shot from the palm of the caster. They can strike up to three different targets (as long as they are within 60° of each other and they are visible to the caster). The caster may apply his directed spell skill (Nether Bolt) to only one of the attacks (the others get a +0 OB).

- 50. Counter Element True** — As *Counter Element I*, except it will work against any level spell.

SPECIAL NOTES

- The counter spells on this list are of a higher level to comparable spells on the *Aether Mastery*, and *Counter Spells* lists; this is due to the large amount of magical power that is required to harness Nether and keep it under control; it does not reflect the amount of Nether used, which is fairly minimal (due to its powerful nature).
- Nether attacks generally use ½ the actual volume of elemental material compared to other elemental spells; this is due to how hard it is to control and how reactive (read: damaging) it is compared to the other elements.

TRUE ELEMENTAL ENERGY

1. **Detect Energy** – Caster is able to detect all elemental energy forms within range. Energy forms include any manifestation of elemental fire or elemental light. Caster is able to discern whether or not the source is True Elemental Material.
2. **Projected Light** – Beam of light (like a flashlight) springs from the caster's palm. This light has a 50' effective range. If the caster closes his fist, the light will "turn off;" when the fist is opened, the light will come back on (so long as the duration of the spell has not expired). See note on light spells.
3. **Boil Liquid** – For each level of the caster, one cubic foot of liquid can be heated to boiling at a rate of 1 cubic foot per round. There is a 2% chance each round (non-cumulative) that the liquid becomes contaminated and undrinkable, turning into a level 1 ingested poison. The caster will not know that this has happened.
4. **Shock Bolt I** – A bolt of intense, charged light is shot from the palm of the caster. Attack is resolved on the Shock Bolt Attack Table. Targets that are hit for at least one point of damage must resist against a level 2 TEP attack.
5. **Light I** – Lights a 10'R area about the point touched. If the point is on a mobile object or being, it will move with the object/being. See *Of Essence*, section 15.12 for details. Also see note on light spells for this list.
6. **Wood Fires** – Causes any wood to ignite and burn. All wood ignited must be within 1' of the caster's palm. Targets exposed to wood during ignition are subject to a level 1 TEP attack.
7. **Shade** – All shadows in the area of effect deepen. This results in a +25 bonus to Hiding maneuvers and +10 to Stalking maneuvers.
8. **Wall of Fire** – Creates an opaque wall of fire (up to 10' x 10' x 6'). Anyone passing through takes an 'A' Heat critical (no RR) and a level 2 TEP attack.
9. **Sudden Light** – Causes a 10'R burst of intense light. All those in the area of effect are stunned 1 round per 5% failure and must resist against a level 1 TEP attack.
10. **Fire Bolt I** – A bolt of fire is shot from the palm of the caster. Resolve attack on the Fire Bolt Table. Targets that are hit for at least one point of damage must resist against a level 6 TEP attack.
11. **Dark I** – As *Light I*, except the radius is as dark as night.
12. **Light V** – As *Light I*, except radius can be up to 50' (radius can be changed by concentrating for one round).
13. **Call Flame** – As *Wall of Fire*, except it creates a cube of flame (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or caught inside) the cube takes an 'A' Heat critical and a level 2 TEP attack.
14. **Shock Bolt III** – As *Shock Bolt I*, except range is 300'. Targets that are hit for at least one point of damage must resist against a level 7 TEP attack.
15. **Fire Ball** – A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10'R area. Resolve attack on the Fire Ball Table. Targets that are hit for at least one point of damage must resist against a level 8 TEP attack.
16. **Dark V** – As *Dark I*, except radius can be up to 50' (radius can be changed by concentrating for one round).
17. **Ignite** – The caster may designate a type of light source to ignite or extinguish (e.g., candles, torches, fireplaces and lanterns, etc.) This spell will affect all of the light sources of the specified type(s) within the area of effect. Touching a light source at the time of ignition results in a level 1 TEP attack.
18. **Lightning Bolt I** – As *Shock Bolt I*, except a Lightning Bolt is shot. Resolve attack on the Lightning Bolt Table. Targets that are hit for at least one point of damage must resist against a level 10 TEP attack.

ARCANE ELEMENTALIST BASE LIST 5.15.3

TRUE ELEMENTAL ENERGY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
1)	Detect Energy	caster	1 rnd/lvl	100'	U
2)	Projected Light	50' beam	10 min/lvl	self	E
3)	Boil Liquid	1 cu'/lvl	C	10'	F
4)	Shock Bolt I	1 target	—	100'	E
5)	Light I	10' R	10 min/lvl	touch	E
6)	Wood Fires	1' R	—	self	F
7)	Shade	100'R	10 min/lvl	touch	E
8)	Wall of Fire	10' x 10' x 6"	1 rnd/lvl	100'	E
9)	Sudden Light	10'R	—	100'	F
10)	Fire Bolt I	1 target	—	100'	E
11)	Dark I	10'R	10 min/lvl	touch	E
12)	Light V	50'R	10 min/lvl	touch	E
13)	Call Flame	10' x 10' x 10'	1 rnd/lvl	10'	E
14)	Shock Bolt III	1 target	—	300'	E
15)	Fire Ball	10'R	—	100'	E
16)	Dark V	50'R	10 min/lvl	touch	E
17)	Ignite	5'R/lvl	P	5'/lvl	E
18)	Lightning Bolt I	1 target	—	100'	E
19)	Circle Aflame	10'R	1 rnd/lvl	self	E
20)	Waiting Light	varies	varies	100'	E
25)	Fire Bolt III	1 target	—	300'	E
30)	Utterlight/Utterdark	100'R	1 min/lvl	touch	E
50)	Lightning Bolt V	1 target	—	500'	E

19. **Circle Aflame** – As *Wall of Fire*, except "wall" is 10' high and forms a 10'R circle (6" thick) with the caster at the center (the wall will not move with the caster).
20. **Waiting Light** – This spell is cast in conjunction with any *Light* or *Dark* spell (i.e., this spell is cast and then the light/dark spell is cast within 1 minute). It can delay the action of that spell for up to 24 hours. It can be triggered by one of the following (decided by caster at the time of casting): time period, specific movements, specific sounds, touch, violent actions in the area, etc.
25. **Fire Bolt III** – As *Fire Bolt I*, except range is 300'. The targets that are hit for at least one point of damage must resist against a level 12 TEP attack.
30. **Utterlight/Utterdark** – As *Light I*, except radius is 100' and caster has the choice of doing darkness or light. If the light version is chosen then the light also nullifies all magically created darkness. If the dark version is chosen then no non-magical light in the radius can exist. Magical darkness or any lights in the radius will return when this spell's duration expires. TEP exposure for either version, occurs every five rounds of continuous exposure. TEP level is 5 for this spell.
50. **Lightning Bolt V** – As *Lightning Bolt I*, except range is 500'. Targets that are hit for at least one point of damage must resist against a level 20 TEP attack.

SPECIAL NOTES

- 1) TEM = True Elemental Material
- 2) TEP = True Elemental Poisoning
- 3) True elemental energy is energy drawn directly from either the elemental plane of fire or light. As such, even benign effects can cause damage to beings from the material plane.
- 4) Exposure to the light or darkness for more than a minute will force target to resist against a lvl 1 TEP (True Elemental Poisoning) attack for every full 5 minutes of exposure.



ARCANE ELEMENTALIST BASE LIST 5.15.4

TRUE ELEMENTAL FLUIDS



Lvl	Spell Name	Area of Effect	Duration	Range	Type
1)	Detect Force	caster	1 rnd/lvl	100'	U
2)	Condensation	1 cu' of water	P	touch	E
3)	Breezes	10'R/lvl	C	10'/lvl	E
4)	Fog	10'R/lvl	P	100'	E
5)	Airwall	10' x 10' x 3'	C	100'	E
6)	Waterwall	10' x 10' x 1'	C	100'	E
7)	Slumber Mist	5'R/lvl	C	5'/lvl	F
8)	Water Bolt I	1 target	—	100'	E
9)	Stun Cloud I	5'R	6 rnds	10'	E
10)	Unfog	10'R/lvl	P	100'	F
11)	Air Stop I	10'R	C	100'	F
12)					
13)	Stun Cloud II	10'R	6 rnds	20'	E
14)					
15)	Vacuum I	5'R	—	100'	F
16)	Calm Water	100'R	C	100'	F
17)	Air Stop II	20'R	C	100'	F
18)					
19)	Slumber Cloud	1'R/lvl	1 min/lvl	5'/lvl	F
20)	Water Wall True	10' x 10' x 1'	1 min/lvl	100'	E
25)	Stun Cloud IV	20'R	6 rnds	40'	E
30)	Call Rain	100'R/lvl	10 min/lvl	100'/lvl	E
50)	Hard Wind	300' x 25'R	1 rnd/lvl	300'	E

TRUE ELEMENTAL FLUIDS

- Detect Force** — Caster is able to detect all elemental forms of force within range. These forms include any manifestation of elemental air or elemental water. The caster is able to discern whether or not the source is True Elemental Material (TEM).
- Condensation** — Condenses 1 cubic foot of water from the surrounding air. Water gradually condenses into the caster's hands and may be funneled into any suitable receptacle. There is a 10% chance that the water is turned into a level 1 True elemental poison (TEP).
- Breezes** — Causes a light breeze (up to 20' per round) as long as the caster concentrates.
- Fog** — Creates dense fog within up to 10'R per level of the caster. See *Of Essence*, section 15.12 for details. Also see notes for TEP effects.
- Airwall** — Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty. Additionally, those who touch the wall suffer a level 1 TEP attack.
- Waterwall** — Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty. Additionally, those who touch the wall suffer a level 1 TEP attack.
- Slumber Mist** — By concentrating, the caster can remove most of the oxygen in the area of effect. After three rounds of concentration, all targets in the area of effect must make an RR each round in the area of effect or fall asleep (1 round per 10 failure). All fire spells in the area suffer a -20 penalty (or at 20% less effective in the case of non-attack spells).

8. **Water Bolt I** — A bolt of water is shot from the caster's palm. Resolve attack on the Water Bolt Attack Table. Targets that are hit for at least one point of damage must resist against a level 4 TEP attack.

9. **Stun Cloud I** — Creates a 5'R cloud of charged gas particles. This cloud delivers a 'C' Electricity critical and a level 4 TEP attack to all within the area of effect on the first and second rounds; a 'B' and a level 3 TEP attack on the third and fourth rounds; and an 'A' and a level 2 TEP attack on the fifth and sixth rounds (after 6 rounds, the cloud dissipates.) This cloud drifts with the wind. 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). It will then stay formed for six rounds.

10. **Unfog** — Disperses any fog in the area of effect. If all of a fog is not dispersed (i.e. the fog covers a greater area than the area of effect for this spell), the fog will refill the area of effect at a rate of 10'R every 1-5 minutes. This spell does not use True Elemental Material and as such does not deliver a TEP attack.

11. **Air Stop I** — Stops all generalized air movement (e.g., wind) up to winds of 30 mph; cuts stronger winds by 30 mph. This spell does not deliver any TEP damage.

13. **Stun Cloud II** — As *Stun Cloud I*, except radius is 10'.

15. **Vacuum I** — Creates a 5'R near vacuum. Anyone inside the radius must make a successful resistance roll (RR) or take a 'B' impact critical, as air leaves the radius and comes back in. Those failing their RR also suffer a level 3 TEP attack.

16. **Calm Water** — Water within the radius is calmed. Waves are cut by 20' in center and less towards the perimeter.

17. **Air Stop II** — As *Air Stop I*, except radius is 20'.

19. **Slumber Cloud** — As *Slumber Mist*, except for the duration, and it drifts with the wind.

20. **Water Wall True** — As *Water Wall*, except for the duration.

25. **Stun Cloud IV** — As *Stun Cloud I*, except radius is 20'.

30. **Call Rain** — If there are any clouds in the sky, it rains (outdoors) for the duration of the spell. Those in the area who don't have rain gear that would keep the water off their skin will suffer a level 1 TEP attack every minute.

50. **Hard Wind** — Caster outstretches arms and then a hard wind comes forth from them, fanning out until it has 25'R at 300'. All within the cone receive a 'B' impact critical and a level 4 TEP attack.

SPECIAL NOTES

- All spells on this list utilize True elemental energy. As such it is dangerous to deal with this power. Those who come in contact with the effects of these spells for five continuous minutes or more must make a resistance roll against a level 1 True elemental poisoning attack. Also, anyone in contact with these effects will feel that they are somehow wrong and will try to leave the area if possible.

TRUE ELEMENTAL MASTERY

1. **Detect True Element** – Caster is aware of all elemental energies, forces, or materials in the area along with its direction and size. Type is unknown.
2. **Analyze Element** – Caster analyzes an area for its elemental content. Type of element is known as well as its purity and strength.
3. **Resist Energy** – Target gains +20 to their resistance rolls and defensive bonuses against all forms of Fire and Light (elemental or mundane). This will nullify the effects of any slow exposure (like that of a TEM *Light* spell off of the *True Elemental Energy* spell list).
4. **Resist Fluids** – As *Resist Energy*, except it affects all forms of Water and Air (elemental or mundane).
5. **Resist Forms** – As *Resist Energy*, except it affects all forms of Earth and Ice (elemental or mundane).
6. **Diffuse Energy** – [RR Mod: -20] Target manifestation of elemental energy (Fire or Light) must resist or be rapidly diffused into the surrounding environment, making it harmless. This will affect a single spell or up to 10 cu' feet of elemental material.
7. **Analyze Taint** – Allows caster to see the effects of taint and the level of taint in area focused on. It takes a full minute of concentration to determine the full effects.
8. **Diffuse Fluids** – [RR Mod: -20] As *Diffuse Energy*, except it affects elemental forces (water or air).
9. **Diffuse Forms** – [RR Mod: -20] As *Diffuse Energy*, except it affects elemental forms (earth or ice).
10. **Remove Energy** – Target who has had corruption due to an elemental attack or True Elemental Poisoning (TEP) may make another resistance roll against the attack at +20. If target fails to resist again, the failure amount may not exceed the original (i.e., make it worse). Damage caused by the original attack still must be healed before any penalties are removed. This spell only affects TEP from fire or light.
12. **Remove Forces** – As *Remove Energy*, except it affects TEP from water or air.
13. **Remove Forms** – As *Remove Energy*, except it affects TEP from ice or earth.
14. **Repel Energy** – As *Resist Energy*, except it affects all who are within 10' of the target.
15. **Repel Fluids** – As *Resist Fluids*, except it affects all who are within 10' of the target.
16. **Repel Forms** – As *Resist Forms*, except it affects all who are within 10' of the target.
20. **Unenergy** – As *Remove Energy*, except Resistance Roll automatically succeeds.
25. **Unfluid** – As *Remove Fluids*, except Resistance Roll automatically succeeds.
30. **Unform** – As *Remove Forms*, except Resistance Roll automatically succeeds.
50. **Repel Elemental Material True** – All within 10' of target gain +20 to their Resistance Rolls and Defensive Bonuses against all elemental attacks. Additionally, all critical severities are reduced by one. True Elemental Poisoning attacks have their effective levels halved, with level 1 poisoning attacks being rendered harmless.

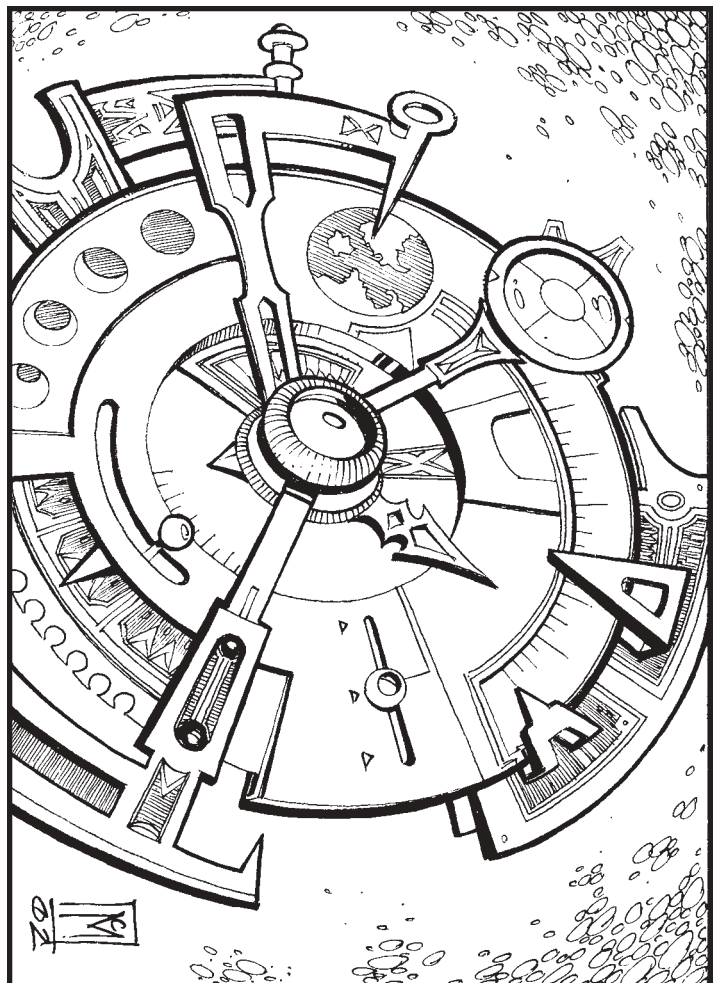
SPECIAL NOTE

- 1) TEM: True Elemental Material

ARCANE ELEMENTALIST BASE LIST 5.15.5

TRUE ELEMENTAL MASTERY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Detect True Element	100' R	C	self	U
<input type="checkbox"/> 2)	Analyze Element	5' R	C	10'	U
<input type="checkbox"/> 3)	Resist Energy	1 target	10 min/lvl	10'	U
<input type="checkbox"/> 4)	Resist Forces	1 target	10 min/lvl	10'	U
<input type="checkbox"/> 5)	Resist Forms	1 target	10 min/lvl	10'	U
<input type="checkbox"/> 6)	Diffuse Energy*	special	—	100'	E
<input type="checkbox"/> 7)	Analyze Taint	5' R	C	10'	U
<input type="checkbox"/> 8)	Diffuse Forces*	special	—	100'	E
<input type="checkbox"/> 9)	Diffuse Forms*	special	—	100'	E
<input type="checkbox"/> 10)	Remove Energy	1 target	P	10'	U
<input type="checkbox"/> 12)	Remove Forces	1 target	P	10'	U
<input type="checkbox"/> 13)	Remove Forms	1 target	P	10'	U
<input type="checkbox"/> 14)	Repel Energy	10' R	10 min/lvl	10'	U
<input type="checkbox"/> 15)	Repel Forces	10' R	10 min/lvl	10'	U
<input type="checkbox"/> 16)	Repel Forms	10' R	10 min/lvl	10'	U
<input type="checkbox"/> 17)					
<input type="checkbox"/> 18)					
<input type="checkbox"/> 19)					
<input type="checkbox"/> 20)	Unenergy	1 target	P	10'	U
<input type="checkbox"/> 25)	Unforce	1 target	P	10'	U
<input type="checkbox"/> 30)	Unforms	1 target	P	10'	U
<input type="checkbox"/> 50)	Repel True El. Material	10' R	10 min/lvl	self	U





ARCANE ELEMENTALIST BASE LIST 5.15.6

TRUE ELEMENTAL MATTER



Lvl	Spell Name	Area of Effect	Duration	Range	Type
1)	Detect Material	caster	1 rnd/lvl	100'	U
2)	Enchanted Rope	10'/lvl	C	touch	U
3)	Freeze Liquid	1 cu'/lvl	C	10'	F
4)	Loosen Earth	100 cu'	P	100'	F
5)	Cool Solid	1 cu'/lvl	24 hr	10'	F
6)					
7)	Wall of Cold	10' x 10' x 1'	1 rnd/lvl	100'	E
8)	Earthwall	10' x 10' x 3'	1 min/lvl	100'	E
9)	Cracks Call	10' x 10' x 10'	—	100'	F
10)	Chill Solid	1 cu'/lvl	1 min/lvl(C)	10'	F
11)	Repair	1 object	P	touch	U
12)	Ice Bolt	1 target	—	100'	E
13)	Stonewall	10' x 10' x 1'	1 min/lvl	100'	E
14)	Cold Ball	20' R	—	100'	E
15)	Earthen Spikes	20' x 20'	10 min/lvl	100'	E
16)	Wall of Ice	10' x 10' x 2'	P	100'	E
17)	Stone/Earth	100 cu'	P	100'	E
18)	Call Cold	10' x 10' x 10'	1 rnd/lvl	10'	E
19)	Earthwall True	10' x 10' x 3'	P	100'	E
20)	Circle of Cold	20'R	1 rnd/lvl	self	E
25)	Water/Ice	10 cu'/lvl	P	100'	F
30)	Unearth	100 cu'	P	100'	F
50)	Triad of Ice	3 targets	—	100'	E

TRUE ELEMENTAL MATTER

- Detect Force** — Caster is able to detect all elemental forms of "matter" within range. These forms include any manifestation of elemental earth or elemental ice. The caster is able to discern whether or not the source is True Elemental Material (TEM).
- Enchanted Rope** — If caster holds one end of a rope he can cause it to move up to its length (within the area of effect) in any direction and to tie itself in knots (it cannot attack or tie up a living being).
- Freeze Liquid** — For every level of the caster, 1 cubic foot of liquid is cooled to freezing at a rate of 1 cubic foot per round. This will not drop a liquid's temperature below -20°F (thus, liquids with a freezing point below -20°F will not freeze). There is a 2% chance each round (non-cumulative) that the liquid becomes contaminated and undrinkable, turning into a level 1 ingested poison. Caster will not know that this has happened.
- Loosen Earth** — Loosens 100 cu' of earth to the consistency of plowed ground. There is a 1% chance that the earth is contaminated with True Elemental Material (TEM). Treat contact as a level 1 True Elemental Poisoning (TEP) attack for the next 10 days.
- Cool Solid** — Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cubic foot per round of concentration. There is a 1% chance that the solid is contaminated with TEM. Treat contact as a level 1 TEP attack for the next 10 days.
- Wall of Cold** — Creates a clear wall of intense cold (up to 10' x 10' x 1'). Anyone passing through this wall takes an 'A' cold critical (no RR) and a level 3 TEP attack.
- Earthwall** — Creates a wall of earth up to 10' x 10' x (3' at the base, 1' at the top). This wall can be dug through. See notes in this spell list.
- Cracks Call** — Any previous cracks or flaws in material up to 10' x 10' x 10' section will extend to their limit. This spell causes no TEP effects.

10. **Chill Solid** — As *Cool Solid*, except material can be cooled to -200°F, at a rate of 50°F per round. The caster must concentrate to decrease the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).

11. **Repair** — The caster may mend a break in a small (up to 2 pounds) inorganic object or multiple breaks, rips or cracks in a larger (up to 10 pounds) organic object. All component parts of the object must be within a 10' radius. There is a 5% chance that the object is contaminated with TEM. Treat contact as a level 1 TEP attack for the next 10 days.

12. **Ice Bolt** — A bolt of ice is shot from the palm of the caster. Resolve attack on the Ice Bolt Table. Targets that are hit for at least one point of damage must resist against a level 7 TEP attack.

13. **Stonewall** — As *Earth Wall*, except wall is up to 10' x 10' x 1' of stone. It can be chipped through.

14. **Cold Ball** — A 1' diameter ball of cold is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 20'R area. Resolve attack on the Cold Ball Table. Targets that are hit for at least one point of damage must resist against a level 8 TEP attack.

15. **Earthen Spikes** — This spell causes the area of effect to bristle with hundreds of 6" to 12" sharp edges and blades. The exact composition of these spikes will depend on the material that the ground is made of. The area of effect must be placed horizontally on a surface (i.e. it cannot be placed on walls.) Most animals and creatures cannot be induced to walk through the area. Anyone moving through the area must make a maneuver roll (at least Extremely Hard difficulty) for every 5' moved through. Anyone who falls inside the area of effect suffers an 'A' puncture critical strike and a level 1 TEP attack.

16. **Wall of Ice** — Summons a wall of ice up to 10'x10'x (2' at base, 1' at top). It can be melted through or chipped through or toppled (if not against a solid surface). See spell notes for this list.

17. **Stone/Earth** — Changes 100 cubic feet of stone to packed earth or vice versa. This change is gradual (taking three rounds for complete change). There is a 10% chance that the earth (or stone) is contaminated with TEM. Treat contact as a level 1 TEP attack for the next 10 days.

18. **Call Cold** — As *Wall of Cold*, except it creates a cube of cold (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or caught inside) the cube takes an 'A' Cold critical and a level 4 TEP attack

19. **Earthwall True** — As *Earth Wall*, except the duration is permanent.

20. **Circle of Cold** — As *Wall of Cold*, except "wall" is 10' high and forms a 10'R circle (6" thick) with the caster at the center (the wall will not move with the caster).

25. **Water/Ice** — For every level of the caster, it changes 10 cubic feet of water to ice, instantly. There is a 10% chance that the liquid becomes contaminated and undrinkable, turning into a level 1 ingested poison if drank or resolve a TEP attack for every 1 minute of contact with ice. Caster will not know that this has happened.

30. **Unearth** — Disintegrates (i.e., nothing is left) 100 cubic feet of earth or stone.

50. **Triad of Ice** — Three bolts of ice are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60' of each other; and they are visible to the caster). Caster may apply his directed spell skill (Ice Bolt) to only one of the attacks (the others get a +0 OB). Targets that are hit for at least one point of damage must resist against a level 15 TEP attack.

SPECIAL NOTE

- All spells on this list utilize True Elemental Material. As such it is dangerous to deal with this power. Those who come in contact with the effects of these spells for five continuous minutes or more must make a resistance roll against a level 1 True Elemental Poisoning attack. Also, anyone in contact with these effects will feel that they are somehow wrong and will try to leave the area if possible.



TRAINING PACKAGES

A training package is a group of benefits (and sometimes disadvantages) that can be purchased using development points. The skills and abilities gained through a package represent long periods of exposure or training (sometimes years). If these packages are developed after apprenticeship, the character should be required to spend time in training (the time will vary from package to package).

There are two different types of training packages: vocational (V) and lifestyle (L). Most of the time, a character may have only one lifestyle training package (GM discretion). However, he can have as many vocational training packages as he can afford to purchase. The training packages that are vocational are given the type "V" in the master list. The lifestyle training packages are given the type "L" in the master list.

VOCATIONAL TRAINING PACKAGES

These training packages represent specific occupations in which a character may become proficient. He will gain groups of skills and abilities that would necessarily be developed if the character were in the occupation.

For example, if the character were a member of the City Guard, he would have to know a little about how to get around in the city (as well as have some skill with weapons).

LIFESTYLE TRAINING PACKAGES

These training packages represent groups of skills and abilities that would be gained by living a particular lifestyle. Lifestyle packages should be hard to acquire, and take long periods of time when they are allowed.

For example, a character who spends most of his life around animals might develop the Animal Friend package to represent the animal skills he would have gained.

TRAINING PACKAGE ENTRIES

Each training package gives a character one or more of the following benefits/disadvantages. In addition, each training package costs a different number of development points (based upon the character's profession).

- **Time to Acquire:** This is the amount of time the character needs to train before gaining the benefits of the package. This time should be modified by a percentage equal to triple the character's SD stat bonus (expressed as a percentage).

Example: If a character has a +5 SD stat bonus, he would gain the benefits of a training package 15% earlier than someone with a +0 SD bonus (i.e., 85% of the normal time). However, if the character has a -5 SD stat bonus, he would take 15% longer to gain the benefit (i.e., 115% of the normal time).

For starting characters, total the amount of time spent in training packages and add it to the normal starting age to determine the starting age of the character (see Section 8.2, p. 32, RMFRP).

- **Starting Money:** Some occupations (or lifestyles) have more or less starting money than others. Some packages list a modification to the "normal" starting money. For example, if the normal starting money is 20 silver, the Adventurer package would have 20 silver plus d10 (open-ended) silver.

Note: There is one notation unique to the packages: d10 (open-ended). This means roll d10; if the result is 1 to 9,

keep the result; if the result is a d10, roll d10 again and add it to 9; continue until a 10 is not the result.

If the training package is developed after apprenticeship development, the starting money does not apply. When generating starting money, either the GM should make the rolls or the player can simply take 55 (for each d100 roll) or 6 (for each d10 roll).

- **Special:** The GM should make a d100 roll (open-ended) for each item, adding the number in parentheses after the item (the items should be rolled for in the order that they are presented). If the result is over 100, the character gains the special item or quirk. After gaining one item, the chances of gaining any further items is halved. After gaining another item, the remaining chances are halved again (repeating each time an item is gained). If no items are gained, the last item in the list is automatically gained (if the GM is unavailable to roll, the player should simply take the last item). If the package is developed after apprenticeship development, the benefits gained here may be inappropriate (GM's discretion).

Note: The GM may choose to allow every character who develops a training package to have the last item in the list (even if previous items were gained).

- **Skill and Skill Category Ranks:** All packages give some skill ranks and/or skill category ranks to the character. These skill ranks represent special training that comes with the occupation or lifestyle. A training package cannot raise a skill rank above 10th rank. Occasionally, the package will list "Weapon/Attack." This means that the character can choose either a Weapon skill rank or Martial Arts attack skill rank.

Example: Kohrist takes the City Guard training package. This package awards her 2 ranks in 1-H Edged Weapons. However, she already has 9 ranks; this means that she only gains 1 more rank from the training package.

- **Stat Gains:** Some training packages allow the character to make extra stat gain rolls. This section shows which stats get the extra rolls.
- **Lifestyle Skills:** Lifestyle skills are skills that a lifestyle package specializes in. They therefore have a limit of 15 ranks of development, instead of the usual cap of 10.
- **Professional Qualifier:** Most things come easier with a little background. For instance, it's easier to learn advanced medical techniques if one has a firm basis in the basics. It's also sometimes easier to tackle a training package with certain stat requirements, or even moral requirements if *Character Law* is being used.

The gist of the matter is this. If a character meets the professional qualifier, he receives a discount to the training package.

In addition, a GM may decide to restrict a training package only to people who meet the professional qualifier. This can represent prerequisites for certain types of schooling.

- **Special Skills:** A new concept, only for use with the Elemental Specialty training package. Rather than making a different profession for each specialty, the training package gives a character some special skills that are better or worse than a normal Magician's. This represents their unique elemental attunement.
- **Cost by Profession:** This section shows how much the training package costs (in development points) for each profession.





6.1 AIR MAGE (L)

The Air Mage specializes in the use of air and wind-based effects. He has a very specialized approach to magic. This TP is meant for use with the Elementalist profession. It can only be taken with other professions with GM approval.

Time to Acquire: 53 Months

Starting Money: Normal

Special:

Spell Adder (+2)	50
Daily II item (Casting a 3 rd Level Spell)	50
Daily I item (Casting a 5 th Level Spell)	40
Spell Multiplier (x2 PP)	10
Spell Adder (+1)	100

Category or Skill	# of Ranks
Lore • Magical skill category	2
Planar Lore	2
Lore • Obscure skill category	1
choice of one skill	1
Power Awareness skill category	2
Attunement	1
Reading Runes	1
Spells • Own Realm, Own Base skill category	0
choice of up to three skills	3
Subterfuge • Stealth skill category	1
Stalking	2

Stat Gains: Empathy, Agility

Lifestyle Skills: Flying/Gliding, Stalking

Professional Qualifier: Elementalist (no discount to cost)

TP Base Spell Lists: Air Control, Wind Law, Wind Mastery

SPECIAL SKILLS

Everyman Skills: Flying/Gliding, One Missile Weapon

Occupational Skills: None

Restricted Skills: Sprinting, Adrenal Speed

COST BY PROFESSION

Elementalist	29
Elemental Explorer	29
Elemental Priest	30
Elemental Champion	32

6.2 EARTH MAGE (L)

The Earth Mage specializes in the use of Earth and Stone-based effects. He has a very specialized approach to magic. This TP was meant for use with the Elementalist profession. It can only be taken with other professions with GM approval.

Time to Acquire: 53 Months

Starting Money: Normal

Special:

Spell Adder (+2)	50
Daily II item (Casting a 3 rd Level Spell)	50
Daily I item (Casting a 5 th Level Spell)	40
Spell Multiplier (x2 PP)	10
Spell Adder (+1)	100

Category or Skill	# of Ranks
Body Development skill category	n/a
Body Development	2
Lore • Magical skill category	2
Planar Lore	2
Power Awareness skill category	2
Attunement	1
Reading Runes	1
Spells • Own Realm, Own Base skill category	0
Choice of up to three skills	3

Stat Gains: Empathy, Constitution

Lifestyle Skills: Body Development

Professional Qualifier: Elementalist (no discount to cost)

TP Base Spell Lists: Earth Fields, Earth Law, Earth Mastery

SPECIAL SKILLS

Everyman Skills: One skill from Athletic: Brawn or Athletic: Endurance

Occupational Skills: None

Restricted Skills: Flying/Gliding, All Missile Weapons

COST BY PROFESSION

Elementalist	29
Elemental Traveler	29
Elemental Priest	29
Elemental Champion	31

6.3 ELEMENTAL CRAFTER (V)

The Elemental Crafter uses the corruptive nature of High Elemental Material to create permanent objects of elemental power.

Time to Acquire: 52 Months

Starting Money: Normal

Special:

Guild Membership (shop facilities and obligations).....	30
Weapon with 30 corruption points*	20
Armor with 25 corruption points*	20
General Item with 20 corruption points*	20
Anvil, Tongs, Bellows, Hammer, and Crucible	10
Forge Access (3 days/month)	30
Book (+20 to Metal Lore)	50
Friend in a local guild	100

Category or Skill	# of Ranks
Crafts skill category.....	0
Metal Crafts (choice).....	2
Leather Crafts (choice).....	1
Wood Crafts (choice).....	1
Lore • Technical skill category	1
Metal Lore	1
Power Awareness skill category	2
Attunement	1
Power Perception	1
Spells • Own Realm, TP	0
Elemental Crafting	3
Elemental Forge	3

Stat Gains: None

Professional Qualifier: One Elemental spell list [-3 to cost]

COST BY PROFESSION

Elementalist	28
Elemental Traveler	28
Elemental Priest	28
Elemental Champion	35

6.4 STORM MAGE (L)

The Storm Mage specializes in the use of weather to cause various effects. He has a very specialized approach to magic. This TP was meant for use with the magician profession. It can only be taken with other professions with GM approval.

Time to Acquire: 53 Months

Starting Money: Normal

Special:

Spell Adder (+2)	50
Daily II Item (Casting a 3rd Level Spell)	50
Daily I Item (Casting a 5th Level Spell)	40
Spell Multiplier (x2 PP)	10
Spell Adder (+1)	100

Category or Skill	# of Ranks
Lore • Magical skill category	2
Planar Lore	2
Outdoor • Environmental skill category	1
Weather Watching	3
Power Awareness skill category	2
Attunement	1
Reading Runes	1
Spells • Own Base skill category	0
Choice of up to 3 skills	3

Stat Gains: Empathy

Lifestyle Skills: Weather Watching

Professional Qualifier: None

COST BY PROFESSION

Elementalist	29
Elemental Traveler	29
Elemental Priest	30
Elemental Champion	32



ELEMENTAL
COMPANION



6.5 FIRE MAGE

The Fire Mage specializes in the use of fire and heat-based effects. He has a very specialized approach to magic. This TP was meant for use with the Elementalist profession. It can only be taken with other professions with GM approval.

Time to Acquire: 53 Months

Starting Money: Normal

Special:

Spell Adder (+2)	50
Daily II item (Casting a 3 rd Level Spell)	50
Daily I item (Casting a 5 th Level Spell)	40
Spell Multiplier (x2 PP)	10
Spell Adder (+1)	100



Category or Skill	# of Ranks
Lore • Magical skill category	2
Planar Lore	2
Power Awareness skill category	2
Attunement	1
Reading Runes	1
Spells • Own Realm, Own Base skill category	0
Choice of up to three skills	3
Weapon • Category 1 skill category	1
One weapon skill	2

Stat Gains: Empathy

Lifestyle Skills: One Melee Weapon

Professional Qualifier: Elementalist (no discount to cost)

TP Base Spell Lists: Fiery Ways, Fire Law, Flames Course

SPECIAL SKILLS

Everyman Skills: Frenzy

Occupational Skills: None

Restricted Skills: Swimming

COST BY PROFESSION

Elementalist	29
Elemental Traveler	29
Elemental Priest	29
Elemental Champion	29

6.6 ICE MAGE

The Ice Mage specializes in the use of ice and cold-based effects. He has a very specialized approach to magic. This TP was meant for use with the Elementalist profession. It can only be taken with other professions with GM approval.

Time to Acquire: 53 Months

Starting Money: Normal

Special:

Spell Adder (+2)	50
Daily II item (Casting a 3 rd Level Spell)	50
Daily I item (Casting a 5 th Level Spell)	40
Spell Multiplier (x2 PP)	10
Spell Adder (+1)	100

Category or Skill	# of Ranks
Lore • Magical skill category	2
Planar Lore	2
Power Awareness skill category	2
Attunement	1
Reading Runes	1
Self Control skill category	1
Adrenal Concentration	2
Stunned Maneuvering	2
Spells • Own Realm, Own Base skill category	0
Choice of up to three skills	3

Stat Gains: Empathy, Self Discipline

Lifestyle Skills: Stunned Maneuvering

Professional Qualifier: Elementalist (no discount to cost)

TP Base Spell Lists: Cold Mastery, Ice Law, Ice Mastery

SPECIAL SKILLS

Everyman Skills: Adrenal Concentration

Occupational Skills: None

Restricted Skills: Frenzy

COST BY PROFESSION

Elementalist	28
Elemental Traveler	29
Elemental Priest	31
Elemental Champion	31

6.7

LIGHT MAGE

The Light Mage specializes in the use of light and electricity-based effects. He has a very specialized approach to magic. This TP was meant for use with the Elementalist profession. It can only be taken with other professions with GM approval.

Time to Acquire: 53 Months

Starting Money: Normal

Special:

Spell Adder (+2)	50
Daily II item (Casting a 3 rd Level Spell)	50
Daily I item (Casting a 5 th Level Spell)	40
Spell Multiplier (x2 PP)	10
Spell Adder (+1)	100

Category or Skill

of Ranks

Athletic • Endurance skill category	1
Sprinting	2
Lore • Magical skill category	2
Planar Lore	2
Power Awareness skill category	2
Attunement	1
Reading Runes	1
Self Control skill category	1
Adrenal Speed	2
Spells • Own Realm, Own Base skill category	0
Choice of up to three skills	3

Stat Gains: Empathy, Quickness

Lifestyle Skills: Adrenal Speed

Professional Qualifier: Elementalist (no discount to cost)

TP Base Spell Lists: Dark Mastery, Light Law, Light Mastery

SPECIAL SKILLS

Everyman Skills: Adrenal Speed, Sprinting

Occupational Skills: None

Restricted Skills: None

COST BY PROFESSION

Elementalist	29
Elemental Traveler	29
Elemental Priest	31
Elemental Champion	31





6.8 WATER MAGE

The Water Mage specializes in the use of water and fluid-based effects. He has a very specialized approach to magic. This TP was meant for use with the Elementalalist profession. It can only be taken with other professions with GM approval.

Time to Acquire: 53 Months

Starting Money: Normal

Special:

Spell Adder (+2)	50
Daily II item (Casting a 3 rd Level Spell)	50
Daily I item (Casting a 5 th Level Spell)	40
Spell Multiplier (x2 PP)	10
Spell Adder (+1)	100

Category or Skill	# of Ranks
Athletic • Gymnastics skill category	1
Climbing	2
Athletic • Endurance skill category	1
Swimming	2
Lore • Magical skill category	2

Planar Lore	2
Power Awareness skill category	2
Attunement	1
Reading Runes	1
Spells • Own Realm, Own Base skill category	0
Choice of up to three skills	3

Stat Gains: Empathy, Agility

Lifestyle Skills: Swimming

Professional Qualifier: Elementalalist (no discount to cost)

TP Base Spell Lists: Water Law, Water Mastery, Water Ways

SPECIAL SKILLS

Everyman Skills: Swimming

Occupational Skills: None

Restricted Skills: Adrenal Concentration

COST BY PROFESSION

Elementalist	28
Elemental Traveler	28
Elemental Priest	29
Elemental Champion	32



ELEMENTAL CRAFTING

1. **Analyze Taint** — Caster is able to determine the amount and type of elemental corruption within an item. If the item is cursed, the caster will know it is cursed but will not be able to tell what the nature of the curse is or how to remove it.
2. **Store Taint Pattern** — This spell allows a caster to memorize the taint patterns within an item. This is necessary to manipulate the corruption within an item.
4. **Remove Manifestation I** — Caster removes a single factor point from an item (caster chooses which one) changing it to a non-manifesting factor point. This factor point is now free for use with other spells on this list.
5. **Add Manifestation I** — Caster is able to change a non-manifesting factor point to one of the desired type within an item. Subcategories are also chosen by the caster (e.g., the caster decides the item has a spell slot for a particular spell, instead of rolling randomly.) Total factor points in a factor may not be increased over 2 by the use of this spell.
6. **Favorable Manifestation I** — Caster is able to predetermine one factor point in the item as it is being forged. This spell must be used in conjunction with the *Elemental Forge* spell list or it has no effect. This will cause the forging process to take as long as it would to cast this spell (i.e., 6 weeks). This spell will not prevent an item from being destroyed in the creation process.
7. **Remove Manifestation II** — As *Remove Manifestation I*, except the caster can remove up to two factor points from the item.
8. **Add Manifestation II** — As *Add Manifestation I*, except up to two non-manifesting factor points may be changed with this spell. Factor points for a specific factor may not be increased over 3 through the use of this spell.
10. **Remove Manifestation III** — As *Remove Manifestation I*, except the caster can remove up to three factor points from the item.
11. **Add Manifestation III** — As *Add Manifestation I*, except up to three non-manifesting factor points may be changed with this spell. Factor points for a specific factor may not be increased over 5 through the use of this spell.
13. **Favorable Manifestation II** — As *Favorable Manifestation I*, except up to two factor points may be predetermined.
14. **Remove Manifestation IV** — As *Remove Manifestation I*, except caster can remove up to four factor points from the item.
15. **Add Manifestation IV** — As *Add Manifestation I*, except up to four non-manifesting factor points may be changed with this spell. Factor points for a specific factor may not be increased over 7 through the use of this spell.
17. **Favorable Manifestation III** — As *Favorable Manifestation I*, except caster can predetermine up to three factors.
18. **Remove Manifestation V** — As *Remove Manifestation I*, except caster can remove up to five factor points from the item.
19. **Add Manifestation V** — As *Add Manifestation I*, except up to five non-manifesting factor points may be changed with this spell. Factor points for a specific factor may not be increased over 10 through the use of this spell.
20. **Physical Memory** — Allows caster to force weapon's physical memory into an item that risks losing its physical form (i.e., an item of Air, Water, Light or Fire). By forcing the item to retain its physical memory, the item will retain its physical hardness while still manifesting the corruptive properties of the element. This spell must be cast on an item once a day for a week for the effects to become permanent.
25. **Favorable Manifestation IV** — As *Favorable Manifestation I*, except caster can predetermine up to four factor points.
30. **Favorable Manifestation V** — As *Favorable Manifestation II*, except caster can predetermine up to five factors points.

TRAINING PACKAGE LIST 6.9.1

ELEMENTAL CRAFTING

Lvl	Spell Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Analyze Taint	one item	special	self	U
<input type="checkbox"/> 2)	Store Taint Pattern	one item	special	self	U
<input type="checkbox"/> 3)					
<input type="checkbox"/> 4)	Remove Manifestation I	one item	24 hours	touch	E
<input type="checkbox"/> 5)	Add Manifestation I	one item	24 hours	touch	E
<input type="checkbox"/> 6)	Favorable Manifestation I	one item	24 hours	touch	E
<input type="checkbox"/> 7)	Remove Manifestation II	one item	24 hours	touch	E
<input type="checkbox"/> 8)	Add Manifestation II	one item	24 hours	touch	E
<input type="checkbox"/> 9)					
<input type="checkbox"/> 10)	Remove Manifestation III	one item	24 hours	touch	E
<input type="checkbox"/> 11)	Add Manifestation III	one item	24 hours	touch	E
<input type="checkbox"/> 12)					
<input type="checkbox"/> 13)					
<input type="checkbox"/> 14)	Remove Manifestation IV	one item	24 hours	touch	E
<input type="checkbox"/> 15)	Add Manifestation IV	one item	24 hours	touch	E
<input type="checkbox"/> 16)					
<input type="checkbox"/> 17)	Favorable Manifestation II	one item	24 hours	touch	E
<input type="checkbox"/> 18)	Remove Manifestation V	one item	24 hours	touch	E
<input type="checkbox"/> 19)	Add Manifestation V	one item	24 hours	touch	E
<input type="checkbox"/> 20)	Physical Memory	one item	P	touch	E
<input type="checkbox"/> 25)	Favorable Manifestation IV	one item	24 hours	touch	E
<input type="checkbox"/> 30)	Favorable Manifestation V	one item	24 hours	touch	E
<input type="checkbox"/> 50)	Create Elemental Item	one item	24 hours	touch	E

50. **Create Elemental Item** — Allows caster to create an elemental item with its capabilities restricted to two of the six factor options (chosen at the time of casting). All factors that the item gains will be split between the two chosen factors. Roll randomly for each factor point (equal chance for either factor.) This spell must be used in conjunction with the *Elemental Forge* spell list. Creation time is equal to one week per level of the *Elemental Forge* spell used.

SPECIAL NOTE

The spells on this list that have a duration of 24 hours must be cast on the item each day for a number of weeks equal to the spell level. These spells take 8 hours each day to complete.





TRAINING PACKAGE LIST 6.9.2

ELEMENTAL FORGE



Lvl	Spell Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Pool Element	1 cu. foot	24 hrs	10'	U
<input type="checkbox"/> 2)	Prepare Tool	one tool	24 hrs	10'	U
<input type="checkbox"/> 3)	Prepare Anvil	one anvil	24 hrs	10'	U
<input type="checkbox"/> 4)	Prepare Furnace	one furnace	24 hrs	10'	U
<input type="checkbox"/> 5)	Elemental Flame	elemental forge	24 hrs	10'	U
<input type="checkbox"/> 6)	Forge Item II	special	24 hrs	touch	U
<input type="checkbox"/> 7)	Elemental Fire I	elemental forge	24 hrs	10'	U
<input type="checkbox"/> 8)	Destroy Item I	one elemental item	24 hrs	10'	U
<input type="checkbox"/> 9)	Forge Item III	special	24 hrs	touch	U
<input type="checkbox"/> 10)	Draw Taint I	one elemental item	special	touch	U
<input type="checkbox"/> 11)					
<input type="checkbox"/> 12)	Destroy Item II	one elemental item	24 hrs	10'	U
<input type="checkbox"/> 13)	Forge Item IV	special	24 hrs	touch	U
<input type="checkbox"/> 14)	Elemental Fire II	elemental forge	24 hrs	10'	U
<input type="checkbox"/> 15)					
<input type="checkbox"/> 16)	Forge Item VI	special	24 hrs	touch	U
<input type="checkbox"/> 17)	Destroy Item III	one elemental item	24 hrs	10'	U
<input type="checkbox"/> 18)	Draw Taint II	one elemental item	special	touch	U
<input type="checkbox"/> 19)	Forge Item VIII	special	24 hrs	touch	U
<input type="checkbox"/> 20)	Destroy Item IV	one elemental item	24 hrs	10'	U
<input type="checkbox"/> 25)	Elemental Furnace	elemental forge	24 hrs	touch	U
<input type="checkbox"/> 30)	Forge Item True	special	24 hrs	touch	U
<input type="checkbox"/> 50)	Destroy Item True	one elemental item	24 hrs	10'	U

ELEMENTAL FORGE

- 1. Pool Element** – Elemental material of the caster's main elemental type is pooled into a vessel for use with the *Forge* spells on this list. If the vessel has not been prepared with *Prepare Tool*, then the vessel will be destroyed by the elemental material and will risk damaging other equipment (effects are up to GM).
- 2. Prepare Tool** – Prepares a tool or vessel for work with elemental material. The item will not corrode or suffer contamination while under the effects of this spell. Gloves are usually one of the first items protected by this spell. Anvils or furnaces cannot be protected by this spell.

- 3. Prepare Anvil** – As *Prepare Tool*, except this spell affects anvils.

- 4. Prepare Forge** – As *Prepare Tool*, except this spell affects the furnace (or treatment area). This spell is the most important since this is where the elemental material is mixed with the item.



- 5. Elemental Flame** – When crafting metal items it allows caster to mix pooled element with his normal heat source. Combination stabilizes and forms an elemental flame that will burn for the next eight hours (if enough fuel is present). Flames' intensity is such that an item can be forged to have up to 20 corruption points. For organic items, this spell allows the caster to mix pooled elemental material with what is used to treat the organic object (tanning solution for leather, treatment oils for wood, etc.). See *Forge Item II* for further details.

- 6. Forge Item II** – Allows caster to forge elemental items with a +20 bonus to his forging/crafting skill. Items forged this way have an elemental corruption factor of up to 10. Re-forging the item using this spell and the appropriate spells on this list can raise the factor by 5 with a maximum of 20. Note: this spell does not ensure success, caster must make the appropriate crafting skill check. If failure occurs item is destroyed. All traits from this forging process are random. See the elemental corruption rules.

- 7. Elemental Fire** – As *Elemental Flame*, except energy is more intense, allowing item to be corrupted up to a maximum of 40 corruption points.

- 8. Destroy Item I** – Allows caster to destroy a elemental item in his forge with the associated magical explosion. Items up to 10 corruption points may be destroyed in this manner. Process takes one hour per corruption point; the hours need not be continuous.

- 9. Forge Item III** – As *Forge Item II*, except the initial rating of up to 15 with a maximum of rating of 30. Re-forging an item gives it another 6 corruption points.

- 10. Draw Taint I** – Allows the caster to draw out half an elemental corruption point out of an item. This spell can be cast only once per day. If item's corruption level is dropped from a multiple of five to a lower number then one random trait is removed from the item (e.g., an item that had 30 corruption points was dropped to 29 by this spell, then one of the six traits the item had would be removed).

- 12. Destroy Item II** – As *Destroy Item I*, except items with up to 20 corruption points may be safely destroyed.

- 13. Forge Item IV** – As *Forge Item II*, except the initial rating may be up to 20 with a maximum rating of 40. Re-forging an item gives it another 7 corruption points.

- 14. Elemental Fire II** – As *Elemental Flame*, except energy is more intense, allowing item to be corrupted up to a maximum of 60 corruption points.

- 16. Forge Item VI** – As *Forge Item II*, except the initial rating may be up to 30 with a maximum rating of 60. Re-forging an item gives it another 8 corruption points.

- 17. Destroy Item III** – As *Destroy Item I*, except items with up to 30 corruption points may be safely destroyed.

- 18. Draw Taint II** – As *Draw Taint I*, except that 1 corruption point is removed.

- 19. Forge Item VIII** – As *Forge Item II*, except the initial rating may be up to 40 with a maximum rating of 80. Re-forging an item gives it another 9 corruption points.

- 20. Destroy Item IV** – As *Destroy Item I*, except items with up to 40 corruption points may be safely destroyed.

- 25. Elemental Furnace** – As *Elemental Flame*, except that flame is very intense, allowing items to be corrupted up to a maximum of 100 corruption points.

- 30. Forge Item True** – As *Forge Item II*, except that initial rating may be 50 corruption points with a maximum rating of 100. Re-forging an item gives it another 10 corruption points.

- 50. Destroy Item True** – As *Destroy Item I* except that any elemental item may be destroyed as long as it is not an artifact.



ELEMENTAL BEINGS

You cannot produce a book like *Fire and Ice: The Elemental Companion* without talking about elemental creatures. There are many elementals already listed in *Creatures and Monsters*, but this information needs to be brought up to date and integrated more closely with what's available in *Spell Law*.

There are also several new creatures presented here. Many are available for immediate introduction into a campaign. Others, like the Elemental Lords, are godlike in their scope and power. Inserting them into a campaign should require some thought.

7.1

GATING VS. SUMMONING

Most elementals, to date, have been produced through a process called summoning. This is a safe method of bringing an elemental to bear. It is also the only method that Magicians can manage.

This book brings a new form of producing elementals to light. It is called gating, and it is inherently more dangerous. Some spell lists in this book, the Elemental Priest's Elemental Gate Mastery for instance, prefer gating as a method of bringing an elemental onto the crude material plane.

SUMMONING

To summon a creature, a spell user places a call out to the universe for the creature. The creature can respond in one of two ways, depending on the nature of the list.

First of all, the creature can simply travel to the caster, making its best possible time. Ranger lists use this method, as the creature simply runs, flies or slithers to the caster.

The second method involves actually conjuring the target to the caster's location. If the caster and the target are on the same plane of existence, this is handled through a simple spell effect similar to a teleport.

If the target is not on the same plane of existence, it travels via a more spiritual channel. Upon arriving in the crude material plane, the spell creates a physical form for the creature, making the body as physically identical to the creature's original form as possible.

The hitch here is that there is little or no high elemental material on the physical plane. Therefore, when an elemental is summoned, its body is formed out of mundane elemental material (the process of which makes it magical elemental material).

This makes summoning a very safe process. There is no risk of contamination from the High Elemental Materials.

While summoned, an extra-planar creature's body goes into a dormant state. If it is destroyed, when the summoning spell ends, the creature retains its current form and location instead of returning to its point of origin. Since the creature is no longer under control of the summoner, this can mean the summoner is suddenly in a very bad situation.

GATING

To gate a creature, the summoner opens a physical connection to the location of the summoned creature, and then pulls it through. This means that the creature is actually using its original body. This opens a whole new can of worms.

The main problem is that most elementals are composed of High Elemental Material. This means that they contaminate everything they touch. While this can be beneficial in the short run, in the long run it can cause all sorts of grief.

Gated creatures are slightly more powerful than summoned ones. This also makes them more dangerous to the summoner.

7.2

HYBRID ELEMENTAL BEINGS

There are several creatures that live on both the crude material plane and the various elemental planes. These creatures are especially adapted to the planes, usually by the hand of the various Elemental Lords.

On the material plane, these creatures simply emulate the magical version of the element. Arctic Foxes, for instance, radiate cold like a warm-blooded creature radiates body heat.

On their native elemental plane these creatures have been contaminated by High Elemental Material. These creatures can cause elemental contamination.

7.3

ELEMENTAL CREATURES

There are three types of elemental creatures: hybrids, entities, and artificial beings. The three are as follows:

Artificial: these beings are created by the summoning process. They are not summoned by spells typically, but by ancient and terrifying magical rituals. They are extremely dangerous, as they have the power to retain their link to the physical plane if not properly dismissed (their intellect and will comes from powerful elementals or even Elemental Lords).

Entities: these are purely extra-planar creatures. They are summoned by various entity summoning lists.

Hybrids: these creatures were created by the Elemental Lords and exist on both planes. They can be summoned by various monster summoning spells based on their level, not type. The only way one can be summoned from another plane of existence is by a spell-mastered use of the Elemental Gate Mastery list.

Notation: *It should be noted that many small differences exist between this work and *Creatures and Monsters*. These differences are intentional. Much of the material on elementals was tweaked to provide a more complete and consistent overview of elemental creatures.*



ELEMENTALS AND ELEMENTAL ATTACKS

Elementals are not immune to attacks from their own elements. Hitting a fire elemental with a fire bolt is much like firing a bone arrow at a person. The material is magical, and will therefore deal damage. When conducting an elemental attack against an elemental creature, replace the elemental criticals with Impact criticals. Attacking an elemental creature with its scourge element deals Slaying criticals. Attacking an elemental creature with its source element actually heals an equivalent amount of damage. (It's kinda like attacking a person with a bread bolt.) Attacking an elemental creature with a complementary or neutral element deals damage to the creature as normal.

7.3.1 • TYPE I

Type one creatures are the weakest of all elemental beings. They are typically under fifth level and are more of a nuisance than a danger.

Most hybrids are type one. This is because most hybrids are no more dangerous than very aggressive animals. They are included here for completeness, as most hybrids will be summoned by level, not type.

ARCTIC FOX (HYBRID)

Level: 4C **Size:** S **MS/AQ:** FA/FA
Base Move: 100 **Max Pace:** Dash **MM Bonus:** +30
Hits: 90G **Crits:** - **AT (DB):** 3(50)

Attacks: 70 SBi / [Cold A]
#Enc: 1-10 **Treasure:** - **Bonus XP:** -
Habitat: f-(EK,G,-,T)-5 **Outlook (IQ):** Normal

Description: This white to blue fox is found only in the coldest of locales. It's easily recognized by its canine appearance and large, bushy tale, usually bluer than the rest. It otherwise looks like a large, mundane, fox.

Lifestyle: Found only in the coldest of places, Arctic Foxes lair in areas that make good thermal insulators, so that their body temperature can cool their lair even further. They eat only frozen prey, often killing it and burying it until all trace of body heat is missing. They do not drink water, but eat ice to replenish their fluids (although fluid is a misnomer in such a cold creature). They litter 1-5 pups.

Combat: Arctic Foxes are effective hunters. They are cursorial, able to run all day long, and cause an additional 'A' Cold critical on every successful attack. If from the Plane of Ice, they cause contamination like any High Elemental Material.

The Arctic Fox is immune to mundane and magical cold.

Background: Created by the Lord of Ice as pets on his elemental plane, the Arctic Fox has eventually made it to the crude material plane. It has slowly adapted, becoming infused with Magical Elemental Material instead of High Elemental Material (as on their native plane).

Observations: *You have not examined this creature until you've seen it on its native plane of ice. This beautiful white and sky blue creature is often hunted on the crude material plane. On the Plane of Ice, no one would dare, for the Lord of Ice hunts with huge packs of these majestic creatures. One never knows if the Lord has taken a liking to a particular specimen on the Plane of Ice. Let the hunter beware.*

BURROWING BEETLE (HYBRID)

Level: 1A **Size:** S **MS/AQ:** SL/MF
Base Move: 50 **Max Pace:** Spt **MM Bonus:** +10
Hits: 35G **Crits:** - **AT (DB):** 20(0)

Attacks: 35 SPi / Poison
#Enc: 1-5 **Treasure:** - **Bonus XP:** B
Habitat: (-)(EKX@§#,-,U)-5 **Outlook (IQ):** Hungry

Descriptions: These large beetles (1'-2') are the color of stone, some granite, some sandstone, but there are many others. They have large pincers and are astoundingly hard for the size and apparent composition.

Lifestyle: Burrowing Beetles can live anywhere, but are only comfortable underground. They can dig through earth at their base movement rate, or stone at about 1 foot a round. This astonishing speed is attributed to their magical nature.

Combat: Their poisonous bite (level 2A reduction poison) can kill anyone, but children are at the greatest risk. If from the Plane of Earth, they cause contamination like any High Elemental Material.

Background: Designed by the Lord of Earth to be at home in his adamantine lair, these creatures can dig through anything. The Lord of Earth seems to have forgotten about them; now they infest like the vermin they resemble.

Observations: *There is no elemental creature I hate more than the Burrowing Beetle. They will dig through anything, consume anything, and in large enough numbers, attack anything. In addition, nothing short of a ballpeen hammer is guaranteed to crack their stubborn hides. They are like terrible, poisonous cockroaches.*

DRAGON (MINIATURE) (HYBRID)

Level: 2B **Size:** S **MS/AQ:** FA/FA
Base Move: 60 **Max Pace:** FSpt **MM Bonus:** +20
Hits: 20A **Crits:** - **AT (DB):** 4(30)

Attacks: 10 SBi / 20 Tiny / 10 Bolt
#Enc: 1 **Treasure:** a **Bonus XP:** B
Habitat: (-)(-,-,-)-6 **Outlook (IQ):** Curious (In)

Description: These little creatures resemble tiny versions of Air Drakes, Cold Drakes, etc. They are very birdlike and often spend their time preening.

Lifestyle: The Miniature Dragon is an absurdly curious little creature, often getting into all sorts of trouble. They are just smart enough to pull pranks and terrorize anyone whom they dislike (or they discover startle easily). In spite of this, they are highly sought after for familiars.

Combat: The Miniature Dragon either attacks with its small bite or tiny claws. Once per minute, it can attack with its breath. Treat as a shock bolt with criticals appropriate to the miniature dragon's element. This bolt caps at 135 on the chart.

Background: No one knows from where these creatures came. Many think they were the prototypes of the Dragons. Others think they were made after the fact, perhaps by mages, to create the perfect familiar.

Observations: *I cannot tell you how much this little monster has infuriated me in the last two days. It destroyed my laboratory, ate holes in all my clothes (in the unmen-*

tionable areas) and urinated in all my plants (they are quite dead). I'm sure that this is revenge for not taking it on my vacation with me. Next time I get a familiar, I'm going to look into a polite little toad.

ELEMENTAL WHISPLINGS (ENTITY)

AIR

Level: 1A **Size:** S **MS/AQ:** VF/VF
Base Move: 180 **Max Pace:** Spt **MM Bonus:** +10
Hits: 20A **Crits:** # **AT (DB):** 1(80)
Attacks: 10 SBa (3x) / 10 SGr
#Enc: 1 **Treasure:** - **Bonus XP:** C
Habitat: (-)(-,-,---)-7 **Outlook (IQ):** Berserk (No)

EARTH

Level: 1A **Size:** S **MS/AQ:** SL/MD
Base Move: 45 **Max Pace:** Run **MM Bonus:** +0
Hits: 20A **Crits:** # **AT (DB):** 8(40)
Attacks: 30 SBa / 10 SGr
#Enc: 1 **Treasure:** - **Bonus XP:** C
Habitat: (-)(-,-,LOG,---)-7 **Outlook (IQ):** Berserk (No)

FIRE

Level: 1A **Size:** S **MS/AQ:** FA/FA
Base Move: 150 **Max Pace:** Spt **MM Bonus:** +10
Hits: 20A **Crits:** # **AT (DB):** 1(60)
Attacks: 20 SBa (2x) / 30 SGr
#Enc: 1 **Treasure:** - **Bonus XP:** C
Habitat: (-)(-,-,LOG,---)-7 **Outlook (IQ):** Berserk (No)

ICE

Level: 1A **Size:** S **MS/AQ:** MF/MF
Base Move: 130 **Max Pace:** Spt **MM Bonus:** +10
Hits: 20A **Crits:** # **AT (DB):** 1(70)
Attacks: 10 SBa (2x) / 20 SGr
#Enc: 1 **Treasure:** - **Bonus XP:** C
Habitat: (-)(-,-,Z,W-)-7 **Outlook (IQ):** Berserk (No)

LIGHT

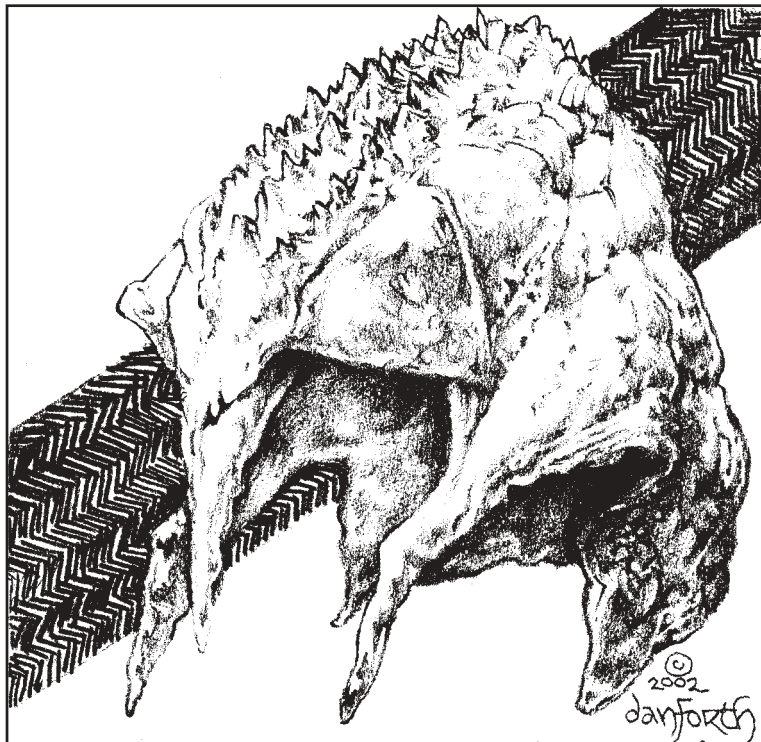
Level: 1A **Size:** S **MS/AQ:** BF/VF
Base Move: 240 **Max Pace:** Spt **MM Bonus:** +20
Hits: 20A **Crits:** # **AT (DB):** 1(90)
Attacks: 5 SBa (4x) / 20 SGr
#Enc: 1 **Treasure:** - **Bonus XP:** C
Habitat: (-)(-,-,---,---)-8 **Outlook (IQ):** Berserk (No)

WATER

Level: 1A **Size:** S **MS/AQ:** SL/FA
Base Move: 80 **Max Pace:** Spt **MM Bonus:** +0
Hits: 20A **Crits:** # **AT (DB):** 3(50)
Attacks: 15 SBa / 30 SGr
#Enc: 1 **Treasure:** - **Bonus XP:** C
Habitat: (-)(-,-,---)-7 **Outlook (IQ):** Berserk (No)

Description: The smallest of all the true elementals, the elemental Whispling is more like a really large insect or rodent than the traditionally pictured elemental. Anywhere in size from 6" to 1½', the elemental Whispling is a creature with no well-defined features. It is merely a globule of elemental energy, roughly in the shape of a sphere. This sphere is very fluid, forming limbs as it needs them.

Lifestyle: Elemental Whisplings are spirits drawn from the elemental planes and created from the material at hand. They must therefore keep in constant motion to maintain their form. Their spirit lodges in a central focus, like a hard core of ice in the center of a snowball. The elements swirl about this heart, speeding up when the Whispling increases its pace or assumes a more compact form.



Combat: Whisplings can manipulate the shape and the consistency of their elemental material. This allows them to create pseudopods with which to attack and batter their foes. Their elemental material causes more damage than their size might otherwise warrant.

Since these creatures are amorphous and flexible, they are very difficult to kill. One must either separate it from its spirit or destroy its central core. However, because it must always be in motion to maintain its form, slowing it will stun it. If the elemental is frozen or disintegrated, then it cannot function. The elemental must make an RR or its spirit departs and its body becomes mundane elemental material.

Elementals are immune to attacks from their source element. Their scourge element causes Slaying criticals (see section 8.0 for more details).

Background: Elemental creatures must be summoned using the essential material of their composition (such as a campfire or a patch of earth). The elemental must be maintained by magic or it will return to its natural state.

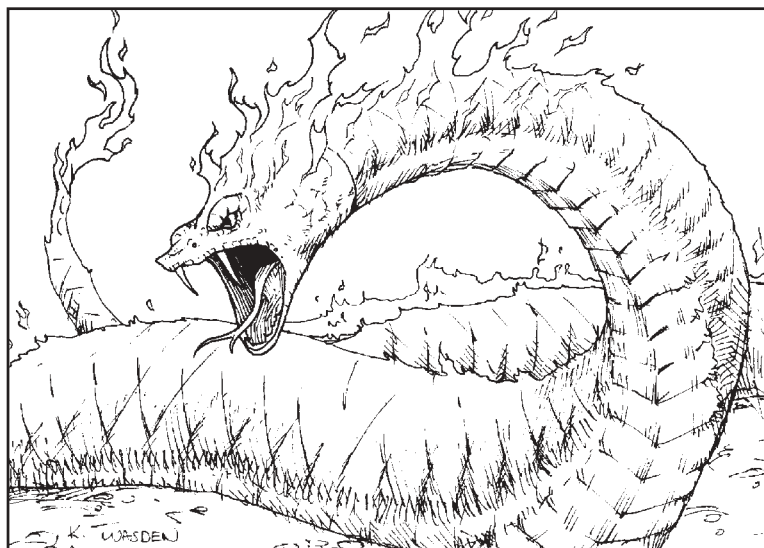
Observations: *These Whisplings are interesting characters. I don't know whether they remind me more of large insects or rodents. I suppose it depends on the nature of their element. What could have caused these little things to come about? Were they created by their Elemental Lords, or did they spring full-form from the elemental proto-matter? I don't know that we will ever know.*



FIRE LIZARD (HYBRID)

Level: 2A **Size:** M **MS/AQ:** MD/MD
Base Move: 40 **Max Pace:** Run **MM Bonus:** +20
Hits: 105D **Crits:** - **AT (DB):** 7(20)
Attacks: 60 MBI / 40 Sgr_ / [Heat A]
#Enc: 1-10 **Treasure:** - **Bonus XP:** -
Habitat: (-)(EKV,—)—4 **Outlook (IQ):** Aggressive

Description: The Fire Lizard is a large, reddish beast (4'-5'). A hybrid of a standard reptile and elemental fire, this creature is found in only the hottest of places.



Lifestyle: The Fire Lizard attempts to lair itself in the hottest locale possible. They thrive near highly active steam vents, but are only truly at home near active volcanos. They are powerful creatures of great heat, producing body temperatures in excess of 400°, often hot enough to ignite paper.

Combat: The Fire Lizard attacks much like a crocodile. It uses its powerful jaws to lock onto prey. If successful, it grapples them in an attempt to pull them into a hotter environment (it's not pleasant biting something as chilling cold as a warm-blooded mammal). This usually means a possibility of much greater damage, especially if the nearest heat source is an active volcano. Fire Lizards cause Heat criticals with successful attacks. If from the Plane of Fire, they cause contamination like any High Elemental Material.

The Fire Lizard is immune to mundane and magical heat and fire.

Background: Created by the Lord of Fire, the Fire Lizards are a favorite. They are often kept as small pets by the Lord, though they roam freely in herds as well.

Observations: Fire Lizards are best observed from a distance. They are highly aggressive, especially in packs. They seem to revel in combat. I tell you, watching them fight for herd dominance is both awe-inspiring and terrifying at the same time.

GIANT LIGHTNING BUG (HYBRID)

Level: 1A **Size:** S **MS/AQ:** BF/VF
Base Move: 120 **Max Pace:** Spt **MM Bonus:** +20
Hits: 20A **Crits:** - **AT (DB):** 1(80)
Attacks: 5 SSt / [Electricity A] / 20 Shock Bolt
#Enc: 100-1,000 **Treasure:** - **Bonus XP:** -
Habitat: (-)(—,—)—8 **Outlook (IQ):** Protect (No)

Description: The Giant Lightning Bug looks more like lightning than a bug. Roughly 6'-1' long, the thing is shaped like a wasp. It is coruscating with visible electrical energy.

Lifestyle: The Giant Lightning Bug can live in any environment, but the more storms or sun the better. They form extensive hives, where they live in an insect-like community. They are very protective of their hive.

Combat: The Giant Lightning Bug attacks either with its stinger or by casting off electrical energy in the form of a Shock Bolt. It can use its stinger as much as it likes, however the shock bolt can only be fired once per minute. Giant Lightning Bugs cause Electricity criticals with successful stinger attacks. If from the Plane of Light, they cause contamination like any High Elemental Material.

The Giant Lightning Bug is immune to mundane and magical heat and fire attacks.

Background: The Giant Lightning Bug was created by the Lord of Light. He does not seem to have any particular interest in the creatures.

Observations: The Giant Lightning Bug was aptly named. Watching the swarms of these things flying about, protecting their hives, they look like nothing if not giant, glowing wasps. Of course, their sting is far more frightening. They work and fight together, and they are almost comical looking. That is, until they attack.

MINOR ELEMENTAL (SERVANT) (ENTITY)

AIR

Level: 5H **Size:** S **MS/AQ:** VF/VF
Base Move: 160 **Max Pace:** Spt **MM Bonus:** +10
Hits: 50F **Crits:** II# **AT (DB):** 1(70)
Attacks: 20 MBa (3x) / 30 Mgr / [Impact A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(—,—)—7 **Outlook (IQ):** Berserk (VL)

EARTH

Level: 5H **Size:** S **MS/AQ:** SL/MD
Base Move: 45 **Max Pace:** Run **MM Bonus:** +0
Hits: 50F **Crits:** II# **AT (DB):** 8(30)
Attacks: 60 MBa / 20 Mgr / [Impact A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(—,LOG,—)—7 **Outlook (IQ):** Berserk (VL)

FIRE

Level: 5H **Size:** S **MS/AQ:** FA/FA
Base Move: 130 **Max Pace:** Spt **MM Bonus:** +10
Hits: 50F **Crits:** II# **AT (DB):** 1(50)
Attacks: 30 MBa (2x) / 50 Mgr / [Heat A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(—,LOG,—)—7 **Outlook (IQ):** Berserk (VL)

ICE

Level: 5H **Size:** S **MS/AQ:** MF/MF
Base Move: 110 **Max Pace:** Spt **MM Bonus:** +10
Hits: 50F **Crits:** II# **AT (DB):** 1(60)
Attacks: 20 MBa (2x) / 40 Mgr / [Cold A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(-,Z,W-)-7 **Outlook (IQ):** Berserk (VL)

LIGHT

Level: 5H **Size:** S **MS/AQ:** BF/VF
Base Move: 210 **Max Pace:** Spt **MM Bonus:** +20
Hits: 50F **Crits:** II# **AT (DB):** 1(80)
Attacks: 10 MBa (4x) / 40 MGr / [Electricity A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(-,-,-)-8 **Outlook (IQ):** Berserk (VL)

WATER

Level: 5H **Size:** S **MS/AQ:** SL/FA
Base Move: 70 **Max Pace:** Spt **MM Bonus:** +0
Hits: 50F **Crits:** II# **AT (DB):** 3(40)
Attacks: 30 MBa / 45 MGr / [Impact A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(-,-,-)-7 **Outlook (IQ):** Berserk (VL)

Description: The next largest of all the True Elementals, the Elemental Servant is a ball of elemental material 2' to 3' across. Flying through the air in the case of fire, air and light elementals and rolling on the ground for the rest. Other than size, the Elemental Servant looks exactly like a Whispling.

Lifestyle: Elemental Servants must be summoned or gated, just like a Whispling. They share the same basic composition, with their spirit bound to a central core. An Elemental Servant suffers the same requirements to remain moving as the Whispling.

Combat: Combat with an Elemental Servant is the same as the Whispling. The Elemental Servant has enough elemental composition to cause additional criticals on a successful attack.

Background: Elemental creatures must be summoned using the essential material of their composition (such as a campfire or a patch of earth. The Elemental must be maintained by magic or it will return to its natural state.)

Observations: *For a creature summoned by so many mages over the years, it's amazing how little time anyone spends looking at Minor Elementals. These delightful little things seem fit to be dominated, almost eager to please. Is this some trait bred into them by the Elemental Lords, or is this an offshoot of their place in the elemental pecking order?*

SEA SALAMANDER (HYBRID)

Level: 2A **Size:** M **MS/AQ:** MD/MD
Base Move: 40 **Max Pace:** Run **MM Bonus:** +20
Hits: 105D **Crits:** - **AT (DB):** 7(20)
Attacks: 60 MBi / 40 Sgr_ / Special]
#Enc: 1-10 **Treasure:** - **Bonus XP:** -
Habitat: (-)(EK,BFILOS,-)-4 **Outlook (IQ):** Aggressive

Description: Sea Salamanders look much like watery-blue crocodiles. They like deep water, but will settle for most any clear water that will cover their heads.

Lifestyle: Sea Salamanders live in the water. They typically only emerge to attack.

Combat: The Sea Salamander attacks with its powerful jaw. On a successful attack, it will attempt to grapple the opponent and drag him into the water to drown. If from the Plane of Water, it causes contamination like any High Elemental Material.

The Sea Salamander is immune to mundane and magical water attacks.

Background: The Sea Salamander was created by the Lord of Water, probably using the crocodile as breeding stock. Though he uses Sea Salamanders as guards, he has no particular attachment to them.

Observations: *Sea Salamanders are aggressive, but after watching Fire Lizards, I'm almost willing to move up to pet one. They are almost gentle in their appearance. Don't let that fool you, however. If you are truly convinced you can safely approach one of these, wait a while until you see one of them feed.*

ZEPHYR HOUNDS (HYBRID)

Zephyr Hounds are also hybrid elemental creatures. Created by the various lords in an attempt to breed vicious guardians, they are a great success. Belligerent and aggressive, Zephyr Hounds are typically only tamed by magic.

Zephyr Hounds are essentially unchanged. For more details on Zephyr Hounds, see *Creatures and Monsters*.

ZEPHYR FALCON (HYBRID)

Level: 1A **Size:** S **MS/AQ:** VF/VF
Base Move: 100 **Max Pace:** Dash **MM Bonus:** +30
Hits: 15A **Crits:** - **AT (DB):** 1(60)
Attacks: 10 Spi 50 / 10 Scl 50 / [Unbalancing A]
#Enc: 1-10 **Treasure:** - **Bonus XP:** -
Habitat: (-)(-,-,-)-8 **Outlook (IQ):** Protect (No)

Description: This falcon is pure white. It otherwise looks like a large version of the mundane bird.

Lifestyle: Zephyr Falcons live in nests built on high cliff and mountain perches. They are not tamed as easily as mundane falcons.

Combat: Zephyr Falcons attack with either their beak or their raking talons. Zephyr Falcons cause unbalancing criticals with successful attacks. If from the Plane of Air, they cause contamination like any High Elemental Material.

The Zephyr Falcon is immune to mundane and magical Air attacks.

Background: Made by the Lord of Air, these falcons are used in his great hunts. He doesn't take kindly to their destruction, but trying to tame one is acceptable.

Observations: *I have been attempting to tame the damn thing for four months now. Nothing. Certainly, I can charm it into doing my bidding. Then it makes for a wonderful and deadly hunter, but how can I sell them to others if I can't tame the damn things*





7.3.2 •TYPE II

Type II creatures are more powerful than Type I creatures. They typically do not get higher than 10th level.

DRAGON SALAMANDER (HYBRID)

Many believe the Dragon Salamander is related to the Fire Elemental. It is certainly an elemental hybrid. Many believe that this was the Lord of Fire's first attempt to create a Dragon. Regardless of their origin, these are some of the most powerful hybrid creatures in existence. For more details on the Dragon Salamander, see *Creatures and Monsters*.

ELEMENTAL STEED (ARTIFICIAL)

AIR

Level: 8H **Size:** L **MS/AQ:** VF/VF
Base Move: 150 **Max Pace:** Spt **MM Bonus:** +10
Hits: 70H **Crits:** LA# **AT (DB):** 1(60)
Attacks: 60 LCr (3x) / 90 LTr / [Impact A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Protect (No)

EARTH

Level: 8H **Size:** L **MS/AQ:** SL/MD
Base Move: 35 **Max Pace:** Run **MM Bonus:** +0
Hits: 70H **Crits:** LA# **AT (DB):** 8(20)
Attacks: 120 LCr / 180 LTr / [Impact A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(-,-,LOG,---)7 **Outlook (IQ):** Berserk (No)

FIRE

Level: 8H **Size:** S **MS/AQ:** FA/FA
Base Move: 120 **Max Pace:** Spt **MM Bonus:** +10
Hits: 70H **Crits:** LA **AT (DB):** 1(40)
Attacks: 90 LBa (2x) / 150 LTr / [Heat A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(-,-,LOG,---)7 **Outlook (IQ):** Berserk (No)

ICE

Level: 8H **Size:** L **MS/AQ:** MF/MF
Base Move: 100 **Max Pace:** Spt **MM Bonus:** +10
Hits: 70H **Crits:** LA# **AT (DB):** 1(50)
Attacks: 60 LCr (2x) / 120 LGr / [Cold A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(-,-,Z,W-)-7 **Outlook (IQ):** Berserk (No)

LIGHT

Level: 8H **Size:** L **MS/AQ:** BF/VF
Base Move: 200 **Max Pace:** Spt **MM Bonus:** +20
Hits: 70H **Crits:** LA **AT (DB):** 1(70)
Attacks: 30 LCr (4x) / 120 LTr / [Electricity A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(-,-,---)8 **Outlook (IQ):** Berserk (No)

WATER

Level: 8H **Size:** L **MS/AQ:** SL/FA
Base Move: 60 **Max Pace:** Spt **MM Bonus:** +0
Hits: 70H **Crits:** LA **AT (DB):** 3(30)
Attacks: 90 LCr / 135 LTr / [Impact A]
#Enc: 1 **Treasure:** - **Bonus XP:** D
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Berserk (No)

Description: Formed from raw elements and imbued with the charmed will of an elemental spirit, the Elemental Steed is an artificial creature. The summoner is basically creating the creature from scratch, to do his bidding. The Elemental Steed appears to be a large, powerful warhorse, sized perfectly for the caster. It is composed entirely of its element, but can hold up its rider, even if it's composed of a fluid or energetic element.



Lifestyle: The Elemental Steed has no true lifestyle, as it's created for one purpose. When the spell expires, the spirit returns to its former plane and takes up its former nature.

Combat: The Elemental Steed is designed to protect its rider. It will fight to the death. It suffers from all the movement problems as a Whispling.

Background: The Elemental Steed is formed as needed by spell effects. It does not have a normal physical existence in this form.

Observations: *Like all created beings (all right, like most created beings) the steed does exactly what it is told. This creature is absolutely faithful in its service and a great aid to anyone with the power to create one.*

ELEMENTAL SERPENT (ENTITY)

AIR

Level: 10H **Size:** H **MS/AQ:** VF/VF
Base Move: 160 **Max Pace:** Spt **MM Bonus:** +10
Hits: 100F **Crits:** LA# **AT (DB):** 1(35)
Attacks: 60 LBi (2x) / [Impact B]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Berserk (No)

EARTH

Level: 10H **Size:** H **MS/AQ:** SL/MD
Base Move: 45 **Max Pace:** Run **MM Bonus:** +0
Hits: 100F **Crits:** LA# **AT (DB):** 8(15)
Attacks: 100 LBi / [Impact B]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,LOG,---)7 **Outlook (IQ):** Berserk (No)



FIRE

Level: 10H **Size:** H **MS/AQ:** FA/FA
Base Move: 130 **Max Pace:** Spt **MM Bonus:** +10
Hits: 100F **Crits:** LA# **AT (DB):** 1(25)
Attacks: 70 LBi / [Heat A]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,LOG,—)-7 **Outlook (IQ):** Berserk (No)

ICE

Level: 10H **Size:** H **MS/AQ:** MF/MF
Base Move: 110 **Max Pace:** Spt **MM Bonus:** +10
Hits: 100F **Crits:** LA# **AT (DB):** 1(30)
Attacks: 60 LBi / [Cold B]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,Z,W—)-7 **Outlook (IQ):** Berserk (No)

LIGHT

Level: 10H **Size:** H **MS/AQ:** BF/VF
Base Move: 210 **Max Pace:** Spt **MM Bonus:** +20
Hits: 100F **Crits:** LA# **AT (DB):** 1(40)
Attacks: 50 MBa (3x) / [Electricity B]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,—)-8 **Outlook (IQ):** Berserk (No)

WATER

Level: 10H **Size:** H **MS/AQ:** SL/FA
Base Move: 70 **Max Pace:** Spt **MM Bonus:** +0
Hits: 100F **Crits:** LA# **AT (DB):** 3(20)
Attacks: 70 MBa / [Impact A]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,—)-7 **Outlook (IQ):** Hungry (No)

Description: Long and sinuous, formed from raw elemental material (High Elements on their home plane), the Elemental Serpent is a force of destruction. It has no limbs, simply swimming through its element to attack with its great maw.

Lifestyle: Elemental Serpents do nothing but consume. They swim about their planes, devouring everything in their path. Natives to their planes learn early on to avoid them.

Combat: The Elemental Serpent attacks with a straightforward bite attack. It suffers from the same movement weaknesses as the Whispling.

Background: It is theorized that to create the Great Drakes, the Elemental Lords first created the Elemental Serpents. Then they created the physical form of the Dragon. There are Serpents throughout the planes, so they must have been released to live wild at some point.

Observations: *I have learned more than enough from the inhabitants of the Plane of Fire. The first thing I learned was to avoid Fire Serpents. One simply has to get in one's way, just once. If you survive that, then you know to watch for their rippling approach.*

LESSER ELEMENTAL (WEAK ELEMENTAL) (ENTITY)

AIR

Level: 10H **Size:** M **MS/AQ:** VF/VF
Base Move: 140 **Max Pace:** Spt **MM Bonus:** +10
Hits: 80H **Crits:** LA# **AT (DB):** 1(60)
Attacks: 30 LBa (3x) / 50 LGr / [Impact B]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,—)-7 **Outlook (IQ):** Berserk (Lo)

EARTH

Level: 10H **Size:** M **MS/AQ:** SL/MD
Base Move: 45 **Max Pace:** Run **MM Bonus:** +0
Hits: 80H **Crits:** LA# **AT (DB):** 8(20)
Attacks: 90 LBa / 40 LGr / [Impact B]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,LOG,—)-7 **Outlook (IQ):** Berserk (Lo)

FIRE

Level: 10H **Size:** M **MS/AQ:** FA/FA
Base Move: 110 **Max Pace:** Spt **MM Bonus:** +10
Hits: 80H **Crits:** LA# **AT (DB):** 1(40)
Attacks: 40 MBa (2x) / 70 MGr / [Heat B]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,LOG,—)-7 **Outlook (IQ):** Berserk (Lo)

ICE

Level: 10H **Size:** M **MS/AQ:** MF/MF
Base Move: 90 **Max Pace:** Spt **MM Bonus:** +10
Hits: 80H **Crits:** LA# **AT (DB):** 1(50)
Attacks: 30 MBa (2x) / 60 MGr / [Cold B]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,Z,W—)-7 **Outlook (IQ):** Berserk (Lo)

LIGHT

Level: 10H **Size:** M **MS/AQ:** BF/VF
Base Move: 180 **Max Pace:** Spt **MM Bonus:** +20
Hits: 80H **Crits:** LA# **AT (DB):** 1(70)
Attacks: 20 SBa (4x) / 60 MGr / [Electricity B]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,—)-8 **Outlook (IQ):** Berserk (Lo)

WATER

Level: 10H **Size:** M **MS/AQ:** SL/FA
Base Move: 60 **Max Pace:** Spt **MM Bonus:** +0
Hits: 80H **Crits:** LA# **AT (DB):** 3(30)
Attacks: 60 LBa / 60 LGr / [Impact B]
#Enc: 1 **Treasure:** - **Bonus XP:** E
Habitat: (-)(-,-,—)-7 **Outlook (IQ):** Berserk (Lo)

Descriptions: Lesser Elementals have vague and ever-shifting shapes, 7'-8' tall. They maintain contact with the ground but have no definitive appendages; nor do they have any true facial features, although a hint of eyes or a mouth may suggest characteristics common to its spirit. The creature's arms, head and legs take shape with need, extruding from its core. They are composed of the Elemental's essential material.

Lifestyle: These creatures do not exist normally on the crude material plane, but rather are elemental spirits from the pure elemental planes. They take forms here based on their elemental essence. As such, they must maintain constant motion to maintain their shape. Their spirit lodges in a central core, like the bit of ice in the



core of a snowball. This is the “heart” of the creature. Gathered material swirls around this focus, increasing in speed when the elemental hastens his pace or assumes a more compact form.

Combat: Elementals are capable of using the substance of their particular essence (i.e. earth, water, etc.) to batter or grasp foes using pseudopods of material from their core. Depending on the essential element, additional damage is dealt to grappled foes (i.e. the fiery grasp of a Fire Elemental will inflict severe heat damage, while the turbulence of an Air Elemental will buffet and batter the victim with the impact of debris and other random material caught up in its winds).

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 its 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 abandoned body to return to its natural state.

Elementals are immune to attacks from their source element. Their scourge element causes Slaying criticals (see section 8.0 for more details).

Background: Elementals must be summoned from an essential source (e.g., a campfire for a Fire Elemental) consistent with their composition, and exist only as long as their summoner concentrates, or for a number of rounds equal to the summoner's level (whichever is longer).

Observations: *This is what most people imagine when they think of elementals. The Lesser Elemental is a powerhouse, causing decent damage but mostly excelling in its ability to absorb punishment. Their greatest weakness is against a large, high damage weapon, which often dislodges the Elemental's core through the shock of its passing, rendering more accurate strikes unnecessary*

7.3.3 • TYPE III

The next level of elemental creatures is Type III. Type III Elementals are tough, but don't require the level of energy that a Type IV requires. As such, the summoning of Guardians has been perfected more than any other elemental.

ELEMENTAL GIANT (ENTITY)

AIR

Level: 15H **Size:** H **MS/AQ:** VF/VF
Base Move: 80 **Max Pace:** Spt **MM Bonus:** +10
Hits: 200H **Crits:** SL# **AT (DB):** 1(30)
Attacks: 40 HBa (3x) / 70 HGr / [Impact C]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,---)-7 **Outlook (IQ):** Berserk (Li)

EARTH

Level: 15H **Size:** H **MS/AQ:** SL/MD
Base Move: 25 **Max Pace:** Run **MM Bonus:** +0
Hits: 200H **Crits:** SL# **AT (DB):** 8(0)
Attacks: 120 HBa / 60 HGr / [Impact C]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,LOG,---)-7 **Outlook (IQ):** Berserk (Li)

FIRE

Level: 15H **Size:** H **MS/AQ:** FA/FA
Base Move: 70 **Max Pace:** Spt **MM Bonus:** +10
Hits: 200H **Crits:** SL# **AT (DB):** 1(43)
Attacks: 50 HBa (2x) / 90 HGr / [Heat C]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,LOG,---)-7 **Outlook (IQ):** Berserk (Li)

ICE

Level: 15H **Size:** M **MS/AQ:** MF/MF
Base Move: 50 **Max Pace:** Spt **MM Bonus:** +10
Hits: 200H **Crits:** SL# **AT (DB):** 1(25)
Attacks: 40 HBa (2x) / 80 HGr / [Cold C]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,Z,W-)-7 **Outlook (IQ):** Berserk (Li)

LIGHT

Level: 15H **Size:** M **MS/AQ:** BF/VF
Base Move: 130 **Max Pace:** Spt **MM Bonus:** +20
Hits: 200H **Crits:** SL# **AT (DB):** 1(30)
Attacks: 30 HBa (4x) / 80 HGr / [Electricity C]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,---)-8 **Outlook (IQ):** Berserk (Li)

WATER

Level: 15H **Size:** H **MS/AQ:** SL/FA
Base Move: 30 **Max Pace:** Spt **MM Bonus:** +0
Hits: 200H **Crits:** SL# **AT (DB):** 3(10)
Attacks: 100 HBa / 75 HGr / [Impact C]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,---)-7 **Outlook (IQ):** Berserk (Li)

Description: Perhaps the most terrifying looking of all natural elemental creatures, the Elemental Giant stands over 20' tall. Otherwise, they appear much as the other elementals do.



Lifestyle: The Elemental Giants roam their planes of existence, asserting their dominance over everyone they can. They are not particularly savvy creatures. Mostly they just bash and move on.

Combat: Elemental Giants lose as much as they gain from their great size. Though they may have more hits, they sacrifice much of their agility and ability to strike a foe. Otherwise, they are the same in combat as Lesser Elementals.

Background: The largest and least agile of the Elementals, the Elemental Giant is also the strongest willed. When summoned, they may attempt an RR to break the mage's control every round.

Observation: *As God is my witness, I warned him. Things started out well. The Earth Giant began battering the wall to splinters and the men turned and ran, not knowing that they could destroy the thing with a single shot of their ballista. It only lasted 16 or seventeen seconds however, and then the giant turned on him, and there was hatred in its pseudoeyes.*

ELEMENTAL GUARDIAN (ARTIFICIAL)

Level: 15G **Size:** L **MS/AQ:** VF/VF
Base Move: - **Max Pace:** - **MM Bonus:** -
Hits: 120H **Crits:** LA# **AT (DB):** 3(60)
Attacks: Spells / Special
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Protective (AA)

Description: Elemental Guardians are like other elementals in that there is one for each element (i.e., Air, Cold, Earth, Fire, Light, and Water), but in the form of a 11'-15' tall swirling column of their particular element with a 3' to 5' radius. They are stationary and never stray from their position of guardianship. They are ever-vigilant.

Lifestyle: Having been created artificially, these creatures are much more stable on the crude material plane than elementals, which are still attempting to manifest their extra-planar nature. They are also more intelligent, utilizing the brightest free elemental spirits. Stationary, they exist to guard a particular location or object. They are more than capable of achieving this goal by the use of strategically planned spells and clever tactics. Guardians are often left to guard an escape route from a pursuing enemy, and they are very effective.

Combat: Guardians are often placed in strategic positions, where the bulk of their bodies can block off the only possible path. That way, anyone wishing to pass must move through the body of the Guardian. To pass through a Guardian, one must make an RR (modified by SD) to voluntarily enter or leave the center of the guardian. All actions within the center of the guardian are at a minus: air -50, earth -70, fire -75, ice -60, light -65, water -60. In addition, they take an 'A' critical of the appropriate type per round.

Also, Guardians can cast spells relating to their essential element. All Elemental Guardians have the base lists of the Elementalist specializing in their element. They have 6 PP per level.

Background: Anyone trapped inside a Guardian will soon die from the constant barrage of elemental matter. The bones of the Guardian's victims are cast out of the swirling mass to accumulate in a ring about the guardian, a dire warning to all who approach.

Observations: *The Guardian is one of the great tools of an elemental summoner. Capable of guarding a passage for a long time, these elemental whirlwinds are truly devastating. Their stationary nature makes them less useful outside.*



7.3.4 • TYPE IV

Type IV Elementals are typically the top end of what can be summoned. They are therefore quite powerful, a force to be reckoned with.

GREATER ELEMENTAL (STRONG ELEMENTAL) (ENTITY)

AIR

Level: 20H **Size:** L **MS/AQ:** VF/VF
Base Move: 120 **Max Pace:** Spt **MM Bonus:** +10
Hits: 160H **Crits:** SL# **AT (DB):** 1(50)
Attacks: 60 LBa (3x) / 100 LGr / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Berserk (In)

EARTH

Level: 20H **Size:** L **MS/AQ:** SL/MD
Base Move: 45 **Max Pace:** Run **MM Bonus:** +0
Hits: 160H **Crits:** SL# **AT (DB):** 8(10)
Attacks: 180 HBa / 80 HGr / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,LOG,---)7 **Outlook (IQ):** Berserk (In)

FIRE

Level: 20H **Size:** L **MS/AQ:** FA/FA
Base Move: 90 **Max Pace:** Spt **MM Bonus:** +10
Hits: 160H **Crits:** SL# **AT (DB):** 1(30)
Attacks: 80 MBa (2x) / 140 MGr / [Heat D]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,LOG,---)7 **Outlook (IQ):** Berserk (In)

ICE

Level: 20H **Size:** L **MS/AQ:** MF/MF
Base Move: 70 **Max Pace:** Spt **MM Bonus:** +10
Hits: 160H **Crits:** SL# **AT (DB):** 1(40)
Attacks: 60 MBa (2x) / 120 MGr / [Cold D]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,Z,W,---)7 **Outlook (IQ):** Berserk (In)

LIGHT

Level: 20H **Size:** L **MS/AQ:** BF/VF
Base Move: 150 **Max Pace:** Spt **MM Bonus:** +20
Hits: 160H **Crits:** SL# **AT (DB):** 1(60)
Attacks: 40 SBa (4x) / 120 MGr / [Electricity D]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,---)8 **Outlook (IQ):** Berserk (In)



WATER

Level: 20H **Size:** M **MS/AQ:** SL/FA
Base Move: 50 **Max Pace:** Spt **MM Bonus:** +0
Hits: 160H **Crits:** SL# **AT (DB):** 3(20)
Attacks: 120 HBa / 120 HGr / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** F
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Berserk (In)

Description: Greater Elementals range in height from 9' - 11'. Their elemental forms are amorphous, like a Lesser Elemental. An Air Elemental appears to be a whirlwind, visible only by the swirling of the material and debris suspended within. An Ice Elemental appears as a mass of swirling ice surrounded by a cool fog. Earth Elementals appear as a concentration of billowing earth. A Fire Elemental appears as a moving flame of great intensity. Light Elementals are swirls of bluish, electrically charged particles. Water Elementals appear to be spinning waterpouts.

Lifestyle: Like Lesser Elementals, Greater Elementals are truly housed in a central core, deep within their form. This core draws the elemental material around it, much like a Lesser Elemental. Greater Elementals manifest their abilities on the mortal plane more strongly than Lesser Elementals.

Combat: Greater Elementals bash or grapple their opponents. When grappling their opponents, they are able to bring the nature of their elemental material to bear on their prey. For instance, being grappled by a Fire Elemental causes a Heat critical, while Earth Elementals crush with an Impact Critical. Greater Elementals are more difficult to kill because of their central core. This also leads to certain weaknesses. See Lesser Elementals for more details.

Background: As described under Lesser Elemental, Elementals only exist in this material plane at the behest of summoners. They have the same restrictions on summoning as Lesser Elementals.

Observations: *Typically the most powerful of the Elementals summoned, the Greater Elemental, or Strong Elementals, as some call them, are powerhouses of destruction. A summoner need be very careful, as these beasts destroy without thought and kill without prejudice.*

LESSER ELEMENTAL RIDING DRAKE (ARTIFICIAL)

AIR

Level: 20H **Size:** H **MS/AQ:** VF/VF
Base Move: 210 **Max Pace:** Spt **MM Bonus:** +10
Hits: 200H **Crits:** SL# **AT (DB):** 1(70)
Attacks: 120 HBi (2x) / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Protective (IN)

EARTH

Level: 20H **Size:** H **MS/AQ:** SL/MD
Base Move: 100 **Max Pace:** Run **MM Bonus:** +0
Hits: 200H **Crits:** SL# **AT (DB):** 8(30)
Attacks: 150 HBi / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,LOG,---)7 **Outlook (IQ):** Protective (IN)

FIRE

Level: 20H **Size:** H **MS/AQ:** FA/FA
Base Move: 200 **Max Pace:** Spt **MM Bonus:** +10
Hits: 200H **Crits:** SL# **AT (DB):** 1(60)
Attacks: 130 HBi / [Heat D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,LOG,---)7 **Outlook (IQ):** Protective (IN)

ICE

Level: 20H **Size:** H **MS/AQ:** MF/MF
Base Move: 170 **Max Pace:** Spt **MM Bonus:** +10
Hits: 200H **Crits:** SL# **AT (DB):** 1(60)
Attacks: 120 HBi / [Cold D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,Z,W-)-7 **Outlook (IQ):** Protective (IN)

LIGHT

Level: 20H **Size:** L **MS/AQ:** BF/VF
Base Move: 280 **Max Pace:** Spt **MM Bonus:** +20
Hits: 200H **Crits:** SL# **AT (DB):** 1(70)
Attacks: 90 HB1 (3x) / [Electricity D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,---)8 **Outlook (IQ):** Protective (IN)

WATER

Level: 20H **Size:** M **MS/AQ:** SL/FA
Base Move: 120 **Max Pace:** Spt **MM Bonus:** +0
Hits: 200H **Crits:** SL# **AT (DB):** 3(50)
Attacks: 150 HBi / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Protective (IN)

Description: 50'-60' in length, the Lesser Elemental Riding Drake is created for the purposes of transporting its summoner. This creature has a higher rate of movement than the Elemental Steed, and resembles a great, Elemental Dragon. It is awe-inspiring.

Lifestyle: Elemental Riding Drakes are artificial beings, created using the charmed spirits of other elementals. They have no purpose other than to protect their summoner.

Combat: An Elemental Riding Drake cannot be directed into combat unless mounted. Even then, he will resist combat unless his rider is threatened first. If the rider attempts to instigate combat, the drake fights at a -50, even if the summoner becomes threatened during the fight.

Background: Early sightings of the Elemental Serpents led mages in search of a method of creating elemental dragons. This is ironic, as they were probably the predecessors of real Dragons. Elemental Riding Drakes are only created artificially, and return to their native element when released. They must be summoned from a source of their elemental material (such as a campfire).

Observations: *Little scares the rabble like an Elemental Riding Drake. If you are looking to cause the locals to run and beg for their lives, this is the mount to use.*

7.3.5 • TYPE V

Only summoned on the rarest of occasions, by the most powerful of mages, the Type V Elementals are some of the most powerful creatures called upon by magic.

GREATER ELEMENTAL RIDING DRAKE (ARTIFICIAL)

AIR

Level: 25H Size: H MS/AQ: VF/VF
Base Move: 190 Max Pace: Spt MM Bonus: +10
Hits: 300H Crits: SL# AT (DB): 1(60)
Attacks: 130 HBi (2x) / [Impact D]
#Enc: 1 Treasure: - Bonus XP: H
Habitat: (-)(-,—)-7 Outlook (IQ): Protective (MD)

EARTH

Level: 25H Size: H MS/AQ: SL/MD
Base Move: 90 Max Pace: Run MM Bonus: +0
Hits: 300H Crits: SL# AT (DB): 8(10)
Attacks: 170 HBi / [Impact D]
#Enc: 1 Treasure: - Bonus XP: H
Habitat: (-)(-,LOG,—)-7 Outlook (IQ): Protective (MD)

FIRE

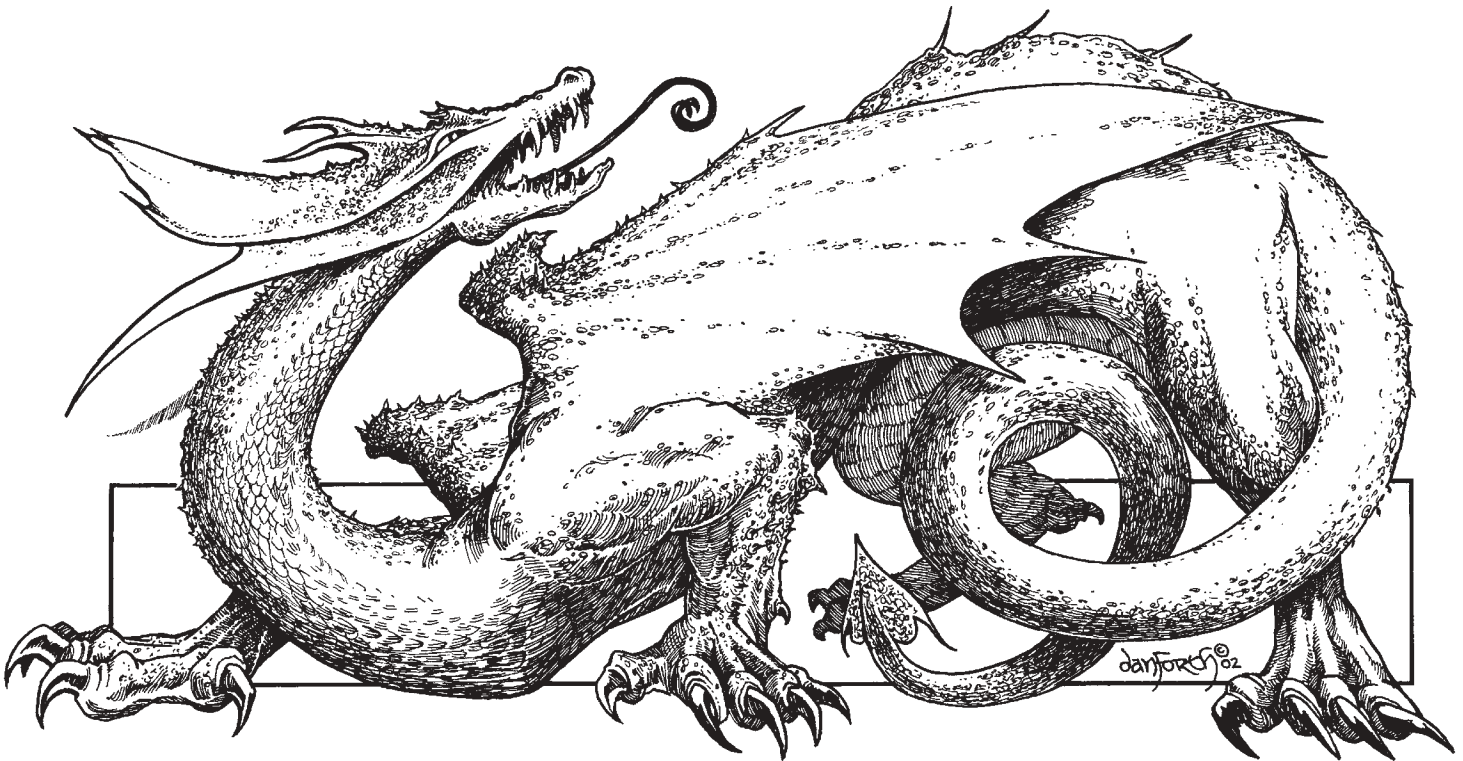
Level: 25H Size: H MS/AQ: FA/FA
Base Move: 180 Max Pace: Spt MM Bonus: +10
Hits: 300H Crits: SL# AT (DB): 1(50)
Attacks: 140 HBi / [Heat D]
#Enc: 1 Treasure: - Bonus XP: H
Habitat: (-)(-,LOG,—)-7 Outlook (IQ): Protective (MD)

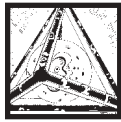
ICE

Level: 25H Size: H MS/AQ: MF/MF
Base Move: 150 Max Pace: Spt MM Bonus: +10
Hits: 300H Crits: SL# AT (DB): 1(50)
Attacks: 130 HBi / [Cold D]
#Enc: 1 Treasure: - Bonus XP: H
Habitat: (-)(-,Z,W-)-7 Outlook (IQ): Protective (MD)

LIGHT

Level: 25H Size: L MS/AQ: BF/VF
Base Move: 250 Max Pace: Spt MM Bonus: +20
Hits: 300H Crits: SL# AT (DB): 1(60)
Attacks: 100 HB1 (3x) / [Electricity D]
#Enc: 1 Treasure: - Bonus XP: H
Habitat: (-)(-,—)-8 Outlook (IQ): Protective (MD)





WATER

Level: 25H **Size:** M **MS/AQ:** SL/FA
Base Move: 110 **Max Pace:** Spt **MM Bonus:** +0
Hits: 300H **Crits:** SL# **AT (DB):** 3(40)
Attacks: 170 HBi / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** H
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Protective (MD)

Description: 70'-80' in length, the Greater Elemental Riding Drake is created for the purposes of transporting its summoner. This creature has a higher rate of movement than the Elemental Steed, and resembles a great, Elemental Dragon. It is awe-inspiring.

Lifestyle: Greater Elemental Riding Drakes are artificial beings, created using the charmed sprits of other elementals. They have no purpose other than to protect their summoner.

Combat: A Greater Elemental Riding Drake cannot be directed into combat unless mounted. Even then, he will resist combat unless his rider is threatened first. If the rider attempts to instigate combat, the Drake fights at a -50, even if the summoner becomes threatened during the fight.

Background: Early sightings of the Elemental Serpents led mages in search of a method of creating elemental dragons. This is ironic, as they were probably the predecessor of real Dragons. Elemental Riding Drakes are only created artificially, and return to their native element when released. They must be summoned from a source of their elemental material (such as a campfire).

Observations: *The greatest of riding drakes, the Greater Elemental Riding Drake is perfect when you need to kill anyone who has the audacity to attack. I have only seen one once, and I still quake in fear at the thought of it.*

SUPERIOR ELEMENTAL (ENTITY)

AIR

Level: 25H **Size:** L **MS/AQ:** VF/VF
Base Move: 110 **Max Pace:** Spt **MM Bonus:** +10
Hits: 200H **Crits:** SL# **AT (DB):** 1(40)
Attacks: 70 LBa (3x) / 110 LGr / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Berserk (MD)

EARTH

Level: 25H **Size:** L **MS/AQ:** SL/MD
Base Move: 45 **Max Pace:** Run **MM Bonus:** +0
Hits: 200H **Crits:** SL# **AT (DB):** 8(0)
Attacks: 200 HBa / 90 HGr / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,LOG,---)7 **Outlook (IQ):** Berserk (MD)

FIRE

Level: 25H **Size:** L **MS/AQ:** FA/FA
Base Move: 80 **Max Pace:** Spt **MM Bonus:** +10
Hits: 200H **Crits:** SL# **AT (DB):** 1(20)
Attacks: 90 MBa (2x) / 150 MGr / [Heat D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,LOG,---)7 **Outlook (IQ):** Berserk (MD)

ICE

Level: 25H **Size:** L **MS/AQ:** MF/MF
Base Move: 60 **Max Pace:** Spt **MM Bonus:** +10
Hits: 200H **Crits:** SL# **AT (DB):** 1(30)
Attacks: 70 MBa (2x) / 130 MGr / [Cold D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,Z,W,---)7 **Outlook (IQ):** Berserk (MD)

LIGHT

Level: 25H **Size:** L **MS/AQ:** BF/VF
Base Move: 135 **Max Pace:** Spt **MM Bonus:** +20
Hits: 200H **Crits:** SL# **AT (DB):** 1(50)
Attacks: 50 SBa (4x) / 130 MGr / [Electricity D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,---)8 **Outlook (IQ):** Berserk (MD)

WATER

Level: 25H **Size:** M **MS/AQ:** SL/FA
Base Move: 40 **Max Pace:** Spt **MM Bonus:** +0
Hits: 200H **Crits:** SL# **AT (DB):** 3(20)
Attacks: 130 HBa / 130 HGr / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** G
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Berserk (MD)

Description: Superior Elementals range in height from 12' - 14'. Their elemental forms are amorphous, like Lesser Elementals. An Air Elemental appears to be a whirlwind, visible only by the swirling of the material and debris suspended within. An Ice Elemental appears as a mass of swirling ice surrounded by a cool fog. Earth Elementals appear as a concentration of billowing earth. A Fire Elemental appears as a moving flame of great intensity. Light Elementals are swirls of bluish, electrically charged particles. Water Elementals appear to be spinning waterspouts.



Lifestyle: Like Lesser Elementals, Superior Elementals are truly housed in a central core, deep within their form. This core draws the elemental material around it, much like a Lesser Elemental. Superior Elementals manifest their abilities on the mortal plane more strongly than Lesser Elementals.

Combat: Superior Elementals bash or grapple their opponents. When grappling their opponents, they are able to bring the nature of their elemental material to bear on their prey. For instance, being grappled by a Fire Elemental causes a Heat critical, while Earth Elementals crush with an Impact Critical. Superior Elementals are more difficult to kill because of their central core. This also leads to certain weaknesses. See Lesser Elementals for more details.

Background: As described under Lesser Elemental, Elementals only exist in this material plane at the behest of summoners. They have the same restrictions on summoning as Lesser Elementals.

Observations: *The superior elemental is very strong indeed. I have never seen one summoned to the crude material plane, though I have heard of it. Usually, they are encountered on their native planes. I have fought many during my travels, and parleyed with many. They are not a force to be trifled with.*

YOUNG, AVERAGE, LESSER DRAKE (HYBRID)

The Drakes are the most powerful of all the hybrids. Unlike even native elementals, they have True Elemental Material flowing through their veins. For stats on dragons, see *Creatures and Monsters*. Additional notes on dragons are included in on the *Iron Crown* website, at www.ironcrown.com.

7.3.6 DRAGONS REVISITED

The abilities of Dragons are well-documented in *Creatures and Monsters*. These abilities remain essentially unchanged. This section's primary purpose is to explain how the information in that book interfaces with the information in this book.

Dragons are Elemental Hybrids. They are, in fact the greatest of all Elemental Hybrids. There are many differences between normal Hybrids and Dragons.

First of all, most Hybrids, even on the elemental plane where they are native, are only composed of High Elemental Material. Dragons have True Elemental Material flowing through their veins. This is far more concentrated than any High Elemental Material. For more information on True Elemental Material and Poisoning, see section 11.0.

In addition, Elemental Hybrids native to the crude material plane are composed of Magical Elemental Material. Dragons have True Elemental Material flowing through their veins regardless of their plane of origin.

Finally, most Hybrids composed of a more purified strand of elemental material cause corruption on contact. Dragons have very solid armor, and only subject other targets to their elemental materials through their secretions and breath weapons.





These are the main differences between normal Hybrids and Dragons. Dragons are the greatest of all Elemental Hybrids, heads and shoulders above the more Mundane Hybrids.

Dragons are different because they are not Hybrids in the standard sense of the word. Dragons are Hybrids composed of every elemental material. They embody all of the elements, in one sense or another.

Some of these results are more effective than others. The Plasma and Nether Drakes are the highest evolution of this interaction. They compose all six elements, spinning in unison.

The interaction of these elements, in any Drake, is not perfect. If it was, they could destroy any creature with a touch. No, in the case of a Drake, most of the elements have mixed to the point of becoming mundane. That is why their scales and claws do not cause Elemental Poisoning.

This might sound strange at first, but in reality, all creatures in the crude material plane are composed of these elements. Flesh, for instance, is nothing more than a mixture of earth, fire, and water.

So, the Dragons are composed of these True Elemental Materials. The materials mix and corrupt each other, forming their flesh out of mundane elements, with more pure elements internal to their biology.

The scales, claws and horns of a dragon are composed of Mundane Elemental Material. The flesh of a Dragon is composed of Magical Elemental Material. The Dragon's breath attacks and secretions are High Elemental in nature. The Dragon's blood is composed of True Elemental Material.

This means that a Dragon can corrupt an object by drooling or breathing on it. By bleeding on it, however, a Dragon can rapidly burn a creature down to nothing.

The purity of these elements has a lot to do with their importance to the Dragon. The Dragon's breath is actually expelling some of its elemental energy, which is why it is only a high material. A True Elemental breath weapon would cause a dragon to become weaker with every breath.

The Dragon's blood, of course, is the most important factor in its composition. As a Dragon bleeds, it is not only losing its lifeblood, but its life force as well. Its center and source of all energy.

With the exception of the Plasma Drake and the Nether Drake, all Dragons manifest one element more than others. For notes on each of the Dragons and how it interacts with the elements, see below.

One final note. Because a Dragon is composed of all six elements, it has no weakness. It does not take Slaying criticals from its scourge element.

THE GREAT DRAKES

The greatest of all the Dragons, the Great Drakes breed fear and terror wherever they go. They are the highest of all Elemental Hybrids. It is said they were created last, after the Elemental Lords had learned their mistakes from their lesser brethren.

COLD DRAKE

The Cold Drake is a manifestation of Elemental Cold. His breath weapon is High Elemental Ice and his blood is True Elemental Ice. He knows all Ice Mage spells in addition to spells listed in *Creatures and Monsters*.

FIRE DRAKE

The Fire Drake is a manifestation of Elemental Fire. His breath weapon is High Elemental Fire and his blood is True Elemental Fire. He knows all Fire Mage spells in addition to spells listed in *Creatures and Monsters*.

GAS DRAKE

The Gas Drake is a manifestation of Elemental Air. His breath weapon is High Elemental Air (tainted with poison) and his blood is True Elemental Air. He knows all Air Mage spells in addition to spells listed in *Creatures and Monsters*.

LIGHT DRAKE

The Light Drake is a manifestation of Elemental Light. His breath weapon is High Elemental Light and his blood is True Elemental Light. He knows all Light Mage spells in addition to spells listed in *Creatures and Monsters*.

NETHER DRAKE (DARK DRAKE)

The Nether Drake is a manifestation of Elemental Nether, an Arcane element. His breath weapon is Elemental Nether and his blood is Elemental Nether. These are not high or true elements.

The Nether Drake is often called (falsely) the Dark Drake. His breath weapon causes Elemental Nether criticals, not Cold criticals. He also knows the Nether Mastery spell list.

PLASMA DRAKE

The Plasma Drake is a manifestation of Elemental Plasma, an Arcane element. His breath weapon is Elemental Plasma and his blood is Elemental Plasma. These are not high or true elements.

The Plasma Drake's breath weapon causes Elemental Plasma criticals, not Heat criticals. He also knows the Plasma Mastery spell list.

SEA DRAKE

The Sea Drake is a manifestation of Elemental Water. His breath weapon is High Elemental Water and his blood is True Elemental Water. He knows all Water Mage spells in addition to spells listed in *Creatures and Monsters*.

WHAT, NO EARTH DRAKE?

The Lord of Earth took part in the creation of Drakes in the early stages, making such Lesser Drakes as the Land Drake and the Cave Drake. However when it was time to create the Great Drakes, he seemingly bowed out. Why?

The answer has to do with the mixture of all six elements in all Drakes. While the Lord of Earth was well present in the creation of Lesser and Minor Drakes, the creation of the Great Drakes required tremendous amounts of energy. The creation of these Great Drakes took more energy than anything the Elemental Lords had ever done. Utilizing True Elemental Material, and protecting it from later corruption took more energy and talent than the creation of the World itself.

And the Lord of Earth had the biggest job of them all. Every Drake's second most prevalent element is earth. Earth is the primary component in their flesh, claws, teeth and scales.

Therefore, when the Great Drakes were completed, the Lord of Earth was spent. He had nothing left to create his own Drake.

And so the Lord of Earth made himself content with his lesser Drakes.

THE LESSER DRAKES

The Lesser Drakes were the penultimate draconian creations. Spearheaded by the Lords of Earth, Air, and Water, these drakes were the final experiment before the creation of the Great Drakes.



AIR DRAKE

The Air Drake is a manifestation of Elemental Air. His blood is High Elemental Air. When selecting spell lists, begin with Air Mage spells. The speed of this creature shows the influence of the Lord of Air, who learned his drake-crafting skills from this project.

LAND DRAKE

The Land Drake is a manifestation of Elemental Earth. His blood is liquid High Elemental Earth. When selecting spell lists, begin with Earth Mage spells. The Lord of Ice helped with the creation of the Land Drake. It was how he learned his Drake-crafting skills.

CAVE DRAKE

The Cave Drake is a manifestation of Elemental Earth. His blood is High Elemental Earth. When selecting spell lists, begin with Earth Mage spells. The Lord of Fire helped with the creation of the Land Drake. It was how he learned his Drake-crafting skills.





WATER DRAKE

The Water Drake is a manifestation of Elemental Water. His blood is High Elemental Water. When selecting spell lists, begin with Water Mage or Storm Mage spells. The creation of this Drake was aided by the Lord of Air.

MINOR DRAKES

These were the first of all the draconian creatures. The Minor Drakes are only barely Hybrids. They are imbued with no True Elemental Materials, and they only contain High Elemental Material if they are actually native to an elemental plane.

There are two notable exceptions to this rule. They are the Behemoth and the Leviathan. These two creatures are Dragons on a scale beyond even the Great Drakes.

It is unknown when these creatures were created, but it is thought that they were created later, after all the Great Drakes, being so great that entire armies are laid waste before them.



BEHEMOTH

The Behemoth is the manifestation of Nether. They are great and powerful. Their breath weapon is True Elemental Material as is their blood. Their breath weapon and blood causes Nether criticals.

LEVIATHAN

The Leviathan is the manifestation of Aether. They are great and powerful. Their breath weapon is True Elemental Material as is their blood. Their breath weapon and blood causes Aether criticals.

7.3.7 • TYPE VI

Beyond the summoning of all but the most advanced magical rituals, Type VI Elementals are safe from mere spells. These are the most powerful of the beings, still barely mortal, but on the verge of moving beyond, into something else.

ELEMENTAL SAVANT (ARTIFICIAL)

AIR

Level: 30G **Size:** M **MS/AQ:** VF/VF
Base Move: 150 **Max Pace:** Spt **MN Bonus:** +20
Hits: 200H **Crits:** SL@ **AT (DB):** 1(80)
Attacks: Spells/Special/90Lba[Impact]
#Enc: 1 **Treasure:** - **Bonus XP:** J
Habitat: (-)-EK,(-,-)-9. **Outlook (IQ):** Domin(EX)

EARTH

Level: 30G **Size:** M **MS/AQ:** MD/MF
Base Move: 50 **Max Pace:** Run **MN Bonus:** +10
Hits: 200H **Crits:** SL@ **AT (DB):** 1(20)
Attacks: Spells/Special/120Lba[Impact]
#Enc: 1 **Treasure:** - **Bonus XP:** J
Habitat: (-)-EK,(-,-)-9. **Outlook (IQ):** Domin(EX)

FIRE

Level: 30G **Size:** M **MS/AQ:** VF/VF
Base Move: 120 **Max Pace:** Spt **MN Bonus:** +20
Hits: 200H **Crits:** SL@ **AT (DB):** 1(60)
Attacks: Spells/Special/90Lba[Heat]
#Enc: 1 **Treasure:** - **Bonus XP:** J
Habitat: (-)-EK,(-,-)-9. **Outlook (IQ):** Domin(EX)

ICE

Level: 30G **Size:** M **MS/AQ:** FA/FA
Base Move: 90 **Max Pace:** Spt **MN Bonus:** +20
Hits: 200H **Crits:** SL@ **AT (DB):** 12(40)
Attacks: Spells/Special/100Lba[Cold]
#Enc: 1 **Treasure:** - **Bonus XP:** J
Habitat: (-)-EK,(-,-)-9. **Outlook (IQ):** Domin(EX)

LIGHT

Level: 30G **Size:** M **MS/AQ:** BF/BF
Base Move: 200 **Max Pace:** FSpt **MN Bonus:** +30
Hits: 200H **Crits:** SL@ **AT (DB):** 1(80)
Attacks: Spells/Special/90Lba[Electrical]
#Enc: 1 **Treasure:** - **Bonus XP:** J
Habitat: (-)-EK,(-,-)-9. **Outlook (IQ):** Domin(EX)

WATER

Level: 30G **Size:** M **MS/AQ:** MF/FA
Base Move: 70 **Max Pace:** Spt **MN Bonus:** +20
Hits: 200H **Crits:** SL@ **AT (DB):** 1(30)
Attacks: Spells/Special/95Lba[Impact]
#Enc: 1 **Treasure:** - **Bonus XP:** J
Habitat: (-)-EK,(-,-)-9. **Outlook (IQ):** Domin(EX)

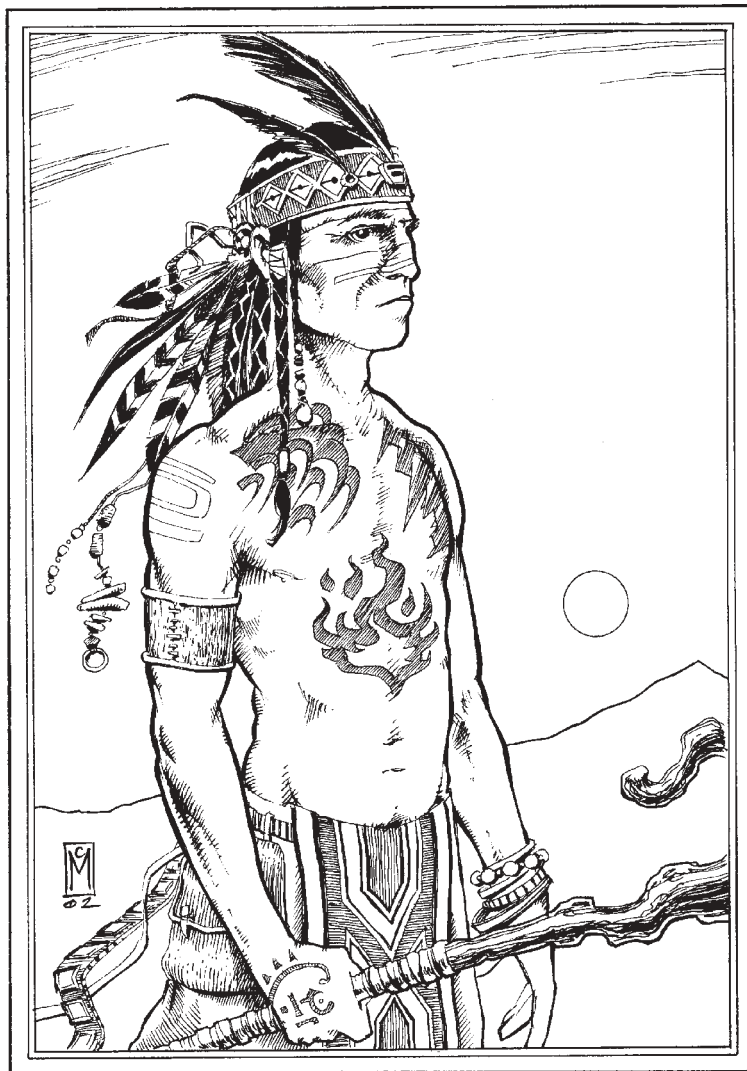
Elemental Savants range in height from 9'-11'. Their elemental forms are humanoid in appearance, and composed of the material of their particular Essence. Air Savants speak as though their voice was backmasked; they are quick-thinking and quick-tempered. Ice Savants are hard and cold; they feel little emotion and their voices are like a frigid wind. Earth Savants' voices are like two stones grating against each other; they are slow to come to a decision and slow to forgive. Fire Savants are fiery in personality, hot-tempered and emotional. The voices of Light Savants are like the ringing of many little bells; they are confident and self-assured. Water Savants speak as if from a great depth; they perceive reality as clouded or murky, and are only concerned with their own schemes.

These beings are highly intelligent and extremely powerful. Their summoning is not considered lightly, and done only for the most pressing of problems, whether it be for consultation on a weighty matter or for a more physical contract. Due to their inherent power, once they manifest themselves upon the mortal planes, they are able to maintain their presence regardless of a summoner's concentration. Therefore it is not unlikely that there are Elemental Savants who have taken up permanent residence here, and gather about them beings of lesser power whom they are able to control, in order to pursue their own, often inscrutable goals.

Elemental Savants are not summoned through normal spells, but there is said to be a rarely used arcane ritual that will conjure them. Savants are recognized as master by any other type of elemental, including Zephyr Hounds and any other beings closely related to an element (excluding Dragons). Savants are capable of summoning other

Lesser Elementals of their own essential substance (if available, use the "Elemental Summons" list). Because of this power, it is uncommon to come upon a Savant which does not possess a retinue of powerful Elementals in their own right. This retinue will do the bidding of the Savant, normally fighting physically the Savant's foes while the Savant hangs back in order to direct its forces and cast powerful spells.

Selfish and domineering, the vast selection of spells at their disposal and their innate powers make them formidable in combat. Savants have 10 PPs per level to utilize each day. Since they have no "core" like other Elementals, magical weapons are required to harm them. The essential material of which these creatures are made up will always inflict additional Elemental criticals of equal severity as any normally delivered. The individual powers and spells of each type of Savant follow.



Air Savants know the lists "Wind Law" (Magician base), "Gas Destruction" (Sorcerer Base), "Gas Alteration" (Mystic base) to their level, and any other spells dealing with air or wind (including aerial transport spells and some weather spells). Also, these beings may become invisible at will (standard rules for invisibility apply).

Ice Savants know the list "Ice Law" (Magician base) to their level, and any other spells dealing with cold and ice. Additionally these beings freeze any liquids or objects that they touch.





Earth Savants know the lists "Earth Law" (Magician base), "Solid Destruction" (Sorcerer base), "Solid Alteration" (Mystic base) to their level, as well as any other spells dealing with earth.

Fire Savants know the list "Fire Law" (Magician base) to its level, as well as any other spells dealing with flame and heat. Also, these beings ignite flammables by touch.

Light Savants know the lists "Light Law" (Magician base), "Brilliance" (Open Mentalism), "Light's Way" (Open Channeling), and "Liquid Alteration" (Mystic base) to their level, as well as any other spells dealing with sight and visual illusion.

Water Savants know the lists "Water Law" (Magician base), "Liquid Destruction" (Sorcerer base), "Liquid Alteration" (Mystic base) to their level, as well as any other spells dealing with liquids.

HIGH ELEMENTAL (ENTITY)

AIR

Level: 30H **Size:** L **MS/AQ:** VF/VF
Base Move: 100 **Max Pace:** Spt **MM Bonus:** +10
Hits: 240H **Crits:** SL# **AT (DB):** 1(30)
Attacks: 80 HBa (3x) / 120 HGr / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** H
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Berserk (AV)

EARTH

Level: 30H **Size:** L **MS/AQ:** SL/MD
Base Move: 45 **Max Pace:** Run **MM Bonus:** +0
Hits: 240H **Crits:** SL# **AT (DB):** 8(0)
Attacks: 220 HBa / 100 HGr / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** H
Habitat: (-)(-,LOG,---)7 **Outlook (IQ):** Berserk (AV)

FIRE

Level: 30H **Size:** L **MS/AQ:** FA/FA
Base Move: 70 **Max Pace:** Spt **MM Bonus:** +10
Hits: 240H **Crits:** SL# **AT (DB):** 1(10)
Attacks: 100 LBa (2x) / 170 LGr / [Heat D]
#Enc: 1 **Treasure:** - **Bonus XP:** H
Habitat: (-)(-,LOG,---)7 **Outlook (IQ):** Berserk (AV)

ICE

Level: 30H **Size:** L **MS/AQ:** MF/MF
Base Move: 50 **Max Pace:** Spt **MM Bonus:** +10
Hits: 240H **Crits:** SL# **AT (DB):** 1(20)
Attacks: 80 LBa (2x) / 130 LGr / [Cold D]
#Enc: 1 **Treasure:** - **Bonus XP:** H
Habitat: (-)(-,Z,W-)-7 **Outlook (IQ):** Berserk (AV)

LIGHT

Level: 30H **Size:** L **MS/AQ:** BF/VF
Base Move: 120 **Max Pace:** Spt **MM Bonus:** +20
Hits: 240H **Crits:** SL# **AT (DB):** 1(40)
Attacks: 60 LBa (4x) / 140 LGr / [Electricity D]
#Enc: 1 **Treasure:** - **Bonus XP:** H
Habitat: (-)(-,-,---)8 **Outlook (IQ):** Berserk (AV)

WATER

Level: 30H **Size:** M **MS/AQ:** SL/FA
Base Move: 30 **Max Pace:** Spt **MM Bonus:** +0
Hits: 240H **Crits:** SL# **AT (DB):** 3(10)
Attacks: 130 HBa / 130 HGr / [Impact D]
#Enc: 1 **Treasure:** - **Bonus XP:** H
Habitat: (-)(-,-,---)7 **Outlook (IQ):** Berserk (AV)

Description: High Elementals range in height from 15' - 17'. Their elemental forms are amorphous, like a Lesser Elemental. An Air Elemental appears to be a whirlwind, visible only by the swirling of the material and debris suspended within. An Ice Elemental appears as a mass of swirling ice surrounded by a cool fog. Earth Elementals appear as a concentration of billowing earth. A Fire Elemental appears as a moving flame of great intensity. Light Elementals are swirls of bluish, electrically charged particles. Water Elementals appear to be spinning water-spouts.

Lifestyle: Like Lesser Elementals, High Elementals are truly housed in a central core, deep within their form. This core draws the elemental material around it, much like a Lesser Elemental. High Elementals manifest their abilities on the mortal plane more strongly than Lesser Elementals.

Combat: High Elementals bash or grapple their opponents. When grappling their opponents, they are able to bring the nature of their elemental material to bear on their prey. For instance, being grappled by a Fire Elemental causes a heat critical, while Earth Elementals crush with an Impact Critical. High Elementals are more difficult to kill because of their central core. This also leads to certain weaknesses. See Lesser Elementals for more details.

Background: As described under Lesser Elemental, Elementals only exist in this material plane at the behest of summoners. They have the same restrictions on summoning as Lesser Elementals.

Observations: *I have never even heard of a High Elemental being summoned, though in theory a ritual could do it. I do know that I would not want to trifle with a being this mighty. Especially an angry one.*

OLD, VERY OLD, LESSER DRAKE (HYBRID)

The Drakes are the most powerful of all the hybrids. Unlike even native elementals, they have True Elemental Material flowing through their veins. For stats on Dragons, see *Creatures and Monsters*. Additional notes on Dragons are included in Section 7.5.

YOUNG, AVERAGE, GREATER DRAKE (HYBRID)

The Drakes are the most powerful of all the hybrids. Unlike even native elementals, they have True Elemental Material flowing through their veins. For stats on Dragons, see *Creatures and Monsters*. Additional notes on Dragons are included on the *Iron Crown* website, at www.ironcrown.com.

7.3.8 • . . . AND BEYOND

After Type VI, the creatures become vastly more powerful. The oldest of the Great Drakes are the most mundane of these beings. Very little is known about creatures this mighty, except where they are worshiped as gods.

ELEMENTAL LORD (?)

The most powerful of all Elemental creatures, the Lords have the power to create and destroy. Many think that working together they can create entire worlds. Or destroy them.

See section 7.4 for more information.

OLD, VERY OLD, GREATER DRAKE (HYBRIDS)

The Drakes are the most powerful of all the hybrids. Unlike even native elementals, they have True Elemental Material flowing through their veins. For stats on Dragons, see *Creatures and Monsters*. Additional notes on Dragons are included on the *Iron Crown* website, at www.ironcrown.com.

7.4 ELEMENTAL LORDS

The greatest of all elemental beings are the Elemental Lords. These great beings have godlike powers. Not only do they have the ability to create the world, but if they worked together, they could destroy it as well.

Elemental Lords are alien creatures. Whereas the gods seem to have taken on many of the traits of humanity (or vice versa), the Elemental Lords existed long before mundane life, and are still above and apart from it. All their personality traits have been anthropomorphized by the sages of the world, but no one really knows why they do what they do.

POWERS OF THE ELEMENTAL LORDS

There are several powers that are common to all Elemental Lords. They are as follows:

- 1) The Elemental Lords can instantly transport themselves to anywhere in the crude material plane or their own elemental plane. They can also transport themselves to anywhere in their source plane. They can travel to their scourge plane, or any plane in another triad, but with far less accuracy. Once they are there, they must resort to their spells to move about.
- 2) When in a human or a humanlike form, an Elemental Lord takes large criticals. When in their large form they take Super-Large criticals. Elemental Lords are immune to bleeding and stun, regardless of their form. If the optional rules in section 8.0 are being used, Elemental Lords are considered to be made out of True Elemental Material.
- 3) The Elemental Lords are truly immortal. If their physical form is destroyed, it takes them one week to create a new one out of their elemental source. It takes another week to be able to form this body into a pleasing shape.
- 4) Assuming that they have had their form longer than two weeks, an Elemental Lord can shape change at will. They can assume the form of any mundane creature, or

any magical creature, if it is at least a hybrid with their element. For other creatures, the Lord must use spells.

- 5) Lords can communicate mentally with any worshiper. They are aware, at least on a subconscious level, of everyone who worships them.



THE LORD OF AIR

Age: ?

Eyes: White.

Hair: White.

Build: Wiry.

Height: 6'2".

Race/Sex: Godlike Being/?

Skin: White.

Demeanor: Capricious.

Dress: Flowing, light clothing.

True Attitude: Neutral.

Home: Plane of Air.

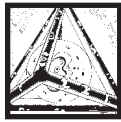
The Lord of Air seems neutral to humanity. It helps mankind when its whim takes it. Otherwise, it ignores civilization completely.

The Lord of Air's favorite mortal form is that of a tall, human woman. She is pale and achingly beautiful, with hair and clothing that appears to drift on their own currents.

ELEMENTAL
COMPANION



83



The Lord of Air has her closest associations with the Lord of Water.

Hits: 800

Melee: 360ma

Missile: 480ds

AT (DB): 1(300)

Base Move: 200 **PP:** 1000.

Lvl: 200. **Profession:** Elementalist. **Stats:** Ag-120; Co-105; Me-110; Re-110; SD-105; Em-115; In-120; Pr-106; Qu-116; St-101. **AP:** 120.

Skill Bonuses: Climb 200; Swim 150; Stalk 300; Hide 300; Awareness 340; Read Runes 200; Attunement 200; Channeling 200; Ambush 80; Adrenal Moves 90; Acrobatics 210; Acting 230; Athletics 180; Diplomacy 190; Leadership 150; Seduction 260; Spell Master 200; Tactics 140; Subdual 120.

Spells: The Lord of Air has all Air Mage spells, as well as all open and closed Arcane spells. She also has open and closed Essence and Channeling spells. All spells are to 50th level.

Special Abilities: As all Elemental Lords. See above. The Lord of Air can turn non-corporeal at will. Only a weapon of +50 enchantment or better can damage the Lord of Air in this state.

Attacks: The Lord of Air can attack at range, firing 6 Air Bolts per round. These attack on the Aether Bolt Table, but only cause Impact criticals.

THE LORD OF EARTH

Age: ?

Eyes: Brown.

Hair: Brown.

Build: Hulking.

Height: 5'3".

Race/Sex: Godlike Being/?

Skin: Brown.

Demeanor: Methodical.

Dress: Heavy Dwarven armor.

True Attitude: Methodical.

Home: Plane of Earth.

The Lord of Earth is a slow-moving creature, its plans taking centuries to unfold. It made several early pacts with humanity, and to this day, he hasn't forgotten them. This is good, because this elemental power is the one most capable of destroying all civilization with a single gesture.

The Lord of Earth seems to love Dwarves more than any other race. He takes a dwarven form, with beautiful dark brown skin. He wears his armor even though he doesn't need it, and always carries a great dwarven axe.

The Lord of Earth has his closest associations with the Lord of Ice.

Hits: 800

Melee: 880 Battleaxe

Missile: 400ds

AT (DB): 20(50)

Base Move: 90

PP: 1000.

Lvl: 200.

Profession: Elementalist.

Stats: Ag-101; Co-120; Me-101; Re-101; SD-120; Em-102; In-101; Pr-109; Qu-101; St-120.

AP: 101.

Skill Bonuses: Climb 100; Swim 50; Stalk 50; Hide 50; Awareness 170; Read Runes 200; Attunement 200; Channeling 200; Ambush 0; Adrenal Moves 230; Acrobatics 60; Acting 120; Athletics 210; Diplomacy 130; Leadership 350; Seduction 60; Spell Master 200; Tactics 240; Subdual 320.

Spells: The Lord of Earth has all Earth Mage spells, as well as all open and closed Arcane spells. It also has open and closed Essence and Channeling spells. All spells are to 50th level.

Special Abilities: As all Elemental Lords. See above. The Lord of Earth can make a base attack (Arcane) against anyone who scores a successful hit against him with a metal weapon. If the attacker does not make his RR, then the weapon is absorbed and the attack causes no damage.

Attacks: The Lord of Earth can attack at range, firing 2 Earth Bolts per round. These attack on the Aether Bolt Table, but only cause Impact criticals.

THE LORD OF FIRE

Age: ?

Eyes: Red.

Hair: Red.

Build: Big.

Height: 7'2".

Race/Sex: Godlike Being/?

Skin: Soot Black.

Demeanor: Furious.

Dress: Blackened plate armor.

True Attitude: Hate-filled.



Home: Plane of Fire.

The Lord of Fire seems to hate all humanity. Most people think that if he had his way, he would destroy them all.

The Lord of Fire appears as a human male when he takes a mortal form. He is huge, with wild red hair and an insane look. He wields a two-handed sword with one hand.

The Lord of Fire has his closest associations with the Lord of Light, despite their philosophical differences.

Hits: 800

Melee: 680 2-Hand Sword

Missile: 400ds

AT (DB): 20(100)

Base Move: 100 **PP:** 1000.

Lvl: 200.

Profession: Elementalist.

Stats: Ag-118; Co-115; Me-104; Re-105; SD-111; Em-101; In-120; Pr-120; Qu-116; St- 118.

AP: 101.

Skill Bonuses: Climb 140; Swim 0; Stalk 170; Hide 90; Awareness 140; Read Runes 200; Attunement 200; Channeling 200; Ambush 70; Adrenal Moves 180; Acrobatics 160; Acting 20; Athletics 240; Diplomacy 30; Leadership 250; Seduction 160; Spell Master 200; Tactics 340; Subdual 80.

Spells: The Lord of Fire has all Fire Mage spells, as well as all open and closed Arcane spells. It also has open and closed Essence and Channeling spells. All spells are to 50th level.

Special Abilities: As all Elemental Lords. See above. The Lord of Fire can make a base attack (Arcane) against anyone against whom it scores a successful hit. If the target fails, any armor worn is destroyed. The target takes an additional Elemental Aether critical (from the flash-molten armor) according to the coverage of the armor. Full armor causes an 'E', half a 'D', breastplate and greaves a 'C', and Breastplate a 'B'. Any ultra-light covering, like archery bracers, causes an 'A'. If the armor has a bonus, this is added to the RR.

Attacks: The Lord of Fire can attack at range, firing 4 Fire Bolts per round. These attack on the Aether Bolt Table, but only cause Heat criticals.

THE LORD OF ICE

Age: ?

Eyes: Grey.

Hair: White-Blue.

Build: Slender

Height: 6'3".

Race/Sex: Godlike Being/?

Skin: White.

Demeanor: Cold.

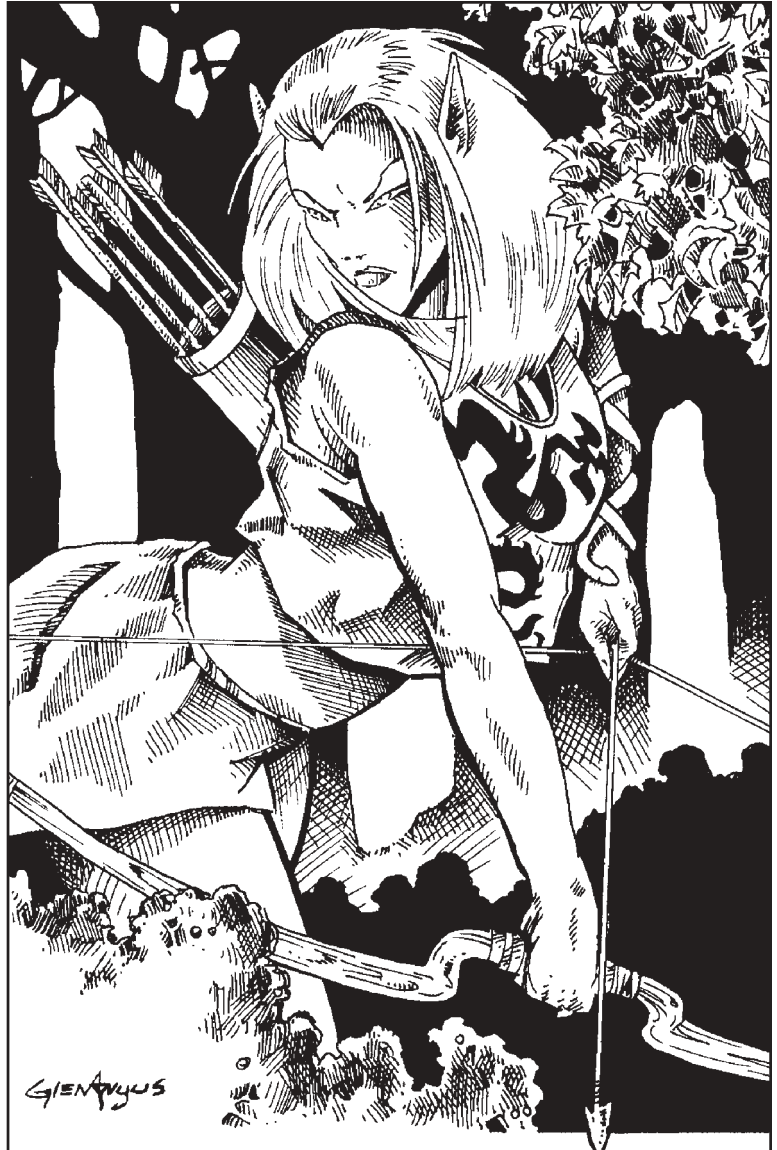
Dress: Shimmering silver robes.

True Attitude: Impartial.

Home: Plane of Ice.

The Lord of Ice is a slow creature, though not as slow as the Lord of Earth. She seems to be a cold, emotionless creature, capable of destroying men at her slightest whim. She does not exactly hate mankind, but kills men without a thought. She does seem to love her Arctic Foxes, so there is more to this creature than meets the eye.

When the Lord of Ice takes a mortal form, it's usually that of an Elven maiden of perfect beauty. She never displays the slightest emotion, even when killing with her broadsword of ice or Ice Bolts.



The Lord of Ice has her closest associations with the Lord of Earth.

Hits: 800

Melee: 320 Broadsword

Missile: 520ds

AT (DB): 1(200)

Base Move: 100 **PP:** 1000.

Lvl: 200.

Profession: Elementalist.

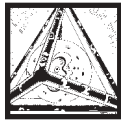
Stats: Ag-108; Co-118; Me-114; Re-115; SD-119; Em-101; In-110; Pr-110; Qu-102; St- 115.

AP: 101.

Skill Bonuses: Climb 180; Swim 200; Stalk 110; Hide 190; Awareness 170; Read Runes 200; Attunement 200; Channeling 200; Ambush 40; Adrenal Moves 190; Acrobatics 60; Acting 50; Athletics 140; Diplomacy 30; Leadership 250; Seduction 160; Spell Master 200; Tactics 340; Subdual 80.

ELEMENTAL
COMPANION

85



Spells: The Lord of Ice has all Ice Mage spells, as well as all open and closed Arcane spells. It also has open and closed Essence and Channeling spells. All spells are to 50th level.

Special Abilities: As all Elemental Lords. See above. The Lord of Ice can reflect attacks back on the attacker. Directed spells have a 100% chance of being reflected back on the caster with his own OB. Missile attacks have a 75% chance of being reflected back with half the attacker's OB. Melee attacks have a 50% chance of being reflected back with a zero OB.

Attacks: The Lord of Ice can attack at range, firing 4 Ice Bolts per round. These attack on the Aether Bolt Table, but only cause Cold criticals.

THE LORD OF LIGHT

Age: ?

Eyes: Glowing.

Hair: Golden.

Build: Muscular

Height: 6'8".

Race/Sex: Godlike Being/?

Skin: Golden.

Demeanor: Warm, loving.

Dress: Glowing partial armor.

True Attitude: Caring.

Home: Plane of Light.

The Lord of Light seems to genuinely have a great love for mankind and a great hatred of all orcs and other nocturnal creatures. He seems to be a loving and caring being.

When the Lord of Light takes the form of a mortal creature, it appears as a beautiful human male. It wears light plate armor with no underchain. Its tanned muscles are visible between the plates. It wears a full helm from which his glowing eyes can be seen.

The Lord of Light has his closest association with the Lord of Fire, in spite of their differences over their views on mankind.

Hits: 800

Melee: 240 Morningstar

Missile: 560ds

AT (DB): 19(400)

Base Move: 100 **PP:** 1000.

Lvl: 200.

Profession: Elementalist.

Stats: Ag-120; Co-110; Me-118; Re-119; SD-101; Em-120; In-110; Pr-120; Qu-120; St- 101.

AP: 115.

Skill Bonuses: Climb 280; Swim 100; Stalk 310; Hide 0; Awareness 190; Read Runes 200; Attunement 200; Channeling 200; Ambush 10; Adrenal Moves 90; Acrobatics 240; Acting 80; Athletics 260; Diplomacy 190; Leadership 170; Seduction 0; Spell Master 200; Tactics 140; Subdual 300.



Spells: The Lord of Light has all Light Mage Spells, as well as all open and closed arcane spells. It also has open and closed essence and channeling spells. All spells are to 50th level.

Special Abilities: As all Elemental Lords. See above. The Lord of Light can make 10 separate attacks and 10 separate parries in one round. In addition, it can choose, once a round to not be wherever an attack is coming, causing an automatic miss.

Attacks: The Lord of Light can attack at range, firing 10 light bolts per round. These attack on the Aether Bolt Table, but only cause Electricity criticals.

THE LORD OF WATER

Age: ?

Eyes: Blue.

Hair: Green.

Build: Slender

Height: 6'4".

Race/Sex: Godlike Being/?

Skin: Aqua.

Demeanor: Random.

Dress: Blue and green flowing dress.

True Attitude: Capricious.

Home: Plane of Water.

The Lord of Water seems capricious, and her moods reflect this. When she rails against mankind, she usually enlists the aid of the Lord of Air, and then the sailors quake before her.

The Lord of Water appears as an Elven Maiden. She wields a great spear in combat.

The Lord of Water has her closest associations with the Lord of Air.

Hits: 800

Melee: 520 Spear

Missile: 520ds

AT (DB): 3(100)

Base Move: 60

PP: 1000.

Lvl: 200.

Profession: Elementalist.

Stats: Ag-119; Co-114; Me-101; Re-114; SD-101; Em-110; In-120; Pr-113; Qu-110; St- 116.

AP: 110.

Skill Bonuses: Climb 80; Swim 300; Stalk 200; Hide 110; Awareness 110; Read Runes 200; Attunement 200; Channeling 200; Ambush 60; Adrenal Moves 130; Acrobatics 110; Acting 210; Athletics 190; Diplomacy 130; Leadership 60; Seduction 190; Spell Master 200; Tactics 40; Subdual 170.

Spells: The Lord of Water has all Water Mage spells, as well as all open and closed Arcane spells. She also has open and closed Essence and Channeling spells. All spells are to 50th level.

Special Abilities: As all Elemental Lords. See above. The Lord of Water can ignore 80% of all attacks made against her.

Attacks: The Lord of Water can attack at range, firing 2 Water Bolts per round. These attack on the Aether Bolt Table, but only cause Impact criticals.





ELEMENTAL INTERACTION

Once the elements are defined, it is necessary to consider how they interact. This section covers both the defining of the elements and determining how they interact.

8.1 DESCRIPTION OF THE ELEMENTS

This section is intended to describe the elements one by one and define their relationship to one another. It is also meant to describe the various manifestations of the different levels of elements (Magical, High, and True).

8.1.1 • NORMAL ELEMENTS

These are the main six elements. They are found throughout the crude material plane.

AIR

Element Name: Air

Elemental Type: Fluid

Other Names: Wind, Gale, Breeze, Tornado

Associated Colors: Gray, White, Sky Blue

Typical Outlook/Emotions: Flighty, Moody, Erratic

Source Element: Earth

Scourge Element: Light

Complementary Element: Water

Descriptions:

Air's reaction to mundane earth is not particularly spectacular. It is an agent of corrosion and patience. It will wear down mountains over enough time, something little else can accomplish. Light will cut through air in a very spectacular manner. During a lightning strike, the violent tearing of the air can be heard for miles away.

Mundane: This is the air that we breathe, the wind in the trees, and the swirling masses of tornadoes. Air is light and clear and easily moved. It is known for its chaos and unpredictability.

Magical: Found in magical spells and enchanted mundane materials. In this form it is bound to the Essence of the plane in which it resides, limiting its effects to the manipulation and movement of mundane air. In this form it is very mutable, with its essence adding force to its winds and attacks.

High: In this form the elemental material is highly controllable and can be corrupting. While it has the weight and the amount of movement of its mun-

dane counterpart, it also has a small amount of living energy in it, with which it can corrupt mundane creatures or objects.

True: In its purest form, Elemental Air is the essence of movement and chaos itself. It is connected to the elemental source, as are all True Elemental Materials. True Elemental Air not only poisons anything it touches, but it is highly malleable in the hands of one who knows how to summon it.

EARTH

Element Name: Earth

Elemental Type: Form

Other Names: Geo, Rock, Dirt, Stone, Metal, Terra

Associated Colors: Black, Brown, Precious Metals



Typical Outlook/Emotions: Patient, Calm, Stubborn, Disciplined

Source Element: Light

Scourge Element: Air

Complementary Element: Ice

Descriptions:

Earth's reaction to mundane light is not very spectacular, merely blocking light's energies from passing through. Air is merely an agent for corrosion and rust, slowly destroying the make-up of earth constructs.

Mundane: Earth is represented by the rocks, dirt and metals that make up all landmasses. It is also the primary component of all plant life. This is the strongest of all elements being the material from which most structures are made. In this form it is known for its relative permanence and stability.

Magical: Found in magical spells and enchanted mundane materials. In this form it is bound to the Essence of the plane in which it resides, limiting its effects to the manipulation and creation of mundane earth. In this form it is very stable, with the Essence enhancing its strength.

High: In this form the elemental material is highly mutable and can be corruptive. While it has the strength of its mundane counterpart, it also has a small amount of living energy in it, with which it can corrupt mundane creatures or objects.

True: In its purest form, Elemental Earth is the essence of strength itself. It is connected to the elemental source, as are all True Elemental Materials. True Elemental Earth not only poisons anything it touches, but it is highly malleable in the hands of one who knows how to summon it.

FIRE

Element Name: Fire

Elemental Type: Energy

Other Names: Heat, Flame

Associated Colors: Yellow, Orange, Red

Typical Outlook/Emotions: Anger, Fury, Hatred, Destruction.

Source Element: Ice

Scourge Element: Water

Complementary Element: Light

Descriptions:

Fire's reaction with mundane ice is far from spectacular, but no less complete, as it thoroughly melts the ice. The scourge of fire is water. Water will douse fire thoroughly and quickly.

Mundane: Mundane fire can be created by many means. The easiest is the simple act of striking a spark into tinder or oil.

Magical: Found in magical spells and enchanted mundane materials. In this form it is bound to the Essence of the plane in which it resides, limiting its effects to the creation and control of mundane fire. In this form it is very controllable, with its essence adding damage to its attacks.

High: In this form the elemental material is highly controllable and can be corrupting. While it has the power and the large-scale damaging attributes of the mundane element, it also has a small amount of living energy in it, with which it can corrupt mundane creatures or objects.

True: In its purest form, Elemental Fire is the essence of mass consumption. It is connected to the elemental source, as are all True Elemental Materials. True Elemental Fire not only poisons anything it touches, but it is highly damaging in the hands of one who knows how to summon it.

ICE

Element Name: Ice

Elemental Type: Form

Other Names: Cold, Frost, Rime

Associated Colors: White, Lt. Blue

Typical Outlook/Emotions: Unfeeling, Emotionless, Uncaring

Source Element: Water

Scourge Element: Fire

Complementary Element: Earth

Descriptions:

Ice's reaction to mundane fire is not very spectacular, but it is absolute, as the ice melts completely. The reaction between water and ice is also subtle, as the ice slowly converts the water to feed itself.

Mundane: Ice in the crude material plane appears as frozen water. This is the second strongest of all elements being the material most likely to reflect something back. In this form it is known for its relative permanence and stability, as well as its problem with melting under warm conditions.

Magical: Found in magical spells and enchanted mundane materials. In this form it is bound to the Essence of the plane in which it resides, limiting its effects to the manipulation and creation of mundane ice. In this form it is very stable and more resistant to temperature extremes, with the Essence enhancing its strength and its temperature.

High: In this form the elemental material is highly mutable and can be corrupting. While it has the strength of its mundane counterpart, it also has a small amount of living energy in it, with which it can corrupt mundane creatures or objects. It also will not melt without the direct application of fire.

True: In its purest form, Elemental Ice is the essence of strength and coldness. It is connected to the elemental source, as are all True Elemental Materials. True Elemental Ice not only poisons anything it touches, but it is highly malleable in the hands of one who knows how to summon it and will maintain its cold under the most extreme circumstances.





LIGHT

Element Name: Light

Elemental Type: Energy

Other Names: Illumination, Luminescence

Associated Colors: Yellow, Orange, Red, White

Typical Outlook/Emotions: Kindness, Gentleness, Goodness.

Source Element: Air

Scourge Element: Earth

Complementary Element: Fire

Descriptions:

Light's reaction with mundane air is absolutely spectacular. With a brilliant blade of light, the air is cleaved in two. The screams of the air are heard as a thunderous explosion, many miles away. The scourge of light is less showy. Mundane earth merely stops light cold. Light is simply reflected away.

Mundane: Mundane light can be created by many means. The sun and the moon are the two most obvious sources of light, followed by the stars. However, light can be created from mundane fire, its complementary element.



Magical: Found in magical spells and enchanted mundane materials. In this form it is bound to the Essence of the plane in which it resides, limiting its effects to the creation and control of mundane light. In this form it is very controllable, with its Essence adding damage to its attacks.

High: In this form the elemental material is highly controllable and can be corrupting. While it has the power and the astonishing, damaging attributes of the mundane element, it also has a small amount of living energy in it, with which it can corrupt mundane creatures or objects.

True: In its purest form, Elemental Light is the essence of speed and destruction. It is connected to the elemental source, as are all True Elemental Materials. True Elemental Light not only poisons anything it touches, but it is highly damaging in the hands of one who knows how to summon it.

WATER

Element Name: Water

Elemental Type: Fluid

Other Names: Liquid, Fluid

Associated Colors: Blue, Green

Typical Outlook/Emotions: Capricious, Chaotic

Source Element: Fire

Scourge Element: Ice

Complementary Element: Air

Descriptions:

Water's reaction with mundane fire is complete. When doused with water, fire is immediately extinguished. The scourge of water is less immediate. Mundane ice slowly subsumes ice, growing as it freezes water.

Mundane: Mundane is usually not created. It is typically only collected.

Magical: Found in magical spells and enchanted mundane materials. In this form it is bound to the Essence of the plane in which it resides, limiting its effects to the creation and control of water. In this form it is very controllable, with its essence adding damage to its attacks.

High: In this form the elemental material is highly controllable and can be corrupting. While it has the attributes of the mundane element, it also has a small amount of living energy in it, with which it can corrupt mundane creatures or objects.

True: In its purest form, Elemental Water is the essence of movement and malleability. It is connected to the elemental source, as are all True Elemental Materials. True Elemental Water not only poisons anything it touches, but it is also damaging in the hands of one who knows how to summon it.

8.1.2 • ARCAN E ELEMENTS

These two elements are created by cycling all six elements through either a cycle of creation or a cycle of destruction. They are the essence of the cycle of life and death. Arcane Elements are mixtures. They are therefore not pure enough to cause corruption. Accordingly, Arcane elements are not rated as Mundane, Magical, High or True. They simply are.

NETHER

Element Name: Nether

Elemental Type: Arcane

Other Names: Destruction, Entropy

Associated Colors: Gray, Black

Typical Outlook/Emotions: None

Source Element: All 6 of the regular elements.

Scourge Element: Aether

Complementary Element: None

Descriptions:

Nether is the elemental force of destruction. It is created by cycling all six elements in a cycle of destruction, then bridging the two triads across one of the complementary elements.

AETHER

Element Name: Aether

Elemental Type: Arcane

Other Names: Creation, Order

Associated Colors: White, Yellow, Red, Prismatic

Typical Outlook/Emotions: None

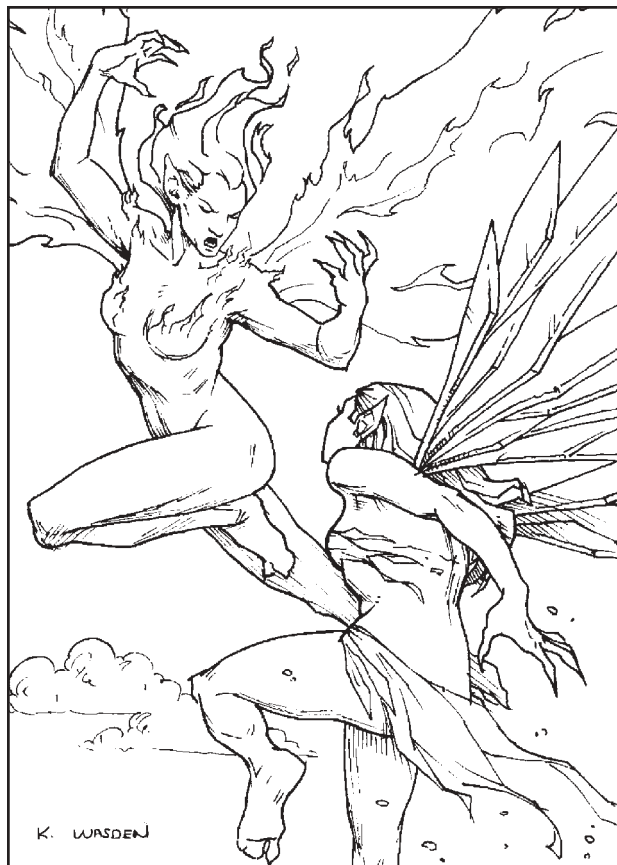
Source Element: All 6 of the regular elements.

Scourge Element: Nether

Complementary Element: None

Descriptions:

Aether is the elemental force of creation. It is created by cycling all six elements in a cycle of creation, then bridging the two triads across one of the complementary elements.



8.2

ELEMENTAL CONFLICTS

This section deals with two elements coexisting in the same place. What happens when a fireball goes off in the same place as a cold ball? Well at separate times, nothing, but what about at the exact same initiative?

Notation: *It is up to the GM to determine whether or not these two elemental effects coexist at the same time in the same place. If they went off at the exact same initiative, that's a good start. Most likely, they will only be in the same place if one of them is an area effect. It isn't likely two bolts will collide.*

THE RR METHOD

When two elemental effects collide, it is possible for them to simply cancel each other out. This method of dealing with Elemental Interaction represents that.

This method is useful in two instances. First of all, any interaction of mundane or magical elements should use this method. This represents the fact that most mundane and magical elements have difficulty coexisting. In addition, this method can be used any time simplicity and speed of determination are the most important aspect of resolving a situation.

This method states that any noncomplementary elements will vie to cancel each other out. Whenever two noncomplimentary effects collide, they must make RRs. Each spell makes its RR at the level of the spell, not the caster. Each spell is making its RR versus the level of the other spell.

Complementary materials (Earth-Ice, Fire-Light, Air-Water) do not need to make these RRs. They coexist in relative peace. Spells of the same element do not need to make an RR either.

Both Fail: If both spells fail their RR, then both of the spells are canceled. If they cause damage, neither is effective.

One Fails: If one of the spells makes its RR, but the other doesn't, then the spell that succeeded canceled the spell that didn't. The spell that succeeded is the only one permitted to cause damage.

Both Succeed: If both spells succeed, then they act normally.

Example: A Fireball (8th level) is cast into the area of a Fog spell (2nd level). The fireball attempts its RR (it needs a 26) and rolls a 42. The fog attempts an RR (it needs a 74) and rolls a 68. The fireball is not extinguished by the fog, but the fog is burned away in the fireball.

Notation: *If more than two elemental effects are interacting, then have each effect save against all effects.*



ELEMENTAL CORRUPTION AND POISONING

Almost all things in the world combine some part of all six elements, even if it is in minute amounts, which creates a delicate equilibrium. When pure (or nearly pure) elemental material interacts with something on the material plane, there is a chance that the elemental material will combine with the mundane elements to shift its elemental balance. This phenomenon is called Elemental Corruption. When this happens, it affects everything in contact with it. The physical make-up of the element tries to alter the physical make-up of those it touches. All resistance rolls against this effect will be against poison, thus RR bonuses against poison do apply against Elemental Corruption.

TYPES OF CORRUPTION

Instances of Elemental Corruption can be categorized into the following types:

Divine: This occurs as either a direct divine act or indirectly, via the use of the Elemental Priest's spells. This type of corruption is manipulated very carefully by the divine source. As a result, the target of the corruption suffers no damage. This is generally how hybrid elemental races or creatures are created.

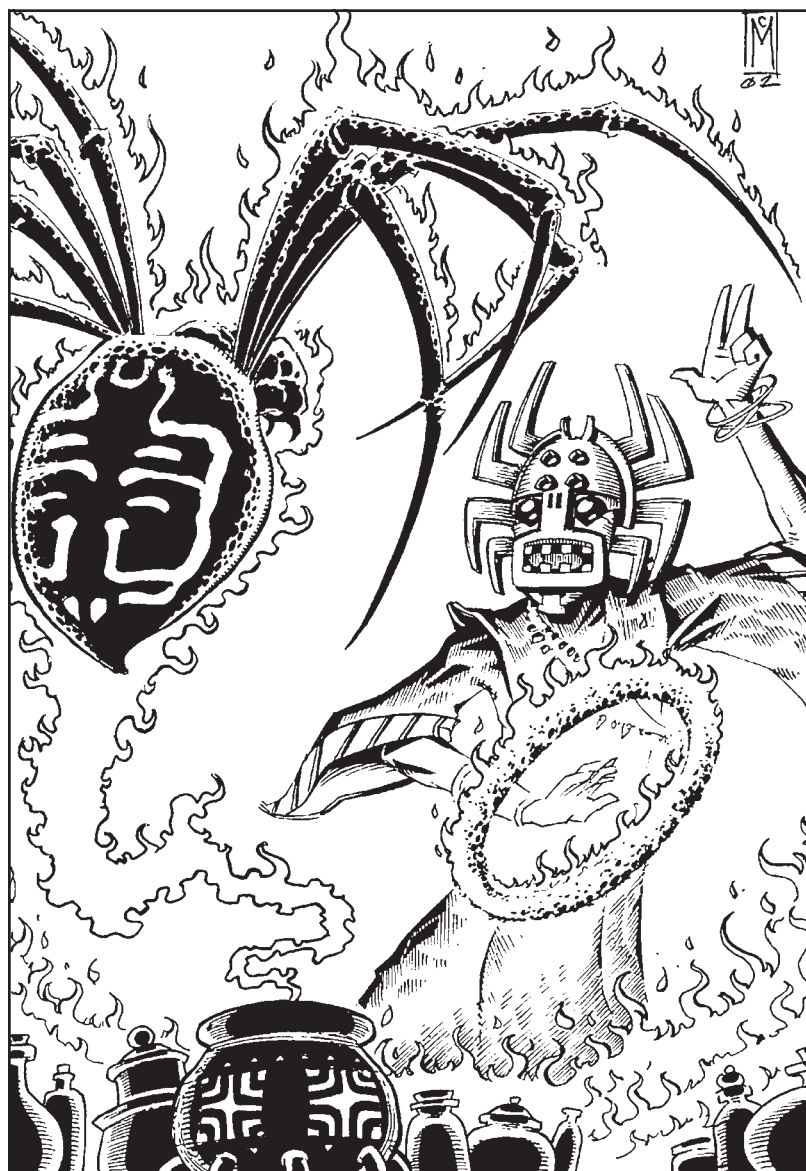
Crafting: This occurs when using the crafting lists. This type of corruption can only occur with items. It is safer than accidental exposure, but still has risks.

Failure: When an Elementalist fails while manipulating spell energy of High Elemental Material, they must resist against a 5th level attack or suffer corruption.

Treat as if they failed to resist exposure to High Elemental Material, as described below. When an Arcane Elementalist fails a spell composed of True Elemental Material, they must make an RR vs an attack level equal to twice the spell's level, or suffer the effects of True Elemental Poisoning (see below).

High: This occurs when an item or person is exposed to a High element. If a being is touched by High Elemental Material, they must make a resistance roll against a poison attack. The level of the attack is based on the level of the source of the High Elemental Material. On an elemental plane, the level of the attack is 10. If the source is a spell or creature, then the level of the attack is half the spell or creature's level (round up). Failure results in a single corruption point per 10% failure. Because of the pain involved, each corruption point taken in this manner deals damage equal to 2% of their maximum concussion hits. (Thus a character with 100 hit points who receives 3 corruption points will take $3 \times 0.02 \times 100 = 6$ points of damage.) Elemental creatures or spells from an Elementalist use High Elemental Material and will cause this type of corruption.

If an item is affected by High Elemental Material, it must make a Resistance Roll against a 10th level attack or gain a single corruption point. Use the following chart to determine the results.





ITEM CORRUPTION FAILURE CHART	
RR Failure	Effect
01-20	The item is corrupted
21-30	The item is corrupted. It is also weakened. Reduce its strength by 25.
31-40	The item is corrupted. Reduce its strength by 50.
41-50	The item is so flawed it becomes unusable.
51+	The item explodes in an elemental conflagration. Roll an attack on the Fireball Table for all within 1' per 2% failure over 50, replace Heat criticals with criticals appropriate to the elemental.

Elemental Planes: The elemental planes are composed of High Elemental Material (HEM). Since this material is ever present, it is much more lethal than exposure elsewhere. To represent this fact, those unprotected in an elemental plane must make a Resistance Roll against a 10th level attack every ten minutes of exposure, or gain elemental corruption. On some planes, the unprotected traveler suffers additional effects. As the traveler gains corruption points, he is better able to survive on that plane. For every point of corruption that the character has, he gains a +1 RR bonus to resist further corruption from the elemental plane (but not from other sources of High Elemental Material). Example: Graid has 53 corruption points for Fire, so he gains a +53 RR bonus to resist further corruption.

True: This occurs when an item or person is exposed to True Elemental Material (TEM). This is also called True Elemental Poisoning (TEP). Beings exposed to True Elemental Material must make a Resistance Roll. This is against the level of the attack stated within the spell, or in the case of an elemental made up of TEM, divide the creature's level by 3. For Dragons, the description of the Dragon describes the level at which its blood is rated. This is the Consumption Level *per point of bleeding*. In other words, if a Dragon has 5th level blood and is struck a 3 point per round bleeder, then the target takes a 15th level attack. Use the chart below to determine the effects.

BEING TEP FAILURE CHART	
RR Failure	Effect
01-20	The target receives 2 corruption points and loses 5% of his hits until corruption is removed.
21-30	The target receives 5 corruption points and loses 10% of his hits until the corruption is removed. The target operates at -10 due to mild nausea.
31-40	The target receives 7 corruption points and loses 15% of his hits until the corruption is removed. The target operates at -25 due to severe nausea and mild shakes.
41-50	The target receives 10 corruption points and loses 25% of his hits until the corruption is removed. The target operates at -50 due to severe nausea, weakness and shaking.
50+	The corruption causes a chain reaction. The target's body is turned into a catalyst for this reaction. Target is turned into a pool of elemental sludge (treat as High Elemental Material) over the course of 1-10 rounds.

TEM AND ITEMS

When an item is exposed to TEM, use the Item corruption chart above and assign a -25 penalty to the resistance roll of the item.

FURTHER THOUGHTS ON TEM

The heart of all elemental material, the source of all creation, is True Elemental Material. It is one of the most dangerous things known to man.

TEM devours anything it touches. It is like the most deadly and powerful of all acids, consuming relentlessly, devouring, destroying. When it is done, it leaves corrupted and damaged remnants behind.

TEM SOURCES

There is only one TEM source per element, and this guarded by the Elemental Lord. This can usually only be tapped by Arcane Elementalists and Elemental Priests.

The only crude material source is in the blood of Dragons. These mystical beasts live with TEM coursing through their veins. They are accordingly very dangerous, and dealing with them can be a terror in and of itself.



9.1 BEING CORRUPTION

This is the transformation of the being into a hybrid elemental creature. The process is generally gradual and can only happen if exposed to High or True Elemental Material. As a creature gains more corruption, it gains more and more attributes of the corrupting element. Be-

low is a list of the basic traits that a corrupted being receives. There are certain thresholds where the effects of corruption are more significant. GM's should feel free to increase or decrease these abilities (within reason) the closer they get to another threshold; use the next threshold as a guide.

Note: *Since corruption is a transformation of physical make-up, corruption can be passed to offspring (GM discretion).*

BEING CORRUPTION GENERAL EFFECTS			
Corruption Level	Effect vs. Source Element	Effect vs. Corrupting Element	Effect vs. Scourge Element
1+	Level of corruption is added to Defensive bonus and RR's.	None	Level of corruption is subtracted from DB's and RR's.
25+	Immunity to mundane manifestations.	Attacks become physical. Subtract critical severity by 1 then add an additional Impact critical of 2 severities less.	Attacks deal double damage.
50+	Immune to magical manifestations.	Attacks become physical, replace normal criticals from caster's element with Impact criticals. Character can now be controlled or mastered. However RR's against this are at +25 and RR's are allowed on an hourly basis if corrupted being has higher than animal intelligence.	Attacks are Slaying.
60+		Nutritional requirements change, must eat the food equivalent of their element once a day or malnutrition and corresponding weakness sets in. Weakness causes a -1 penalty to all actions per day they go without. Normal food requirements are 2/3 of normal.	
75+	Immune to High elemental manifestations.	Control/Master spells can be resisted with a +20 bonus (additional Resistance Rolls are allowed on a daily basis).	
80+		Nutritional requirements change. Must eat the food equivalent of their element twice a day or malnutrition and corresponding weakness sets in. Weakness causes a -2 penalty to all actions per day they go without. Normal food requirements are 1/3 of normal.	
85+	Immune to True elemental manifestations.	Control/Master spells can be resisted with a +15 bonus (additional Resistance Rolls are allowed on a weekly basis).	
90+		Control/Master spells can be resisted with a +5 bonus (additional Resistance Rolls are allowed once every two weeks).	



BEING CORRUPTION GENERAL EFFECTS

Corruption Level	Effect vs. Source Element	Effect vs. Corrupting Element	Effect vs. Scourge Element
100		Control/Master spells can be resisted with no bonuses (Resistance Rolls are allowed on a monthly basis). Nutritional requirements change. Must eat the food equivalent of their element three times a day or malnutrition and corresponding weakness sets in. Weakness causes a -3 penalty to all actions per day they go without. Being no longer gets sustenance from mundane food. Consumption of elemental food can be done purely by contact.	

Note: when controlled or mastered the requirements to submerge are fulfilled by the spell energy.

FACTOR POINTS

As a being is corrupted it gains traits that reflect this physical transformation. To represent this, factors are assigned to the being. For every 5 corruption points, the being gets a single *factor point*. For every factor point received, roll on the chart below to determine the effect. To the right of each trait there is a number in parentheses, this number is the maximum number of trait points that can be assigned to that trait. Any time a trait is rolled that is at its maximum, the result must be re-rolled.

FACTOR POINT CHART

01-02 um	Withering (4)
03-07	Elemental Affinity (10)
08-10	Critical Reduction (6)
11-15	Appearance (v)
16-25	Defensive Aura (10)
26-28	Breath Weapon (6)
29-40	Nothing
41-50	Appearance (v)
51-55	Elemental Touch (4)
56-60	Caustic Blood (4)
61-65	Appearance (v)
66 um	Form Change (1)
66-100	Element Specific Trait (v)
100 um	Re-roll. If this is rolled again consider it a "Nothing" result. Any other roll: double the factor points assigned to the trait (i.e., being gets an additional factor point).





ELEMENT SPECIFIC TRAITS			
Roll (d10)	Air	Earth	Light
1-5	Lightness (4)	Heavy (4)	Uncanny Reaction (4)
6	Missile Deflector (5)	Magnetic Field (5)	Accelerated Actions (5)
7	Marksman (4)	Hard Fists (4)	Darkvision (4)
8	Agility Bonus (6)	Constitution Bonus (6)	Quickness Bonus (6)
9	Flight (5)	Merging (4)	Optic Protection (4)
0	Breathing (4)	Tough Skin (6)	Shadows (2)
	Water	Ice	Fire
1-5	Swimming/buoyancy (2)	Cool (6)	Warmth (6)
6	Fluidity (5)	Hard to Stun (4)	Frenzy (5)
7	Reduced Fumble (4)	Reflective (5)	Smoke (5)
8	Agility and Quickness (6)	Constitution and Strength (6)	Strength Bonus (6)
9	Water Movement (2)	Icy Mist (5)	Cauterizing (10)
0	Water Breathing (2)	Traction (2)	Aggression (5)

GENERAL TRAIT DESCRIPTIONS

Below are descriptions of the general elemental traits. These can be attained no matter what the corruption element might be.

ASSOCIATED COLORS

Most general traits will have a glow or some other manifestation that reflects the nature of the element. Any time a description talks about the associated color, refer to the chart below. Some Game Masters (GMs) may decide to use other colors from the elemental descriptions instead.

ELEMENT	COLOR
Air	Gray
Earth	Brown
Light	Yellow
Water	Blue
Ice	White
Fire	Red

Appearance(v): Each time this is rolled, determine a part of the being's body that starts reflecting the elemental corruption. The chart below is a random way to determine the effects.

1-2 Hair: The subject's hair color is a mixture of its former color and the color associated with the element. If someone had red hair and was corrupted by air, they would have grayish-red hair or maybe a streak of gray in their red hair.

3-4 Eyes: The whites of the subject's eyes change color to a shade closer to the associated elemental color. If this is rolled 3 times, the color should be completely changed.

5-6 Skin: The subject's skin color is a mixture of its former color and the color associated with the element.

7-8 Nails: The subject's nail color changes to that of its associated element (all it takes is once). Reroll if rolled more than once.

9-10 Bodily Fluids: All of the subject's body fluids (blood, saliva, urine, etc.) change color to that of a mixture between its original color and the associated color of the corrupting element.

This chart was left vague. Feel free to disregard this chart all together if you have better ideas for appearance changes. It is not recommended that the shape or form of limbs are changed or the addition/subtraction of limbs.

Breath Weapon (6): Being develops a breath weapon. The breath weapon's offensive bonuses can be developed using directed spells or natural attacks. This factor actually creates a new set of organs that allow the being to use the breath weapon. These organs appear in the throat causing the neck to swell to make room for the new organs. This irrevocably destroys the being's ability to communicate verbally. Also note that the saliva of a person with a breath weapon is painful, and kissing would be too painful for a partner to stand. Breath weapons attack as a single bolt that is resolved on the Shock Bolt Table delivering criticals appropriate to their element. This is usable once per day per factor point.

Caustic Blood (4): The subject's blood is infused with elemental material. For 1 factor point touching the blood delivers an 'A' critical of the appropriate type with a -50 penalty. 2 factor points: it delivers an 'A' critical with a -25 penalty. 3 factor points: it delivers an 'A' critical. 4 factor points: it delivers a 'B' critical. Also blood color will change to that of the element's associated color.

Critical Reduction (6): Infused elemental material changes the consistency of the subject's body. Organs, muscles, nerves and bones become less significant due to the elemental material that is unifying the body's systems. This causes damage to be less severe for a being when hit with an attack. At three factor points, criticals are reduced by one severity; A's become A criticals with a -25 penalty. At six factor points, criticals are reduced by two. C's become A's, B's become A's with a -25 penalty to the roll and A's are A's with a -50 to the roll. Body composition changes with this ability, making the consistency of it more like an elemental. GM's are encouraged

to look up the descriptions of normal elemental's makeup and have fun with how the being's body changes. The body's general appearance should not change (i.e., no pseudo pods, no wings, no tails, etc.)

Defensive Aura (10): An elemental aura surrounds the being with elemental energy in a glowing nimbus. This energy enhances the being's defensive bonus by interfering with all incoming attacks. Defensive bonus is increased by 1 per factor point. At one factor point, aura is faint and can only be seen at night; even then it is barely noticeable (pitch black makes it very noticeable). At two factor points, aura is noticeable at night. At four factor points, aura is noticeable during an overcast day. If there are 5 factor points in this trait then aura is visible during the day and most animals and humanoids will shun the corrupted being.

Elemental Affinity (10): The being has gained insight into the corrupting element. This grants a +1 bonus to all magical skills that would involve the element directly (i.e. Directed Spells, Spell Mastery, Spell Casting, etc.) and all planar lore skills involving the plane of the subject's affinity, however all other magical skills are at -1 per two factor points in this ability. When a spell caster taps into his elemental affinity his eyes will glow with elemental intensity.

Elemental Touch (4): Skin outwardly emanates elemental material. For 1 factor point, touch delivers an 'A' critical of the appropriate type with a -50 penalty. 2 factor points: it delivers an 'A' critical with a -25 penalty. 3 factor points: it delivers an 'A' critical. 4 factor points: it delivers a 'B' critical. The elemental emanations caused by this effect cause all normal creatures to shun a being with this trait. Appearance is like that of the Elemental

Defense, except that the energy is noticeable right away and is much more violent as it ebbs and flows about the being.

Form Change (1): The being's body starts transforming to that of a lesser elemental of the appropriate type. This sudden change of reality, change of physical form, and pain will cause the being to become insane and attack anything within reach.

Withering (4): A random limb is withered making it useless, roll randomly to determine which one. Withering will happen over the course of a month, becoming increasingly unusable as time progresses.

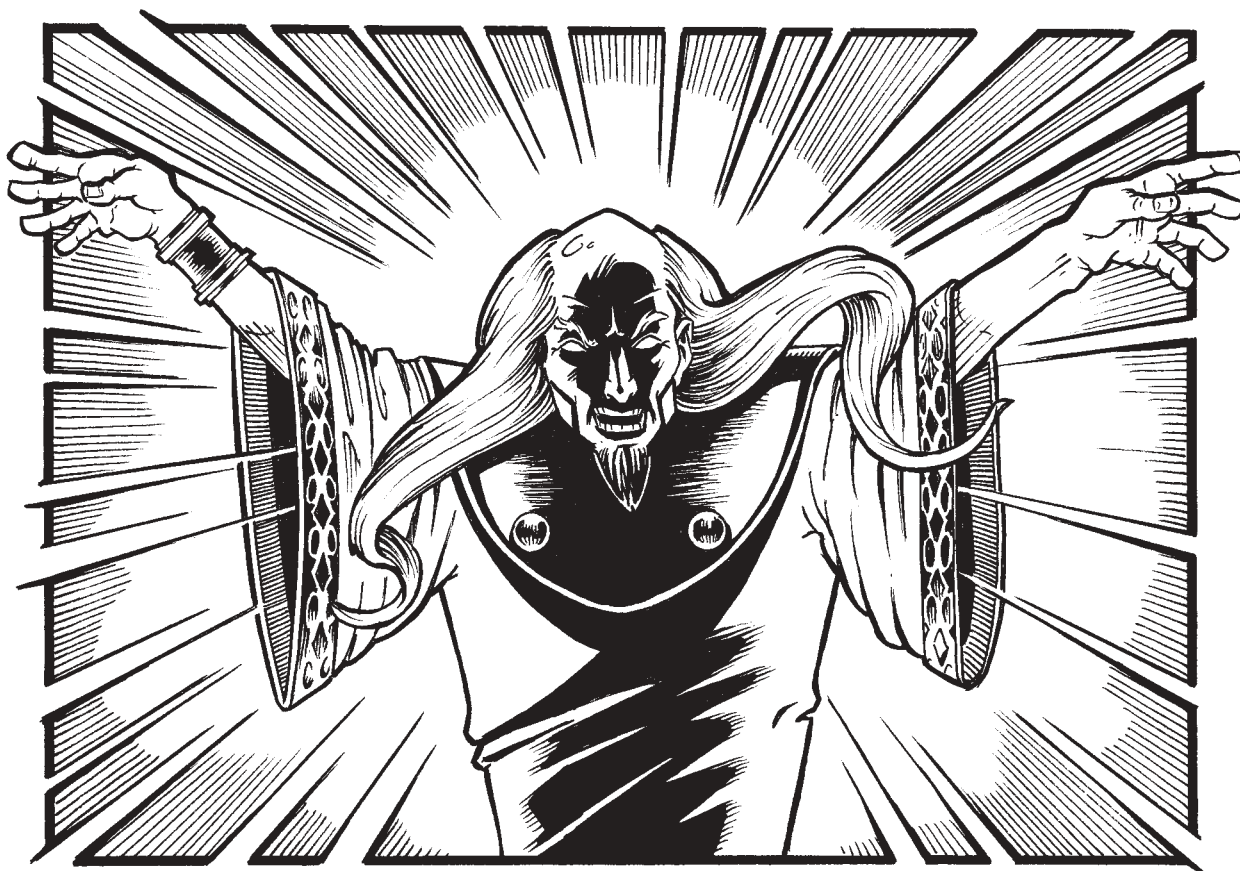
AIR TRAITS

Agility Bonus (6): Subject's agility stat bonus is increased by +1 per factor point.

Breathing (4): Being is made resistant to lethal or harmful gasses. There is a 25% chance per factor point that the being will be unaffected by the gas.

Flight (5): Subject can fly at will. His movement rate is equal to the being's normal pace, however exhaustion point expenditures are increased. At one factor point, multiply the normal movement rate exhaustion point expenditure by 6. At two factor points, multiply it by 5. At three factor points, multiply it by 4. At four factor points, multiply by 3. At five factor points, multiply by 2.

Lightness (4): Being no longer bears his entire weight. At 1 factor point, the being reduces all exhaustion point costs for moving by 25%. At two factor points, it is reduced by 50%. At three factor points, it is reduced by 75%. At four factor points exhaustion is reduced by





only 50%, however the being walks on a cushion of air that keeps them 4 inches above the ground. If he falls he will take no damage. He will always seem to have a dust cloud swirling about him. Most people and animals will shun beings with this trait.

Marksman (4): Being can see and predict air currents. Accuracy is dependent on the number of factor points in this ability. At one factor point, the being can gauge airflows well enough to get an additional 10% range and +5 bonus to the attack roll. At two factor points, range is increased by 20% and bonus is +10. At three factor points, range is increased by 35% and bonus is +15. At four factor points, range is increased by 50% and bonus is +20.

Missile Deflector (5): Air currents eddy and flow around the being, constantly whipping light objects about if not secured. Subtract 5 per factor point from all missile attacks against or from the being. Most people (especially librarians) and animals will shun a being with this trait.

EARTH TRAITS

Constitution Bonus (6): The being's Constitution stat bonus is increased by +1 per factor point.

Hard Fists (4): Hands have the strength and impact of earth. At one trait point, all rank 1 Martial Arts Strikes deliver Krush criticals. At two trait points, rank 1 Martial Arts Strikes are resolved on the Club Attack Table with a maximum result of 135. At three trait points, rank 1 Martial Arts Strikes are resolved on the Club Attack Table. At four trait points resolve the attacks on the Mace Attack Table. Skills that require the use of the hands will be at -5 per factor point in this trait due to a loss of sensitivity.

Heavy (4): Being's weight is increased. At one factor point being's weight increases by 50% with no increase to body mass. Strength is correspondingly increased to compensate for the increased weight. Being gains a +1 bonus to Strength. At two factor points, weight is at 100% above normal and additional Strength bonus is a total of +2. At three factor points, weight is 150% above normal and Strength bonus is a total of +3. At four factor points, weight is 200% above normal and Strength bonus is a total of +4.

Magnetic Field (5): Magnetic field surrounds being, repelling metallic objects that are not secured. At one trait point, items up to 5 lbs. are forced 1' away from the being, and appropriate attacks have a -2 penalty to their attack rolls. At two trait points items up to 10 lbs. are forced 2' away from the being, and appropriate attacks have a -4 penalty to their attack rolls. At three trait points, items up to 15lbs. are forced up to 3' away from the being, and appropriate attacks have a -6 penalty to their attack rolls. At four trait points items up to 20lbs. are forced up to 4' away from the being, and appropriate attacks have a -8 penalty to their attack rolls. At five trait points items up to 25lbs. are forced up to 5' away from the being, and appropriate attacks have a -10 penalty to their attack rolls. Most animals and people will shun someone with this trait.

Merging (4): Being can merge with stone or earth up to a number of hours equal to the number of factor points

per day. Each time this is attempted there is a 1% chance that the merging becomes irreversible and the being's physical form joins with the earth or stone (being is essentially killed).

Tough Skin (6): The being's skin is magically toughened. The wearer's natural AT increases to AT 7 with two trait points, with the look and feel of mud. At four trait points, AT is 11, with the look and feel of sandstone. At six trait points, AT is 15, with the look and feel of granite. The appearance of this trait should have obvious social ramifications.

LIGHT TRAITS

Accelerated Actions (5): Being moves faster and more efficiently in the combat round. This gives an additional 10% action per factor point.

Darkvision (4): Being has the ability to see at night and in darkness. At 1 factor point, being can see up to one quarter of their normal vision at night and up to 5' in darkness. At 2 factor points, vision at night is half normal and 10' in darkness. At 3 factor points, vision at night is three quarters normal and 15' in darkness. At 4 factor points, vision at night is just as good as normal daylight and vision in darkness is 30'.

Optic Protection (4): Being's eyes can filter out harmful light effects. Add +15 per factor point against all vision based attacks.

Quickness Bonus (6): Being's Quickness stat bonus is increased by +1 per factor point.

Shadows (2): All shadows within 5' of being are deepened. This provides a +10 to Stalking and a +25 to Hiding if there is one factor point. With two factor points, it provides a +20 bonus to Stalking and a +50 to Hiding. Animals and people will shun someone with this trait, unless they are from a "Dark" culture (e.g., Orcs).

Uncanny Reaction (4): Being has uncanny ability to react to his environment. Initiative rolls are increased by +2 per factor point.

WATER TRAITS

Agility and Quickness (6): The being's Agility and Quickness stat bonuses are increased by +1 for every two factor points.

Fluidity (5): Movements and attacks are more graceful and exact. Add +1 to the being's offensive and defensive bonuses per factor point.

Reduced Fumble (4): For every two factor points in this trait, all fumble ranges for weapons and open-ended low rolls are reduced by one (e.g., a fumble range of 4 becomes 3, low open-ended rolls happen on 01-04 instead of 01-05).

Swimming/buoyancy (2): Target gains +75 to swimming rolls. At two factor points, buoyancy is such that being can carry as much as their own weight and not sink.

Water Breathing (2): If the being has two factor points, he can breathe under water as if it were air.

Water Movement (2): With one factor point, the being halves any penalties he may have for maneuvering in water. With two factor points, the being is unaffected by being in water (for attacks, etc.).

ICE TRAITS

Constitution and Strength (6): The being's Constitution and Strength stat bonuses are increased by +1 for every two factor points.

Cool (6): The being will reduce the effective natural temperature relative to themselves by 5° per factor point (i.e., if it is 90°, it will affect a being with 1 point in this trait as if it were 85°). The being's own body temperature alters, changing his reaction to the environment correspondingly.

Hard to Stun (4): Ability to redistribute the force of blows across a wider surface area causes the being to reduce stun results from attacks more easily. Being gains a +5 bonus to Stunned maneuvers per factor point.

Icy Mist (5): The being is surrounded by an icy mist. All those who are within 5' of the wearer must make a resistance roll or be stunned for one round. The level of attack is equal to the number of factor points times two. This will make it hard to have any normal social interaction unless being is a member of an ice culture.

Reflective (5): The being's skin is naturally reflective. If an elemental bolt strikes the being, it has a 2% chance per factor point of being deflected harmlessly away. This reflective quality makes the skin unsettling to look at; social interactions should be appropriately penalized.

Traction (2): Being has increased traction on slippery surfaces. With one factor point, the wearer has half the

chance of slipping when walking on a slippery surface. With two, all slippery surfaces are treated as normal ground.

FIRE TRAITS

Frenzy (5): The being has an easier time giving into its anger and going into a berserker rage. Each factor point gives a +2 to all Frenzy maneuver rolls and a +1 to all actions while frenzied.

Aggression (5): The being's aggressiveness is amplified, increasing the potency of their attacks. Increase all offensive bonuses for being by 2 per factor point.

Cauterizing (10): Blood burns with Elemental Fire when contacting air. Skin is cauterized from fire. Reduce bleeding results by 1 hit per round per trait point. For every hit stopped through this ability, being takes 3 hits of damage from the flames. An average person who witnesses this trait in another being will probably see them as a demon.

Strength (6): The being's Strength stat bonus is increased by +1 per factor point.

Smoke (5): Smoke billows out 5' from the being, all within the area suffer a penalty to their attacks except the being. The penalty is 2 for each factor point. Animals and people will shun a being with this trait.

Warmth (6): Being will increase the effective natural temperature relative to themselves by 5° per factor point. The being's own body temperature alters, changing his reaction to the environment correspondingly.

9.2

ELEMENTAL HEALING

The Elemental Priest and the Arcane Elementalist both have spells that specifically deal with the healing/removal of Elemental Corruption. Additionally, any spell that can heal the effects of poison can be used to remove Elemental Corruption. Each casting of such a spell is sufficient to remove up to five corruption points.

COUNTERING

High Elemental or True Elemental material may be used to counter corruption before it sets in. The safest way to do this is to use a *Counterspell* that can target the corrupting element. For the purposes of this effect, the level of the spell to be countered is the level of the original attack, if the attack was made from High Elemental Material. It's double the level of the spell if trying to counter True Elemental Material.

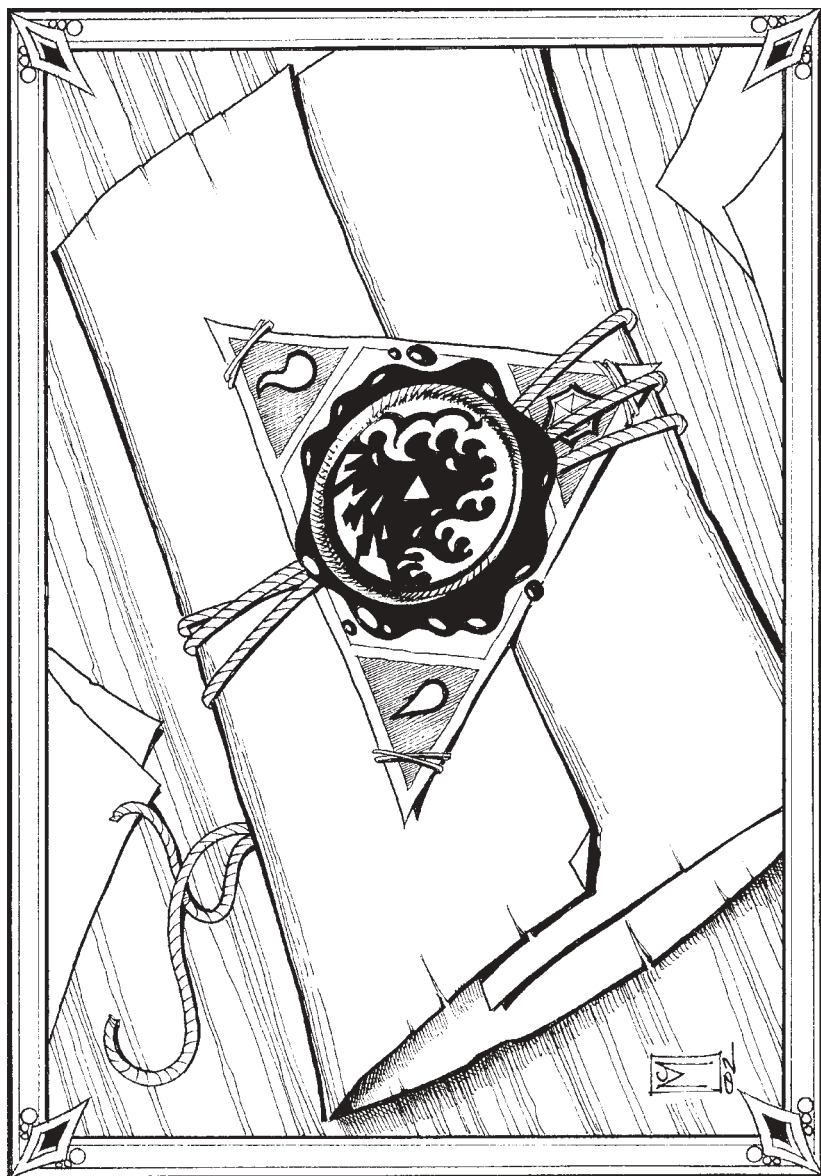
Alternatively, an attack spell or an attack from a creature can be used to remove elemental corruption if the element used is the scourge of the corrupting element. However, that means that the spell or creature must attack the person in question, which can have other problems. Determine corruption for the attack that is attempting to counter the initial corruption. If the countering attack delivers a critical, decrease the corruption caused by the original attack by 3 per critical severity (i.e., an 'A' would reduce by 3, a 'B' by 6, etc.).





9.3 MULTIPLE ELEMENTS

It is possible to be corrupted by more than one element. Items can only be corrupted in this way if they have the "Omni" trait appropriate to the type of item that they are. Beings, on the other hand, can have more than one element. However, it's generally not a pleasant experience. Characters that are corrupted by multiple elements must



keep track of each level of corruption separately. Thus a character may have 5 points of elemental corruption (Air) and 10 points of elemental corruption (Ice). Once a being has at least 50 corruption points of a single element, he becomes immune to the effects of corruption from any other element. (He does, however, retain the corruption points and effects gained from other elements previously.)

If a being is corrupted by an element and then is corrupted by another element, refer to the chart below to determine the effects of the second element.

Relationship to Previous Element
(Example = Fire)...Effect

Scourge Element (Water): The being must make a poison-based Resistance Roll against the level of the source of the corruption. This RR is modified by a bonus equal to the number of corruption points that the being already possesses in the source element (Fire) and the RR is also modified by a penalty equal to the number of corruption points gained from the scourge element. (For example, if the character already has 15 points of Fire corruption and receives 12 points of Water corruption, his RR is modified by $(+15 - 12 = +3)$.) If this RR succeeds, then the new corruption points are slowly removed from the body at a rate of 1 corruption point every 10 minutes. If this RR fails, then the corruption points from the source element (Fire) will be slowly converted into corruption points of the scourge element (Water). (Thus all the fire corruption will become water corruption and will be added on to the additional water corruption.) This is a painful process and is quite damaging. Beings will take 5 hits every minute as the Elemental Corruption gets converted at the rate of one point per minute. Being operates at -40 during the entire process.

Complementary Element (Light): Corruption occurs normally, and the corresponding Concussion damage is halved (round down). The separate pools of corruption points are tracked separately.

Source Element (Ice): The being must make a poison-based Resistance Roll against the level of the source of the corruption. This RR is modified by a bonus equal to the number of corruption points that the being already possesses in the scourge element (Fire) and the RR is also modified by a penalty equal to the number of corruption points gained from the source element. (For example, if the character already has 25 points of Fire corruption and receives 2 points of Ice corruption, his RR is modified by $(+25 - 2 = +23)$.) If this RR succeeds, then the new corruption points are slowly removed from the body at a rate of 1 corruption point every 10 minutes. If this RR fails, then the corruption points from the source element (Ice) will be slowly converted into corruption points of the scourge element (Fire). (Thus all the new Ice corruption will become Fire corruption and will be added onto the existing Ice corruption.) This is a painful process and is quite damaging. Beings will take 5 hits every minute as the Elemental Corruption gets converted at the rate of one point per minute. Being operates at -40 during the entire process.

Neutral Element (Earth, Air): Corruption occurs normally, but any corresponding Concussion damage is doubled. The separate pools of corruption points are tracked separately.

Same Element (Fire): Corruption occurs normally, and the additional corruption points are added to the existing corruption points.



ELEMENTAL ITEM ENCHANTMENT

Elemental corruption can only be used to enchant nonmagical items. Magical items/materials will inherently resist the corruption and prevent the element from infusing itself into the material. Attempts to corrupt such items will cause the item to be destroyed (if the item is of an organic material) or for the elemental material to explode (causing an 'A' critical to everyone within 5' radius). Items can also be accidentally corrupted as per section 9.0.

CORRUPTION POINTS

Corruption points are a measure of how much elemental material is within an item. Corruption points range from 0 (i.e., no corruption) to 100 (a true elemental item).

CORRUPTION THRESHOLDS

Corruption thresholds are a measure of how much corruption an item can take. For every point above the threshold, the item has a cumulative 2% chance of exploding (treat as a Ball attack 10'R), and check every time an item is corrupted.

ORGANIC ITEMS	INORGANIC ITEMS
Bone: 50	Stone: 70
Leather: 70	Iron: 85
Soft Wood: 75	Low Steel: 100
Hard Wood: 80	High Steel: 100
Enchanted Wood\$: 0	Mithril\$: 0
Enchanted Leather\$: 0	Laen\$: 0
Hide (Drake)*: 90	Eog\$: 0
Hide (Dragon)*: 100	

* Dragon and Drake hides are naturally corrupted to the limit stated above; no spells are needed to corrupt the material further. All of the factor points are for Aura. Those with the *Elemental Crafting* spell list may manipulate the corruption within the hide.

\$ Any attempts to corrupt items made of this material (using the Elemental Forge Spell List) results in an explosion as elemental energy attempts to force its way into the item, delivering an 'A' critical to all within a 5' radius. Item must make a break check at -10 or be destroyed; if item is destroyed, resolve an Aether Ball to all within 10'R of the item with a bonus on the chart equal to the level of the Alchemist it took to create the item.

Steel and iron are slowly transformed into a new type of metal. This metal has a unique name for each element. The chart below describes the level in which the original metal is considered to be a variety of (i.e., is considered, takes the name of) the new metal. Generally the name will be used when the threshold is reached, which is in parentheses.

Air: **Peraltoide (25)**, a dull grayish metal, similar in appearance to aluminum. This metal never seems to rust and will keep its edge twice as long as other metals.

Earth: **Davistone (80)**, a silvery metal similar in appearance to mithril. It is often confused with mithril by the uneducated.

Fire: **Catoentine (30)**, a red-gray metal that looks like it writhes out of the corner of an eye. Close examination reveals nothing. Metal is always warm to the touch.

Water: **Bulusture (40)**, a blue-silver metal that has little swirls and eddies in its texture. There always seems to be a very fine layer of moisture on the metal, although it will not rust.

Light: **Boernine (30)**, a black metal that is very shiny because it is very reflective. This metal makes a better mirror than silver.

Ice: **Megrail (75)**, a white-gray metal that always seems cool to the touch.

FACTOR POINTS

Factors are manifestations of elemental corruption. An item gains a factor point (fp) for every five corruption points that it gains. Corruption from the nonsolid elements will lead to the item losing a portion of its physical form. Refer to the chart below to determine how to deal with factor points.

Air: The first 6 factor points are rolled randomly. At 35 corruption points (7 factor points), the item starts to lose its physical form. All further factor points are immediately assigned to the Aura factor. If an item is enchanted with the *Physical Memory* spell before it reaches 30 corruption points all of its factor points are rolled randomly.

Earth: All factor points are rolled randomly.

Fire: The first 5 factor points are rolled randomly. At 30 corruption points (6 factor points), the item starts to lose its physical form. All further factor points are immediately assigned to the Aura factor. If an item is enchanted with the *Physical Memory* spell before it reaches 25 corruption points all of its factor points are rolled randomly.

Water: The first 7 factor points are rolled randomly. At 40 corruption points (8 factor points), the item starts to lose its physical form. All further factor points are immediately assigned to the Aura factor. If an item is enchanted with the *Physical Memory* spell before it reaches 35 corruption points all of its factor points are rolled randomly.

Light: The first 4 factor points are rolled randomly. At 25 corruption points (5 factor points), the item starts to lose its physical form. All further factor points are immediately assigned to the Aura factor. If an item is enchanted with the *Physical Memory* spell before it reaches 20 corruption points all of its factor points are rolled randomly.

Ice: All factor points are rolled randomly.



When an item is forged (i.e., using the Elemental Forge List), the creator must determine what type of item he is creating at the time of creation. Generally this is pretty straightforward; a dagger is a weapon, and a breastplate is armor, etc.

Roll 1d100 and refer to the chart below. Keep track of the factor points for each item. A short hand notation is suggested below.

FACTOR CHART			
Roll	Weapons	Armor	General
1-7	Material Factor (M)	Material Factor (M)	Aura Factor (A)
8-14	Aura Factor (A)	Aura Factor (A)	Curse Factor (R)!
15-21	Trait Factor (T)	Trait Factor (T)	Trait Factor (T)
22-28	Spell Factor (S)		
29-35	Curse Factor (R)!	Curse Factor (R)!	Spell Factor (S)
		Negative Trait	Negative Trait
36-42	Negative Trait Factor(N)#	Factor(N)#	Factor(N)#
		Material Factor(M)	Curse Factor (R)!
43-50	Material Factor (M)	Curse Factor (R)!	Aura Factor (A)
51-55	Curse Factor(R)!	Aura Factor (A)	Trait Factor (T)
56-63	Aura Factor (A)	Trait Factor (T)	Negative Trait Factor (N)#
64-69	Trait Factor (T)	Negative Trait	Spell Factor (S)
	Factor (N)#		
70-75	Negative Trait Factor (N)#	Reroll	Material Factor (M)
76-81	Spell Factor (S)	Reroll with a +10 to the roll	Reroll with a +10 to the roll
82-89	Reroll with a +10	Material Factor (M)	
			Material Factor (M)
90-100	No Manifestation* (NM)	No Manifestation* (NM)	No Manifestation* (NM)

*Factor is empty and will not manifest in any way.

! All curses are associated with a beneficial factor. Reroll on the chart and reroll any Curse or Negative Trait factor results. See the section on Curses for more details.

#Optional Rule: GM may decide that this factor goes along with another beneficial factor. Reroll on this chart and disregard any further Curse, Negative Trait Factor, or No Manifestation Results.

Note on General Items: It is recommended that this category be restricted to jewelry.

Notation: Next to each type of factor is a letter that is suggested for shorthand notation. Corruption points should be noted with a C. Levels should be written right after the letter, so a broad sword +4 with a Material Factor (M) of two (10 corruption points), should be noted as: +4 Broadsword [c10m2]. If a spell factor was added into the broadsword use the following: +4 Broadsword [c15m2s1(projected light)] or if the weapon had a trait for light (rolled a 3), you could note it with +4 Broadsword [c15m2t1(3)].

NO MANIFESTATION

This is essentially a factor point that does not manifest elemental energy in any way. Spells can be used to transform this factor point into one that does manifest.

MATERIAL FACTOR

The elemental material has infused itself within the structure of the previous material, making it stronger and more resilient. This factor actually changes the metal into something new. This change is better for weapons than armor or general items. Reduce the bonus given to armor and general items by 25%. The factor points for the material factor is limited to a maximum of 10.

EARTH AND ICE

Earth and Ice are the most solid of the elements. Items imbued with their material essence tend to be stronger than those of the other elements. Every factor point (fp) assigned to the material gives +2 to the material bonus of the item with a maximum total bonus of 20. Apply penalties to armor and general items after total bonus is calculated (e.g., armor with 10 factor points in material will have an additional +15 to the material bonus, where a weapon would get +20).

AIR, WATER, LIGHT AND FIRE

Air, Water, Light and Fire, while not as strong and enduring as Ice and Earth, still they make stronger items when fused with more mundane materials. Every factor point (fp) assigned to the material gives +1.5 (round down) to the material bonus of the item with a maximum total bonus of 15. Apply penalties to armor and general items after total bonus is calculated

AURA FACTOR

The elemental material radiates outward from the item. The energy causes varying effects depending on the intent of the creator (i.e., weapon, armor or general manifestations).

WEAPON

The maximum number of factor points a weapon can have is 9.

AIR

FACTOR PTS

EFFECT

- 1 Little wisps of air surround the weapon; dust and other matter reveals the current's flows with tracings of gray-brown matter.
- 2 Eddies and currents of air, whip and tear around the weapon. Air flows and twists around targets hit by weapon causing them to be unbalanced. Weapon delivers an Unbalancing criticals of two less severities.
- 4 Air flows twist around target with increasing force. Unbalancing critical is one less severity.
- 6 Eddies of wind surround the weapon like a miniature maelstrom. Wind currents hit with as much force as the wielder causing an Unbalancing critical of equal severity. This is the maximum aura a weapon can have if a *Physical Memory* spell has been cast on it.
- 7 The strength of the eddies and currents increases, however the weapon is only partially solid. Replace the normal criticals with Unbalancing criticals and deliver the weapon's normal critical at one severity less.
- 8 The strength of the eddies and currents increases, however the weapon is barely solid. Weapon delivers Unbalancing criticals of equal to the normal severity specified in the attack table, however reduce the normal critical by two severities.
- 9 The weapon is no longer solid; it is now a swirling mass of wind in a vague shape like the weapon. Blade/attacking surface withdraws within a handle/hilt that is made

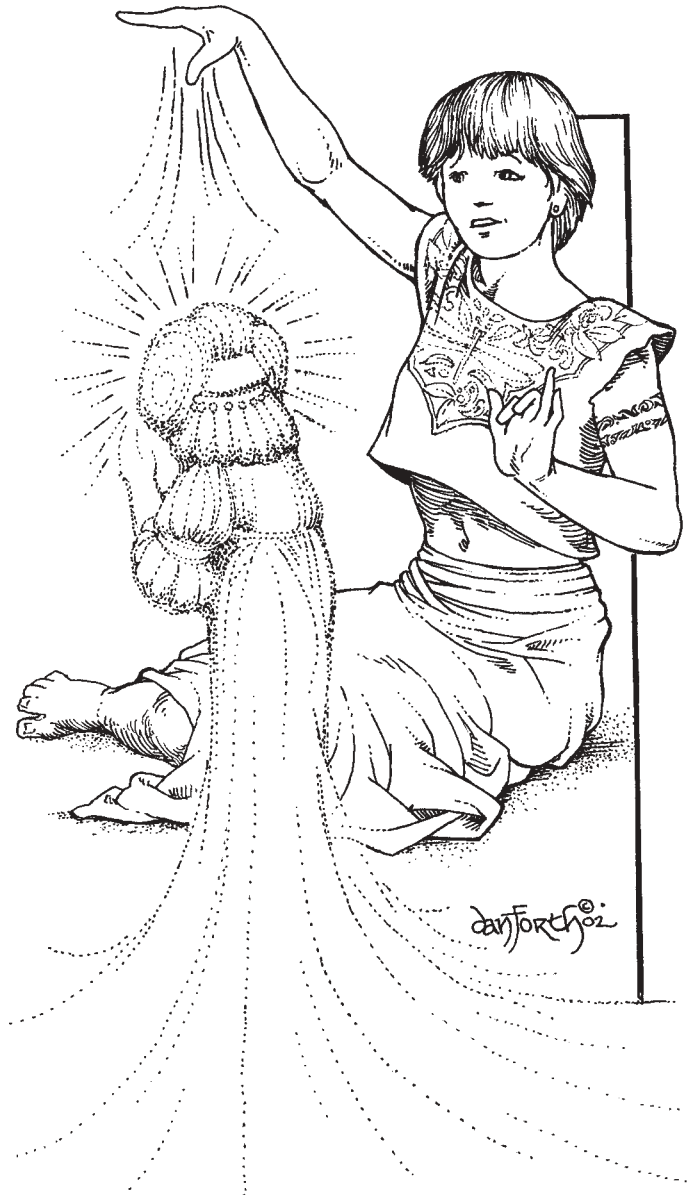
of different material than the weapon. When handle/hilt is grasped, the weapon appears as a weapon of elemental energy. Weapon attacks on the same table delivering Unbalancing criticals instead of the normal critical.

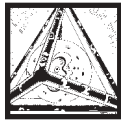
EARTH

FACTOR PTS

EFFECT

- 1 A field of gravity refracts light in unusual ways around the weapon, playing tricks on those who watch.
- 3 Fields of gravity are more distinguishable, bands of energy ebb and flow around weapon warping light rays in unusual ways. Weak gravitational energy is released into whatever is struck. The gravitational force released crushes target delivering a Krush critical of two severities less.





- 6 Moderate gravitational force is released when striking with the weapon. This delivers a Krush critical of one less severity.
- 9 Powerful gravitational forces, causes light to warp around the weapon. The weapon disappears behind a swirling mass of background colors (i.e., the weapon is still quite visible because of the unrefined warping). Gravitational force is severe, delivering a Krush critical of equal severity to the target's struck by the weapon.

LIGHT

FACTOR PTS

EFFECT

- 1 The weapon glows with a faint yellow light, illuminating a 5' radius. By concentrating, a being can increase this up to a 20'R.
- 3 Visible electricity dances across surface of the weapon. Touching a metal object will cause this to discharge, delivering an 'A' electricity critical at -25 to anyone touching the metal object. Targets hit with weapon have the electricity discharged into their bodies, delivering an Electricity critical of two severities less.
- 5 Electrical energy increases in strength. Discharges deliver an 'A' critical. When attacking, the Electricity critical is one less severity. There is a slight smell of ozone when this weapon is drawn and used.
- 7 Electrical arcs are increasingly visible with the amount of electricity emitted by the weapon; small miniature lightning bolts will arc to the ground on occasion or harmlessly arc and strike the wielder. Discharges deliver 'B' Electricity criticals and attacks deliver an additional Electricity critical of equal severity. If the *Physical Memory* spell is not cast on the weapon before this point, then the weapon becomes less solid; reduce the weapon's normal criticals by one level in se-

verity. If the *Physical Memory* spell has been cast on the weapon then this is the maximum number of trait points that can go into the aura trait. At this point the smell of ozone is strong.

- 8 Electricity constantly arcs to the wielder and metal objects in brilliant displays of power. These arcs are colorful but not dangerous. The weapon's entire length glows with electrical power as most of its physical form is gone. Replace normal criticals with Electricity criticals and deliver the weapons normal criticals at two severities less.

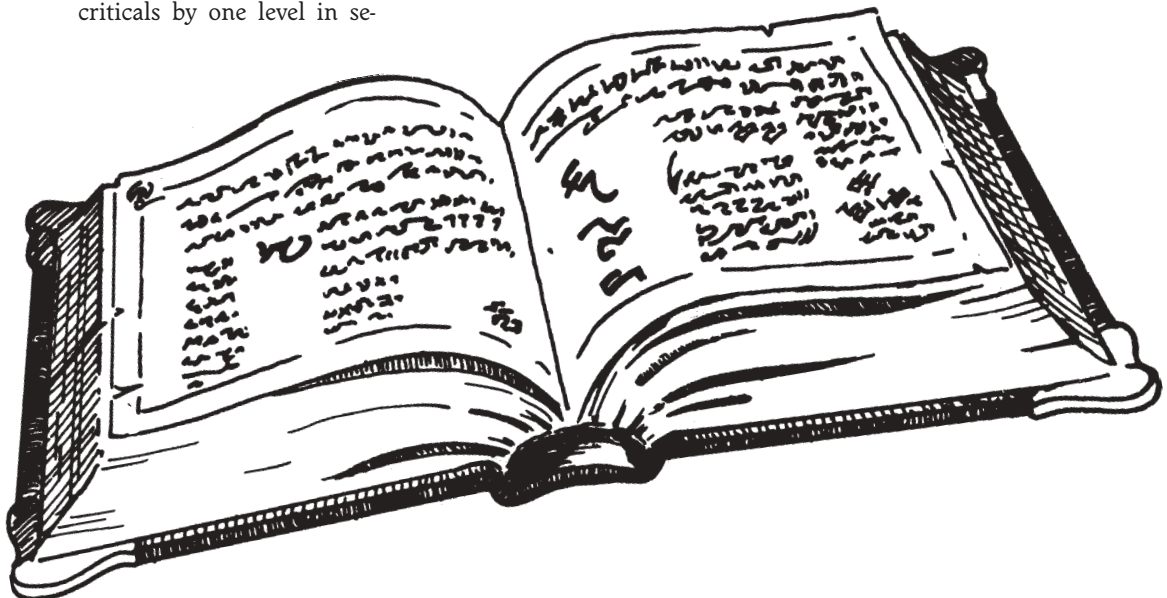
- 9 The weapon is no longer solid. It is now a convulsive arc of electricity. Blade/attacking surface withdraws within a handle/hilt that is made of different material than the weapon. When grasped, the weapon appears. When attacking use the same table that the weapon uses delivering Electricity criticals instead of the normal critical. At this stage the smell of ozone is overpowering and if the bearer has any hair it will constantly stand on end.

WATER

FACTOR PTS

EFFECT

- 1 A light mist extends 1' from weapon, mist always flows back upon itself and does not reach the ground or gets anything wet.
- 2 Swirling watery mist surrounds the weapon. Those struck are hit by a small but focused jet of water. Those struck receive an Impact critical of two severities less.
- 4 Mist is more solid, looking more like a watery maelstrom instead of a misty cloud. Jets of water hits with in-



creased force, those struck by the weapon receive an Impact critical of one severity less.

- 6 Water spins and flows across the length of the weapon, playing across the surface like it was a river or stream. When striking a target, multiple jets lash out striking the target with considerable force. Impact from the water is enough to cause Impact criticals of equal severity to the ones delivered by the weapon. This is the maximum if a *Physical Memory* spell has been cast on the weapon.
- 7 The strength of the currents increase. However, the weapon is only partially solid. Replace the normal criticals with Impact criticals and deliver the weapons normal critical at one severity less.
- 8 The strength of the currents increases, however weapon is barely solid. Replace the normal criticals with Impact criticals and deliver the weapons normal critical at two severities less.
- 9 Weapon is no longer solid, it is now a swirling mass of water in a vague shape like the weapon. Blade/attacking surface withdraws within a handle/hilt that is made of different material than the weapon. When the handle/hilt is grasped, the weapon appears as a weapon of elemental energy. Weapon attacks on the same table delivering Impact criticals instead of the normal critical.

ICE

FACTOR PTS	EFFECT
1	Icy frost covers weapon, leaving a smoky trail as it moves.
3	Waves of cold flow silently from weapon. Those within 5' will feel a noticeable chill. Smoky frost falls to the ground from the weapon. When someone is hit with the weapon, they will take an additional Cold critical two severity's less than the normal critical.
6	Frost and Cold is more noticeable; those within 7' can feel the effects. Those struck by the weapon receive a Cold critical of one severity less.
9	Frost falls from the weapon, steaming through the air with cold fury. Fog within 5' of weapon is chilled and falls to the ground as frost. Those struck by the weapon receive a Cold critical of equal severity.

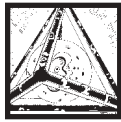
FIRE



FACTOR PTS	EFFECT
1	Weapon glows with a faint orange light, illuminating a 5' radius. Light flickers and plays like it was a campfire with no visible flame.
3	Fire courses through the length of the weapon, warming all within 5'. Those struck by the burning weapon will take an additional Heat critical of two severities less.
5	Intensity of fire increases in strength. When attacking the Heat critical is one severity less. Light reaches 10' in radius
7	Fires burn with intensity. Those hit by the weapon suffer a Heat critical of equal severity to the normal critical. However, if the weapon has not had the <i>Physical Memory</i> spell cast on it the physical form of the weapon deteriorates and the weapon has its normal criticals reduced one level in severity. This is the maximum level of the <i>Physical Memory</i> spell that has been cast on the weapon.
8	Fires burn with elemental fury. All those within 10' of the weapon are noticeable warmer. Fires completely hide what physical form is left of the weapon. Replace the normal criticals the weapon delivers with Heat criticals, then take the normal critical and reduce its severity by two.
9	The weapon is no longer solid; it is now a flaming gout of elemental Fire. The blade/attacking surface withdraws within a handle/hilt that is made of different material than the weapon. When grasped, the weapon appears. When attacking use the same table that the weapon uses delivering Heat criticals instead of the normal critical.

ARMOR

The elemental material manifests in a way to counter the effects of the corrupting element's source. Eventually, the wearer will be virtually immune to the element. One factor point (fp) gives a +5 to the resistance rolls and defensive bonuses of the wearer against the source element. When a factor point total of 10 is reached, the wearer is considered immune to all attacks from that element. If armor is corrupted by Air, Water, Light or Fire and a *Physical Memory* spell has not been cast on the armor, then use the chart below to determine the effects of the armor's loss of substance.



AURA PTS

EFFECT

- 1-4 No effect
- 5 Reduce AT by 1
- 6 Reduce AT by 2
- 7 Reduce AT by 3, wearer takes an 'A' critical at -50 every round.*
- 8 Reduce AT by 5, wearer takes an 'A' critical at -25 every round.*
- 9 Armor is now AT 1, wearer takes an 'A' critical every round.*

Note: GM's should use discretion as to whether or not the new AT is more effective than the previous AT. AT's 3, 4, 7, 8, should not be allowed by this effect (i.e., if the new AT was 4 then change it to 2).

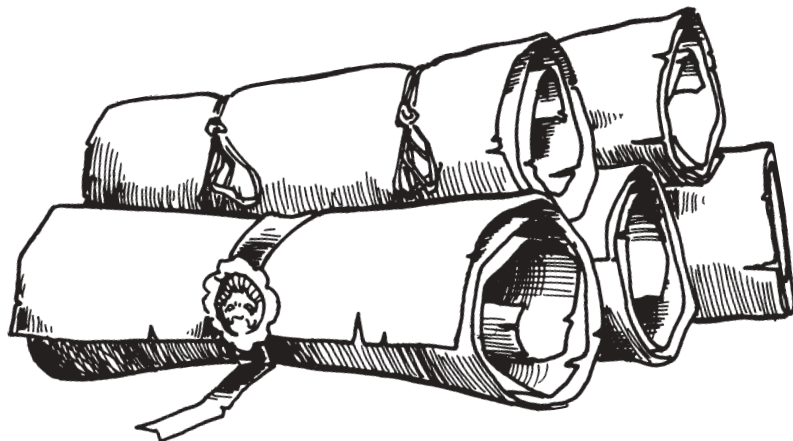
* Critical is dependent on type of element.

GENERAL

The elemental aura provides a channel for the elemental energy to flow through. This provides an effect like a spell adder or power point multiplier (based on level of trait points). Items with this capability completely benefit users of the corrupting element, serving them with no restrictions. Users who are not of the corruption element, can only use the item with spells from the corrupting element, (i.e., a Magician with a spell adder corrupted by Fire, must use it only with Fire Spells). Effects are not cumulative. As the number of factor points in an item's Aura increases for items corrupted with Air, Water, Light or Fire, the item loses some of its physical form and extrudes harmful elemental energies.

GENERAL TRAITS		
Factor Points	Effect	Air, Water, Fire and Light
1	Spell Adder +1	
2	Spell Adder +2	
3	Spell Adder +3	
4	x1.5 Power Point multiplier or +4 Spell Adder (choice)	
5	x2 Power Point multiplier or +5 Spell Adder	
6	x2 Power Point multiplier or +6 Spell Adder	
7	x2 Power Point multiplier or +7 Spell Adder	Wearer/user takes an 'A' critical at -50 every round.*
8	x2 Power Point multiplier or +8 Spell Adder	Wearer/user takes an 'A' critical at -25 every round.*
9	x2 Power Point multiplier or +9 Spell Adder	Wearer/user takes an 'A' critical every round.*
10	x3 Power Point multiplier or +10 Spell Adder	Wearer/user takes a 'B' critical every round.*

* Critical is dependent on type of element.



TRAIT FACTOR

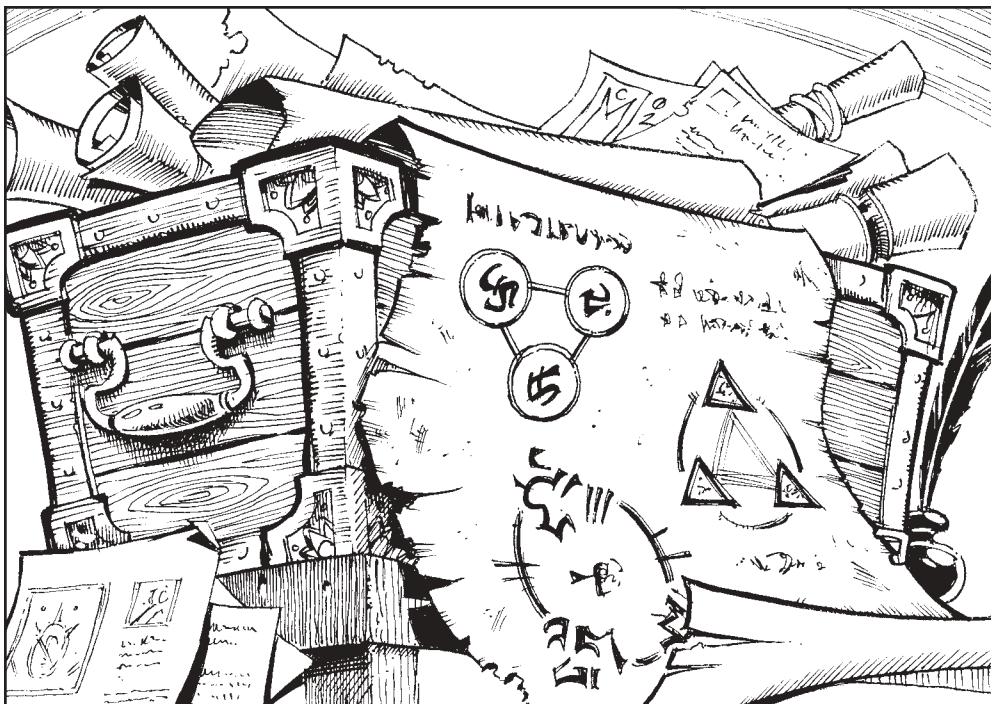
Traits are manifestations that are very specific to each element. Roll a d10 to determine what trait is gained. Refer the chart for item's basic purpose and which element the caster is able to channel. Once a trait is rolled, that trait

will get the Factor Point (fp) every time that a Trait Factor is rolled on the Factor Chart. Once a trait has gained all of its possible factor points then when another trait point is assigned here, the creator rolls again on these charts; reroll any maxed traits.



WEAPON TRAITS			
Roll (d10)	Air	Earth	Light
1	Elemental Attunement		
2	Spell Caster's Weapon		
3-4	Missile Deflector	Magnetic Field	Accelerated Actions (Greater)
5-6	Extended Range	Damaging	Multiple Images
7-8	Returning Weapon	Breaking	Fast Reflexes
9	Agility Bonus	Constitution Bonus	Quickness Bonus
10	Reroll with +2 to the roll		
11	Omni Weapon		
	Water	Ice	Fire
1	Elemental Attunement		
2	Spell Caster's Weapon		
3-4	Fluidity	Slick Weapon	Accelerated Actions (Lesser)
5-6	Weapon of Bleeding	Armor Piercing	Aggression
7-8	Reduced Fumble	Reflective	Smoke
9	Agility and Quickness	Constitution and Strength	Strength
10	Reroll with +2 to the roll		
11	Omni Weapon		

Note: Results of 11+ can only be achieved if a reroll result was acquired or through the *Elemental Crafting* spell list.





ARMOR TRAITS			
Roll d10	Air	Earth	Light
1	Critical Reduction		
2-3	Unencumbering		
4-5	Flight	Merging	Aura
6-8	Lightness	Resilient	Shadows
9	Agility	Constitution	Quickness
10	Reroll w/+2		
11+	Omni Armor		
	Water	Ice	Fire
1	Critical Reduction		
2-3	Unencumbering		
4-5	Water Movement	Icy Mist	Cauterizing
6-8	Swimming/Buoyancy	Traction	Adrenal Strength
9	Agility and Quickness	Constitution and Strength	Strength
10	Reroll w/+2		
11+	Omni Armor		

Note: Results of 11+ can only be achieved if a reroll result was acquired or through the *Elemental Crafting* spell list.

GENERAL TRAITS			
Roll d10	Air	Earth	Light
1	Magical Defense		
2-3	Resistance Bonuses		
4-5	Lightness	Resilient	Shadows
6-8	Breathing	Tough Skin	Invisibility
9	Agility	Constitution	Quickness
10	Reroll		
	Water	Ice	Fire
1	Magical Defense		
2-3	Resistance Bonuses		
4-5	Swimming/Buoyancy	Traction	Adrenal Strength
6-8	Water Breathing	Cool	Warmth
9	Agility and Quickness	Constitution and Strength	Strength
10	Reroll		

Example: Dane, the Air Specialist decides he would like to make a broadsword corrupted by air. After his player succeeds in his creation rolls, he then rolls randomly to determine what its abilities are. The current corruption level of the weapon is 50, giving him 10 factor points. He rolls randomly on the Factor Chart 10 times. He then proceeds to roll: 15, 64, 21, 69, 18, 17, 68, 66, 67, 16, which as luck would have it he has 10 factor points in traits (OK, the example is contrived). To determine what the trait factors are he rolls a d10, getting a 4. Which gives the weapon the

ability of Missile Deflector. Since Missile Deflector has a maximum of 5 trait points allowed, that trait is at its maximum and so another trait must be determined. This time the roll is a 9, a bonus to Agility. The remaining 5 trait points are assigned to the Agility bonus trait. So Dane's new weapon has the ability to reduce the attack bonus of one missile within 5' of the wielder by 50. It also adds +5 to the wielder's agility stat bonus.

TRAIT DESCRIPTIONS

Each trait will have a basic description of what it does followed by the benefits gained for each trait factor that goes into it. Also each will have a maximum number of factor points allowed listed in parentheses after the trait's name.

COMMON TRAITS

Magical Defense (10): Enhances wearer's defensive bonus through magical means. Defensive bonus is increased by 1 per factor point in this trait.

Resistance Bonuses (10): Provides a bonus to all of the wearer's resistance rolls. Bonus is +1 per factor point in this trait.

Critical Reduction (6): Armor's protective qualities are enhanced to the point of reducing the damage delivered by criticals. At three factor points, criticals are reduced by one severity, A's become A criticals with a -20 penalty. At six factor points criticals are reduced by two. C's become A's, B's become A's with a -20 penalty to the roll and A's are A's with a -50 to the roll.

Unencumbering (5): Armor becomes more flexible and more maneuverable. Reduce all penalties for wearing the armor by 3 per factor point in this trait.

Elemental Attunement (5): The weapon is attuned to elementals of the same elemental type. If wielded by such, the weapon gains a +2 bonus per factor point if wielded by beings that have at least 50 corruption points for the same element. If wielded by a being with at least 80% corruption then the bonus increases to +3 per factor point.

Spell Caster's Weapon (5): The weapon no longer exhibits properties of normal weapons. It becomes more responsive to magical control, but not physical control. For anyone who is not a spell user of the same elemental type, this weapon becomes more unwieldy. For those who are spell users of the same elemental type, the weapon becomes as easy to control as their own spells. For pure or hybrid spell users this means they can use a percentage of their highest Directed Spell Offensive Bonus (OB); if they use a regular weapon OB, they can use the semi-spell user's bonus.



SPELL CASTER'S WEAPON FACTOR TABLE

Factor Points	Non-Qualifying Welders	Qualifying Pure or Hybrid Spell User	Qualifying Semi-Spell User
1	x2 Fumble Range -5 to OB	Can use 50% of highest Directed Spells skill.*	+2 to OB
2	x3 Fumble Range -10 to OB	Can use 65% of highest Directed Spells skill.*	+4 to OB
3	x4 Fumble Range -15 to OB	Can use 75% of highest Directed Spells skill.*	+6 to OB
4	x5 Fumble Range -20 to OB	Can use 85% of highest Directed Spells skill.*	+8 to OB
5	x6 Fumble Range -25 to OB	Can use 100% of highest Directed Spells skill.*	+10 to OB

*Must be a Directed Spell OB for a spell that is the same type of element that is corrupting the weapon. Directed Spells can be developed specifically for this weapon if the caster does not meet this criteria.

Omni Armor or Omni Weapon (5): The item can be corrupted by additional elements. With each factor point, the item gains the ability to be corrupted by another element. Additionally, each factor point adds to the maximum number of corruption points (combined) that the item can have. However, the total number of corruption points allowed per individual element is reduced. If at any time the total corruption points, or an individual element's corruption points, exceeds one of the thresholds, the item is destroyed in an elemental conflagration (treat as a 30' radius Fireball dealing x2 damage and a critical for each of the corrupting elements). Note: Mate-

rial bonus can't be increased over +20 no matter the number of factor points that are within it. Also, the item will exude only the strongest aura, allowing only the element with the highest corruption points to exhibit the effects of this factor. If there are multiple elements that have the same number of corruption points and another element doesn't exceed any of them, then all of the equal elements will exhibit the aura trait (if applicable). If all six elements are present within the item, and their corruption points are equal, then the aura traits combine into a single Aether or Nether Aura trait (crafter's choice or random).



OMNI TRAIT FACTOR			
Factor Points	Element Allowed	Max. Comb. Corruption Points	Max. Corruption per Element
1	Source Element	+30	100
2	Scourge Element	+30	95
3	Complementary Element	+20	90
4	Source's Complementary Element	+20	80
5	Scourge's Complementary Element	+20	70

AIR TRAITS

Agility Bonus (6): The wearer's (wielder's) Agility stat bonus is increased by +1 per factor point.

Breathing (4): The wearer is made resistant to lethal or harmful gasses. There is a 25% chance per factor point that the wearer will be unaffected by the gas.

Extended Range (2): The weapon's ranges are increased, allowing it to fly farther and be more accurate at the extended ranges. The increase is 50% for the first factor point and 100% for the second. If the weapon could not

be thrown before, it would then gain half the range of a dagger (1 factor point) or the range of a dagger (2 factor points).

Flight (5): The wearer can fly at will. Pace is 50' per factor point.

Lightness (2): Armor weighs less than normal. Reduce normal weight by 25% for one factor point and 50% for two factor points.

Missile Deflector (5): Air currents eddy and flow around the weapon. The wielder can direct this air at a single



missile attack within 5', per round, subtracting from the missiles attack bonus. Subtract 10 from the attack per factor point.

Returning Weapon (3): The weapon has the ability to fly. It will fly towards its wielder when so willed. The weapon moves at 100' per round for one factor point, 300' per round for two factor points, 500' per round for 3 factor points.

EARTH TRAITS

Breaking (5): When weapon hits a location on the target's body, it has a chance (equal to 10 x the number of trait points in this ability) of breaking the limb hit. Treat all breaks as compound fractures.

Constitution Bonus (6): The wearer's (wielder's) Constitution stat bonus is increased by +1 per factor point.

Damaging (4): The forces of earth within the weapon give it greater impact and capacity for delivering damage. Increase the weapon's damage by .25 per factor point.

Magnetic Field (5): Magnetic fields can be influenced and altered by the passage of the weapon. The wielder can direct this energy towards any metallic attack within 5' of him, once per round. This causes the attack to be less effective, subtract 10 from the attack per factor point in the weapon.

Merging (4): The wearer can merge with stone or earth up to a number of hours per day equal to the number of factor points.

Resilient (4): This armor is incredibly strong, increasing the protection it provides. Increase AT by 1 for every 2 factor points.

Tough Skin (6): The wearer's skin is magically toughened. The wearer's natural AT is increased by 1 per two trait points (maximum of +3). Note: This will make the wearer's skin look more like earth (+1 AT), stone (+2 AT), or Metal (+3 AT).

LIGHT TRAITS

Accelerated Actions (Greater) (5): The weapon allows wielder to move faster and more efficiently in the combat round. Giving an additional 20% action per factor point in the weapon.

Aura (5): The wearer can surround himself in a glowing aura that makes him seem more powerful. This Aura adds +3 to the wearer's defensive bonus per factor point when it is active.

Fast Reflexes (4): The weapon enhances the wielder's chance of acting first in a round. Initiative rolls are increased by +2 per trait point. The weapon can be worn and not wielded to give this benefit.

Invisible (2): If the item has two factor points for this, the item is invisible. At one, it's translucent but still clearly visible.

Multiple Images (4): When weapon attacks or moves, it causes after-images and creates duplicate images of itself. Some of these are fairly convincing, reducing the effectiveness of parries against the wielder. Decrease target's parries against the wielder by 10 per factor point.

Quickness Bonus (6): The wearer's (wielder's) Quickness stat bonus is increased by +1 per factor point.

Shadows (2): The wearer can cause armor to deepen shadows within 5'. This provides a +10 to Stalking and a +25 to Hiding if there is one factor point. With two factor points, it provides a +20 bonus to Stalking and a +50 to Hiding.

WATER TRAITS

Agility and Quickness (6): The wearer's (wielder's) Agility and Quickness stat bonus is increased by +1 for every two factor points.

Fluidity (5): Movements and attacks are more graceful and exact. Add +2 to the wielder's Offensive and Defensive bonuses per factor point.

Swimming/buoyancy (2): At 1 factor point wearer can swim in the armor as if it were normal clothes. At 2 factor points, the wearer's buoyancy increases and will easily float with no effort from the wearer.

Water Breathing (2): If item has two factor points, wearer can breathe under water as if it were air.

Water Movement (2): With one factor point, the wearer halves any penalties he may have for maneuvering in water. With two factor points, the wearer is unaffected by being in water (for attacks, etc.)

Weapon of Bleeding (5): The weapon causes wounds to bleed more severely. The number below critical severity is the number of hits per round that the wound will bleed in addition to the normal critical. Reroll this result if the weapon is a blunt weapon.





FACTOR POINT	A CRITICAL	B CRITICAL	C CRITICAL	D CRITICAL	E CRITICAL
1	-	-	-	-	1
2	-	-	-	1	1
3	-	-	1	1	2
4	-	1	1	2	2
5	1	1	2	2	3

ICE TRAITS

Armor Piercing (5): The weapon's edge or point is very sharp and almost frictionless, allowing it to penetrate armor, treating the target as AT1. The chance of penetration is equal to 10 times the number of factor points.

Constitution and Strength (6): The wearer's (wielder's) Constitution and Strength stat bonuses are increased by +1 for every two factor points.

Cool (1): The temperature within an inch of wearer's body will never exceed 60°. Note that this will not protect the wearer from Magical, High, or True Elemental Fire.

Icy Mist (5): The wearer is surrounded by an icy mist. All those who are within 5' of the wearer must make a resistance roll or be stunned for one round. Level of attack is equal to the number of factor points time two.

Reduced Fumble (varies): The weapon is easy to use and its magical nature helps prevents mishaps in combat. Fumble range is reduced by one for every factor point. The weapon will take as many factors as necessary till it has a fumble range of one.

Reflective (4): The weapon's highly reflective surface allows the wielder to parry elemental bolts. The amount of the offensive bonus that may be used for parrying elemental bolts is equal to 25 times the number of trait points.

Slick Weapon (2): Blade or haft of the weapon is very slick, improving the draw of the weapon and decreasing the chance of being disarmed. Add +10 to quick-draw attempts and resistance rolls against disarm maneuvers per factor point.

Traction (2): The wearer has increased traction on slippery surfaces. With one factor point, the wearer has half the chance of slipping when walking on a slippery surface. With two, all slippery surfaces are treated as normal ground.

FIRE TRAITS

Accelerated Actions (Lesser) (5): As Accelerated Actions (Greater) except the bonus is 10% per factor point.

Adrenal Strength (5): The wearer can better focus their adrenalin into any strength maneuver. This provides a +10 bonus per factor point to Adrenal Moves: Strength maneuvers.

Aggression (5): The weapon gathers and amplifies the bearer's aggressiveness, increasing the potency of their attacks. Increase all offensive bonuses for wielder by 2 per factor point in the weapon. This weapon only needs to be on the bearer's body to give this bonus (i.e., it does not need to be "in hand" and will give the bonus while sheathed, etc.)

Cauterizing (5): On contact with blood, flames erupt from the armor. This flame is focused at the source of blood and can reach up to 3" in length. This causes bleeding wounds to be wholly or partially cauterized. Each wound that is bleeding will have its flow reduced by 1 per factor point of the armor. This delivers 5 hits per point of blood loss stopped.

Strength (6): The wearer's (wielder's) Strength stat bonus is increased by +1 per factor point.

Smoke (5): Smoke billows out 5' from the wielder; all within the area suffer a penalty to their attacks except the wielder. The penalty is 2 for each factor point.

Warmth (1): The temperature within an inch of the wearer's body will never drop below 70°. Note that this will not protect the wearer from Magical, High, or True Elemental Ice.



SPELL FACTOR

Roll a d10 for the spell level, then refer to the appropriate elemental list (generally this should be one of the Magician base lists based on the element, although the Gamemaster may allow a random roll to determine which elemental list). Add the levels rolled together, when the levels are a greater than or equal to the spell's level, then the item may cast the spell once a day, (i.e., if an item rolled Shock Bolt as its spell then it would require multiples of two to be able to cast the spell once a day, at 2 spell levels it would be 1xday; at 4 spell levels it would be 2xday, at 6 spell levels it would be 3xday). See below for what level the spell factor allows. If the spell factor trait has at least half the number of spell levels required to cast the spell once per day, the spell may be cast once per week (e.g., an item with the 8th level *Fireball* spell factor would be able to cast it once per week if there were two factor points in the spell factor, or a total of 4 spell levels).

FACTOR POINTS	SPELL LEVELS
1	+2 spell levels
2	+2 spell levels
3	+2 spell levels
4	+2 spell levels
5	+2 spell levels
6	+2 spell levels
7	+2 spell levels
8	+2 spell levels
9	+2 spell levels
10	+2 spell levels (maximum)

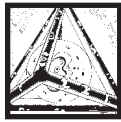
CURSE FACTOR

The item is cursed. Roll randomly to determine the nature of curse. The curse is caused by a beneficial trait of the item; roll randomly on the factor chart to determine the factor that the curse is associated with. GM's should note this privately since it is impossible for a character to determine what is causing the curse. Additionally a curse will not be readily apparent. If someone uses a cursed item, they must make a resistance roll, for general items and armor this means simply putting them on. The level of the attack is equal to the curse factor of the weapon. If they fail they will not willingly give up the cursed object, resorting to violence if necessary. Additional factor points for a curse increase the potency of the curse increasing the level of the curse by 4 per factor point (i.e., do not roll for another curse).

ROLL D10

- 1-2 Fumbler:** The fumble range is increased to 3 times normal. The wielder cannot use another weapon till the curse is lifted. The curse is base level is 5. Reroll if the item is not a weapon.
- 3-4 Favored:** Once used, or even held, this item becomes the person's favorite if they fail their RR. This means that if they don't have skill in it then they will try to learn; when in battle they will use it (if applicable); if it is not theirs, they will do all they can to possess it. Curse base level is 2.
- 5-6 Illusionary Blade:** The weapon's blade or attacking surface has been completely destroyed by elemental force. However, as a side effect an after-image of the blade still exists. This after image is very convincing, including touch and feel; it can even cut. In combat the weapon will deliver no damage and it will look like the wielder is constantly missing. When target first holds the weapon they must first resist then or else they will favor this weapon above all others. If this is armor, it is AT 1. General items must reroll this result. Curse base level is 5.
- 7-8 Possessed:** An elemental spirit has possessed the item and will attempt to possess the wielder on a





daily basis. Wielder may resist each round to break free of the possession. The level of the spirit is base 1, with an additional 4 per factor point. The wielder will not willingly give up the item even with the knowledge of the spirit. Curse base level is 2.

- 9-10 Corruptor:** The item has become a source for elemental corruption. Every day, the bearer will gain 1 corruption point for the element with which the weapon is corrupted. When the bearer reaches 100 corruption points, the item will join with their body and cease to exist. Within 1-100 days the bearer will be sucked into the appropriate elemental plane. Curse base level is 1.

NEGATIVE TRAIT FACTOR

- 1 Weak:** -10 to the item's strength. This cannot be removed from the item by any means.
- 2 Flawed:** -5 material bonus. This cannot be removed from the item by any means.
- 3 Emanations:** The elemental energy destroys even enchanted sheaths/containers in which weapon is placed. Reroll if this is rolled more than once.
- 4-6 Element Specific:** Elemental-specific information is below. Reroll this result if rolled more than once. Also, elemental beings of the appropriate type that have at least 90 corruption points should be immune to the effects or can completely con-

trol the effects of items with these abilities.

Air: The item floats at 10' per round, if not tied to something more than 20lbs.

Earth: Heavy. The item's weight is doubled. This doubles Armor maneuver penalties and makes weapons operate at -30 + the wielder's strength bonus.

Light: Glowing. The item illuminates everything within 100' as if it were daylight. Covering the object will not prevent the effect. No one can look directly at the item or they will see spots (like looking at the sun).

Water: Sweating weapon. The weapon always sweats a greasy, water-like substance at a rate of 1 gallon per hour. (GM's have fun with this one).

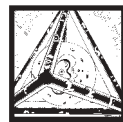
Ice: Slippery. The item has a 10% chance per round of slipping out of its sheath or out of the wielder's grasp. If on the ground, it will slide about randomly, no matter of what the surface is made.

Fire: Smoke, is constantly emitted from the item at a rate of 100 cu' ft/min. The wielder is at -25 to all actions, and all within 5' are at -10. If in an enclosed space the smoke will quickly build up to lethal amounts. Also note that the bearer will be extremely easy to spot.

7-10 Negative Aura: level +1

NEGATIVE AURA CHART	
Factor points	Effect
1	'A' at -50 each round when touching the item.
2	'A' at -25 each round when touching the item.
3	'A' critical each round when touching the item.
4	'B' critical each round when touching the item.
5	'C' critical each round when touching the item.





FORGING THE ELEMENTS

Forging using elemental material is an important topic of this work. Elemental items will add a great deal of variety to a game, and add an extra layer of texture to the tapestry of a world.

FORGING ELEMENTAL ITEMS

Forging is the process of safely contaminating objects with elemental material through a series of precautionary spells and procedures. Safe is, of course, a relative term. There is still risk involved with the forging process. The previous section talks about the corruption of elemental items; this section details the process that an Elemental Crafter would go through to make an item corrupted with elemental material.

BASIC PROCEDURE

- 1) The would-be forger must prepare his tools and work area for the manipulation of elemental materials and to keep them relatively contained. The preparations are achieved through the use of the *Prepare Tool*, *Prepare Anvil*, and *Prepare Forge* spells. These allow the forger's tools to be relatively immune to the elemental material that is called into being for the sake of corruption.
- 2) Forge fire is infused with elemental material. This is accomplished by first pooling the element and then by using an *Elemental Flame* or similar spell to combine the pooled element with the fire.
- 3) The item is reworked with the elemental flame, allowing it to absorb the elemental energy from the forge fire. This process takes a number of days equal to the number of days it would normally take to create the item. The amount of corruption gained from the forging (or reforging) is determined by the spell used. Refer to the *Elemental Forge* spell list for details. If the forger fails his Crafting check by more than 50, the item is destroyed in an elemental conflagration. Forger and any helpers take an 'A' critical of the appropriate type.
- 4) Determine the effects of corruption (see section 9.0).

TIME

Time costs for making corrupted items are calculated as follows.

- 1) Forging time is equal to the time it takes to normally make the item. (See equipment lists).
- 2) If item already has corruption, item must be reformed. Time amount is the same as number 1 above for every time it is reformed.
- 3) The following spells take one week per level of the spell to complete: *Favorable Manifestation*, *Remove Manifestation*, *Add Manifestation*, and *Change Manifestation*.

PHYSICAL MEMORY

Items corrupted with the less substantial elemental material lose their physical hardness and form as the percentage of elemental material increases. Elemental crafters are intimately aware of this problem and have the *Physical Memory* spell that forces the corrupting material to take on the essential hardness of the original item. This spell must be cast once a day for a week to train the elemental energies.

FORGE ITEM

The *Forge Item* spells are the primary tool that an elemental crafter uses to corrupt an item with elemental energy. Each spell has two possible ways of corrupting an item. The first is during the initial creation process. When the raw materials are put together and the item is originally made, it can absorb more elemental energy because of its raw, unrefined state. This allows the *Forge Item* spell to give it more corruption points. If the item is reworked, after it was originally created (whether it was originally corrupted or not), the *Forge Item* spells give it fewer corruption points due to its finished nature and the care that is required to not damage or destroy the item with elemental energy.

REMOVING MANIFESTATIONS

Removing manifestations of elemental corruption is accomplished through the use of the *Remove Manifestation* spells. When a manifestation of elemental corruption is removed it is actually turned into a nonmanifesting factor point which can be then changed using the *Add Manifestation* spells. The removal process takes one week per spell level of the removal spell.

REMOVING CURSES

Curses are invariably attached to what would be considered a beneficial trait of the item. No means of magical detection or divination will determine the cause of the curse, only that it exists. When it is determined that an item is cursed, the GM should keep track of which trait is causing the curse, (because of this GM's may wish to roll and keep all corruption rolls to themselves). To remove the curse the beneficial trait must be removed, which is essentially a guessing game for the elemental crafter. They must use the *Remove Manifestation* spells to accomplish this end. Once the trait is removed, the curse is gone. If the player is aware of the curse and knows to which trait it is attached, the GM should alter this randomly and not tell the player.

ATTACK TABLE 12.1

AETHER BALL

FIRE AND ICE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01 - 04	UM
UM 01 - 04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01 - 04	UM
05 - 08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05 - 08	
09 - 12	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	09 - 12	
13 - 16	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	13 - 16	
17 - 20	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	17 - 20	
21 - 24	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	21 - 24	
25 - 28	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	25 - 28	
29 - 32	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	29 - 32	
33 - 36	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	33 - 36	
37 - 40	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	37 - 40	
41 - 44	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	41 - 44	
45 - 48	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	45 - 48	
49 - 52	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	49 - 52	
53 - 56	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	53 - 56	
57 - 60	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	57 - 60	
61 - 64	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	61 - 64	
65 - 68	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	65 - 68	
69 - 72	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	69 - 72	
73 - 76	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	73 - 76	
77 - 80	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	77 - 80	
81 - 84	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	81 - 84	
85 - 88	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	85 - 88	
89 - 92	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	89 - 92	
93 - 95	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	1A	93 - 95	
UM 96 - 97	15C	19D	23D	24D	20C	20C	26D	27D	20D	24D	30D	31E	27D	27D	33D	35E	30E	33E	35E	38E	96 - 97	UM
UM 98 - 99	17D	21D	25D	26E	22D	22D	28D	29E	22E	26E	32E	33E	29E	29E	35E	37E	32E	35E	37E	40E	98 - 99	UM
UM 100	19E	23E	27E	28E	24E	24E	30E	31E	24E	28E	34E	35E	31E	31E	37E	39E	34E	37E	39E	42E	100	UM

(Use Aether Criticals)

UM = Unmodified Roll

ATTACK TABLE 12.2

AETHER BOLT

FIRE AND ICE

	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	01 - 02
	03 - 10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03 - 10
	11 - 20	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11 - 20
	21 - 30	-	-	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21 - 30
	31 - 35	1	1	1	-	3	1	-	1	-	-	-	-	-	-	-	-	-	-	-	31 - 35
	36 - 40	1	2	3	2	4	2	2	2	-	-	-	2	2	-	-	2	2	-	-	36 - 40
	41 - 45	2A	3	4	3	4	3	2	2	1	2	-	3	3	2	-	4	4	-	-	41 - 45
	46 - 50	3A	4A	5	4	5	4	3	3	2	3	2	4A	5	3	2	5	6	2A	2	46 - 50
	51 - 55	3A	5A	7	6	6A	5A	6	4	3	5	4	6A	6A	5A	4	7	7	5A	5A	51 - 55
	56 - 60	4B	5A	8A	7	7A	6A	7	4A	4	6	5A	7A	7A	7A	7A	9	9A	7A	7A	56 - 60
	61 - 65	4B	6B	9A	9A	8A	7A	8A	5A	5A	8A	7A	8B	9A	8A	9A	11A	11A	9B	10A	61 - 65
	66 - 70	5B	7B	10B	10A	8B	8B	10A	5A	6A	9A	9B	10B	10B	10B	11B	12A	13B	12B	12B	66 - 70
	71 - 75	5B	8B	12B	11B	9B	9B	11B	6B	7A	10B	10B	11B	12B	12B	13B	14B	15B	14B	14B	71 - 75
	76 - 80	6C	9B	13B	13B	10C	10C	12B	7B	8B	12B	12B	12B	13B	13C	15B	16B	16B	17C	17C	76 - 80
	81 - 85	6C	10C	14C	14B	11C	11C	14B	7B	9B	13B	14C	14C	15C	15C	17C	18B	18C	19C	19C	81 - 85
	86 - 90	7C	10C	15C	16C	12C	12C	15C	8C	9B	15C	15C	15C	16C	17C	20C	19C	20C	21C	22C	86 - 90
	91 - 95	7C	11C	17C	17C	13D	13D	17C	9C	10C	16C	17C	17C	18C	18D	22C	21C	22C	24D	24D	91 - 95
	96 - 100	8D	12D	18D	18D	13D	14D	18D	9C	11C	18D	19D	18D	19C	20D	24D	23D	24D	26D	26D	96 - 100
	101 - 105	9D	13D	19D	20D	14D	15D	19D	10D	12C	19D	20D	19D	20D	22D	26D	25D	25D	28D	29D	101 - 105
	106 - 110	9D	14D	20E	21D	15E	16E	21D	10D	13D	21D	22E	21D	22D	23E	28E	26D	27E	31E	31E	106 - 110
	111 - 115	10E	15D	22E	23E	16E	17E	22E	11D	14D	22E	24E	22D	23D	25E	30E	28E	29E	33E	34E	111 - 115
	116 - 120	10E	15E	23E	24E	17E	18E	23E	12E	15D	24E	25E	23E	25E	27E	33E	30E	31E	35E	36E	116 - 120
	121 - 125	11E	16E	24F	25F	17F	19F	25F	12E	16E	25F	27F	25E	26E	28F	35F	32F	32F	38F	38F	121 - 125
	126 - 130	11E	17E	25F	27F	18F	20F	26F	13E	17E	27F	29F	26E	28E	30F	37F	33F	34F	40F	41F	126 - 130
	131 - 135	12F	18F	27F	28F	19F	21F	27F	14F	18E	28F	30F	27F	29F	32F	39F	35F	36F	42F	43F	131 - 135
	136 - 140	12F	19F	28G	30G	20G	22G	29G	14F	19F	30G	32G	29F	31F	33G	41G	37G	38G	45G	46G	136 - 140
	141 - 145	13F	20F	29G	31G	21G	23G	30G	15F	20F	31G	34G	30F	32F	35G	43G	39G	40G	47G	48G	141 - 145
	146 - 150	13F	20F	30G	32G	21G	23G	31G	15F	20F	32G	35G	31F	33F	36G	45G	40G	41G	49G	50G	146 - 150
UM	100	16G	24G	35H	37H	26H	28H	37H	20G	26G	39H	42H	38G	40G	43H	53H	48H	49H	58H	59H	100
																					UM

		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	01 - 02	UM
	03 - 10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03 - 10	
	11 - 20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11 - 20	
	21 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21 - 30	
	31 - 35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31 - 35	
	36 - 40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36 - 40	
	41 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41 - 45	
	46 - 50	1	1	-	-	1	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	46 - 50	
	51 - 55	2	1	1	-	1	1	-	-	-	-	-	-	2	1	-	-	-	-	-	-	51 - 55	
	56 - 60	2	2	2	1	2	1	1	-	-	-	-	-	2	2	1	-	-	-	1	-	56 - 60	
	61 - 65	2	2	2	2	2	2	2	1	1	-	-	-	3	2	2	-	-	-	2	1	61 - 65	
	66 - 70	3	3	3	3	3	3	3	2	1	1	1	-	4	3	3	1	-	-	3A	3	66 - 70	
	71 - 75	3	3	4	3	4	3	3	3	2	1	2	1	4	4	4	2	-	1	4A	4	71 - 75	
	76 - 80	3	3	4	4	4	4	4	4	2	2	3	2	5A	5	5	3	1	2	5A	5A	76 - 80	
	81 - 85	4A	4	5	5	5A	4A	5	5	2	3	3	3	6A	5A	5A	5	2	4	6A	6A	81 - 85	
	86 - 90	4A	4A	6A	6	5A	5A	6A	5	3A	3	4	4A	6A	6A	6A	6A	4	5A	7A	7A	86 - 90	
	91 - 95	4A	5A	6A	6A	6A	5A	6A	6A	3A	4A	5A	5A	7A	7A	7A	7A	5A	6A	8B	8A	91 - 95	
	96 - 100	5A	5A	7A	7A	6A	6A	7A	7A	4A	4A	6A	6A	8A	7A	8A	8A	6A	7A	9B	9A	96 - 100	
	101 - 105	5A	6A	8A	8A	7B	6B	8A	8A	4A	5A	7A	7A	8B	8B	9B	9A	7A	8A	10B	10B	101 - 105	
	106 - 110	6A	6A	8A	9A	7B	7B	9B	9A	4A	5A	7A	7B	9B	9B	10B	10B	8A	9B	11B	12B	106 - 110	
	111 - 115	6A	6A	9A	9B	8B	8B	9B	10B	5A	6A	8A	8B	10B	10B	11B	11B	9B	10B	12B	13B	111 - 115	
	116 - 120	6B	7B	10B	10B	8B	8B	10B	10B	5B	6A	9A	9B	10B	10B	11B	12B	10B	11B	13B	14B	116 - 120	
	121 - 125	7B	7B	10B	11B	9B	9B	11B	11B	6B	7B	10B	10B	11B	11B	12B	13B	11B	12B	14C	15B	121 - 125	
	126 - 130	7B	8B	11B	12B	9C	9C	12C	12B	6B	7B	10B	11C	12C	12C	13C	14C	12B	13C	15C	16C	126 - 130	
	131 - 135	7B	8B	12B	12C	10C	10C	12C	13C	6B	8B	11B	12C	12C	12C	14C	15C	13C	14C	16C	17C	131 - 135	
	136 - 140	8B	9B	12B	13C	10C	10C	13C	14C	7B	8B	12B	13C	13C	13C	15C	16C	14C	15C	17C	18C	136 - 140	
	141 - 145	8B	9B	13B	14C	11C	11C	14C	15C	7B	9B	13B	14C	14C	14C	16C	17C	15C	16C	18C	19C	141 - 145	
	146 - 150	8B	9B	13B	14C	11C	11C	14C	15C	7B	9B	13B	14C	14C	14C	16C	18C	16C	17C	19C	20C	146 - 150	
UM	100	10C	11C	15C	16D	13D	14D	17D	18D	10C	11C	17C	18D	17D	19D	21D	23D	22D	23D	25D	26D	100	UM

(Use Unbalancing Criticals)

UM = Unmodified Roll

BOULDER

FIRE AND ICE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
UM	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F
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	-	-	-	-
11 - 20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-
21 - 30	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 35	3	1	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
36 - 40	4	3	2	-	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
41 - 45	6	4	4	2	4	3	2	-	-	-	-	-	2	-	-	-	-	-	-	-
46 - 50	7	5	6	4	6	5	4	2	1	-	-	-	3	2	-	-	-	-	-	-
51 - 55	8A	7	7	6	7	6	6	4	2	2	2	-	5	4	2	-	-	-	-	-
56 - 60	9A	8A	9	8	9	7	8	6	3	3	4	2	7A	5	5	-	-	-	3A	-
61 - 65	10B	9A	11	10	10A	9A	10	8	4	4	6	4	8A	7A	7A	3	-	-	6A	-
66 - 70	11B	10B	13A	11	11A	10A	12	10	5	6	8	6A	10B	9A	9B	6A	3	3A	9B	3A
71 - 75	12B	12B	15B	13A	13B	12B	14A	12	6	7A	10A	8B	11B	11B	11B	9B	6A	6B	12C	7B
76 - 80	13C	13C	16B	15B	14B	13B	16B	14A	7	8B	12B	10B	13C	12B	14C	12B	8B	9B	15C	10B
81 - 85	14C	14C	18C	17B	15C	15C	17B	16B	8	10B	14B	12C	15C	14C	16C	15C	11B	12C	18D	14C
86 - 90	15D	15D	20C	19C	17C	16C	19C	18B	9A	11C	15C	14C	16D	16C	18D	18C	14C	15C	21D	18C
91 - 95	16D	17D	22D	21D	18D	18D	21D	20C	10B	12C	17D	16D	18D	17D	20D	21D	17D	18D	24E	21D
96 - 100	17D	18E	24E	23D	20D	19D	23D	22D	11B	14D	19D	18E	19E	19D	23E	24E	20D	21E	27E	25E
101 - 105	18E	19E	25E	25E	21E	20E	25E	24D	12C	15D	21E	20E	21E	21E	25E	27E	23E	24E	30F	28E
106 - 110	19E	20F	27F	26E	22E	22E	27E	26E	13C	17E	23E	22F	23F	23E	27F	30F	26E	27F	33F	32F
111 - 115	20F	22F	29F	28F	24F	23F	29F	28F	14D	18F	25F	24F	24F	24F	30G	33F	28F	30F	36G	35F
116 - 120	21F	23G	31G	30G	25F	25F	31G	30F	15E	19F	27G	26G	26G	26F	32G	36G	31G	33G	39G	39G
121 - 125	22F	24G	32H	32G	27G	26G	33G	32G	16E	21G	29G	28H	27G	28G	34H	39H	34G	36H	42H	43H
126 - 130	23G	25H	34H	34H	28G	28G	35H	34H	17F	22G	31H	30H	29H	30G	36H	42H	37H	39H	45H	46H
131 - 135	24G	27H	36I	36I	29H	29H	37I	36H	18G	23H	33I	32I	31H	31H	39I	45I	40I	42I	48I	50I
136 - 140	25H	28I	38I	38I	31H	31H	39I	38I	19G	25H	35I	34I	32I	33H	41I	48I	43I	45I	51I	53I
141 - 145	26H	29I	40J	40J	32I	32I	41J	40J	20H	26I	37J	36J	34I	35I	43J	51J	46J	48J	54J	57J
146 - 150	27H	30I	41J	41J	33I	33I	42J	42J	21H	27I	38J	38J	35I	36I	45J	53J	48J	51J	57J	60J
UM	100	30I	34J	46J	47J	37J	38J	48J	49J	26I	33J	45J	46J	43J	44J	54J	56J	60J	67J	70J
																				100
																				UM

(For A, B, C, D and E criticals, use Krush Criticals)

Range	Mod	Critical	Krush	Impact
0' - 10'	+35	F	E	A
11' - 50'	0	G	E	B
51' - 100'	-25	H	E	C
101' - 200'	-40	I	E	D
201' - 300'	-55	J	E	E
301' - up	-75	J	E	E

UM = Unmodified Roll

ATTACK TABLE 12.5

COLD BOLT
FIRE AND ICE

	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	01 - 02	UM		
	03 - 10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	-	-	-	-	03 - 10			
	11 - 20	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11 - 20			
	21 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21 - 30			
	31 - 35	1	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31 - 35			
	36 - 40	2	1	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	36 - 40			
	41 - 45	2	2	2	1	2	2	1	-	-	-	-	1	-	-	-	-	-	-	-	41 - 45			
	46 - 50	3	2	2	2	3	2	2	1	-	-	-	2	1	-	-	-	-	-	-	46 - 50			
	51 - 55	3A	3	3	3	3	3	2	1	1	1	-	3	3	2	-	-	-	-	-	51 - 55			
	56 - 60	3A	3A	4	3	4	3	4	3	2	2	2	1	4A	4	3	-	-	2A	-	56 - 60			
	61 - 65	4A	4A	5	4	4A	4A	5	4	2	2	3	2	6A	5A	4A	2	-	3A	-	61 - 65			
	66 - 70	4A	4A	5A	5	5A	5A	6	5	3	3	4	3A	7A	6A	6A	4A	2	2A	5A	2A	66 - 70		
	71 - 75	4B	5B	6A	5A	6A	5A	7A	6	4	4A	5A	5A	8B	7A	7A	5A	3A	4A	7B	4A	71 - 75		
	76 - 80	5B	5B	7A	6A	6B	6B	8A	7A	4	5A	6A	6A	9B	9B	9B	7A	5A	5A	8B	6A	76 - 80		
	81 - 85	5B	6B	7B	7A	7B	7B	9A	8A	5	5A	7A	7B	10B	10B	10B	9B	7A	7B	10B	8B	81 - 85		
	86 - 90	5B	6B	8B	8B	7B	7B	9B	9A	5A	6B	8B	8B	11B	11B	12B	11B	8B	9B	12B	10B	86 - 90		
	91 - 95	6C	7C	9B	8B	8B	8B	10B	10B	6A	7B	9B	9B	12C	12B	13B	12B	10B	11B	13C	12B	91 - 95		
	96 - 100	6C	7C	9C	9B	9C	8C	11B	11B	6B	7B	10B	10C	13C	13C	14C	14C	11B	12C	15C	14C	96 - 100		
	101 - 105	6C	8C	10C	10C	9C	9C	12C	12B	7B	8C	11C	11C	14C	15C	16C	16C	13C	14C	17C	16C	101 - 105		
	106 - 110	7C	8C	11C	11C	10C	10C	13C	13C	7B	9C	12C	12C	15C	16C	17C	18C	15C	16C	18C	18C	106 - 110		
	111 - 115	7D	9D	12C	11C	10D	10D	14C	14C	8C	10C	13C	13C	16D	17D	19D	19C	16C	17C	20D	20C	111 - 115		
	116 - 120	7D	9D	12D	12D	11D	11D	15D	15C	8C	10D	14D	14D	17D	18D	20D	21D	18D	19D	22D	22D	116 - 120		
	121 - 125	8D	10D	13D	13D	12D	11D	16D	16D	9D	11D	15D	15D	18D	19D	21D	23D	19D	21D	23D	24D	121 - 125		
	126 - 130	8D	10D	14D	14D	12D	12D	17D	17D	9D	12D	16D	16D	19D	21D	23D	25D	21D	23D	25D	26D	126 - 130		
	131 - 135	8E	11E	14E	14E	13E	13E	18E	18D	10D	12E	17E	17E	20E	22E	24E	26E	23E	24E	27E	28E	131 - 135		
	136 - 140	9E	11E	15E	15E	13E	13E	19E	19E	10E	13E	18E	18E	21E	23E	26E	28E	24E	26E	28E	30E	136 - 140		
	141 - 145	9E	12E	16E	16E	14E	14E	20E	20E	11E	14E	19E	19E	22E	24E	27E	30E	26E	28E	30E	32E	141 - 145		
	146 - 150	9E	12E	16E	16E	14E	14E	20E	20E	11E	14E	20E	20E	23E	25E	28E	31E	27E	29E	31E	33E	146 - 150		
UM	100	11E	14E	18E	19E	16E	17E	23E	24E	15E	18E	24E	25E	28E	30E	34E	37E	32E	35E	38E	40E	100	UM	
																						(Use Cold Criticals)		
		Range		Mod																				
		0' - 10'		+35																				
		11' - 50'		0																				
		51' - 100'		-25																				
		101' - 200'		-40																				
		201' - 300'		-55																				
		301' - up		-75																				
UM = Unmodified Roll																								

ATTACK TABLE 12.6
FORCE BOLT
FIRE AND ICE

UM	01 - 02	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01 - 02	UM
	03 - 10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03 - 10	
	11 - 20	F	F	F	F	F	F	F	F	-	-	-	-	-	-	-	-	-	-	-	-	11 - 20	
	21 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21 - 30	
	31 - 35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31 - 35	
	36 - 40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36 - 40	
	41 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41 - 45	
	46 - 50	1	1	-	-	1	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	46 - 50	
	51 - 55	2	2	1	-	2	1	-	-	-	-	-	-	2	1	-	-	-	-	-	-	51 - 55	
	56 - 60	2	3	3	2	3	2	2	-	-	-	-	-	4	3	2	-	-	-	2	-	56 - 60	
	61 - 65	3	3	4	3	4	3	3	2	1	-	-	-	5	4	3	-	-	-	4	2	61 - 65	
	66 - 70	3	4	5	5	4	4	4	3	2	1	2	-	6	5	5	2	-	-	6A	4	66 - 70	
	71 - 75	4	5	6	6	5	5	6	5	2	2	3	2	7	6	6	4	-	2	8A	7	71 - 75	
	76 - 80	4	5	8	7	6	5	7	6	3	3	5	4	8A	7	7	6	2	4	9A	9A	76 - 80	
	81 - 85	5A	6	9	9	7A	6A	8	8	4	4	6	6	9A	8A	9A	8	4	6	11B	11A	81 - 85	
	86 - 90	5A	7A	10A	10	8A	7A	10A	10	4A	5	8	7A	10A	10A	10A	10A	6	8A	13B	13A	86 - 90	
	91 - 95	6B	8A	11A	12A	8B	8B	11A	11A	5A	6A	9A	9A	11B	11B	12B	13A	8A	11A	15B	15B	91 - 95	
	96 - 100	6B	8B	12B	13A	9B	9B	12B	13A	6B	7A	11A	11B	12B	12B	13B	15B	11A	13B	17C	18B	96 - 100	
	101 - 105	7B	9B	14B	15B	10B	10B	14B	14B	6B	8B	13B	13B	14B	13B	15B	17B	13B	15B	19C	20B	101 - 105	
	106 - 110	7C	10B	15B	16B	11C	11C	15B	16B	7B	9B	14B	15B	15C	14C	16C	19B	15B	17B	21C	22C	106 - 110	
	111 - 115	8C	10C	16C	17C	12C	11C	16C	17C	8C	10C	16C	17C	16C	15C	17C	21C	17C	19C	22C	24C	111 - 115	
	116 - 120	8C	11C	17C	19C	13C	12C	18C	19C	8C	11C	17C	18C	17C	17C	19C	23C	19C	21C	24D	26C	116 - 120	
	121 - 125	9D	12D	18D	20C	13D	13D	19D	21C	9D	12C	19C	20D	18D	18D	20D	25D	21C	23D	26D	29D	121 - 125	
	126 - 130	9D	13D	20D	22D	14D	14D	20D	22D	10D	13D	20D	22D	19D	19D	22D	27D	23D	25D	28D	31D	126 - 130	
	131 - 135	10D	13D	21D	23D	15D	15D	22D	24D	10D	14D	22D	24D	20D	20D	23D	29D	25D	27D	30E	33D	131 - 135	
	136 - 140	10E	14E	22E	25E	16E	16E	23E	25E	11E	15E	23E	26E	21E	21E	25E	31E	27E	29E	32E	35E	136 - 140	
	141 - 145	11E	15E	23E	26E	17E	17E	24E	27E	12E	16E	25E	28E	22E	22E	26E	33E	29E	31E	34E	37E	141 - 145	
	146 - 150	11E	15E	24E	27E	17E	17E	25E	28E	12E	16E	26E	29E	23E	23E	27E	35E	31E	33E	35E	39E	146 - 150	
UM	100	13E	18E	28E	31E	20E	21E	30E	33E	17E	21E	32E	35E	28E	29E	33E	42E	37E	40E	42E	47E	100	UM

(Use Impact Criticals)

Range
0' - 10'

Mod
+35

11' - 50'

0

51' - 100'

-25

101' - 200'

-40

201' - 300'

-55

301' - up

-75

UM = Unmodified Roll

ATTACK TABLE 12.7

NETHER BALL

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01 - 04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01 - 04 UM
05 - 08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	05 - 08
09 - 12	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	1	-	-	3	3	09 - 12
13 - 16	-	-	-	1	-	-	-	1	-	-	1	2	-	-	1	3	-	1	4A	4A	13 - 16
17 - 20	-	-	1	2	-	-	1	2	-	1	2	4A	-	1	3	4	1	3	5A	5A	17 - 20
21 - 24	-	1	2	3A	-	1	2	3A	1	2	4A	5A	1	2	4A	5	3	4A	6A	7A	21 - 24
25 - 28	1	2	3A	4A	1	2	3A	4A	2	3	5A	6A	2	3A	5A	6A	4A	5A	7A	8A	25 - 28
29 - 32	2	3A	4A	5A	2	3A	4A	5A	3	4A	6A	7A	4A	5A	7A	8A	5A	6A	9A	9A	29 - 32
33 - 36	2A	3A	5A	6A	3A	4A	5A	6A	4A	5A	7A	8A	5A	6A	8A	9A	6A	8A	10B	10B	33 - 36
37 - 40	3A	4A	6A	6A	4A	4A	6A	7A	4A	6A	8B	9B	6A	7A	9B	10A	7A	9B	11B	12B	37 - 40
41 - 44	4A	5A	7A	7A	5A	5A	7A	8A	5A	7A	9B	10B	7A	8B	10B	11B	8A	10B	12B	13B	41 - 44
45 - 48	4A	6A	8A	8B	5A	6A	8A	9B	6A	8A	10B	11B	8B	9B	12B	13B	10A	11B	13B	14B	45 - 48
49 - 52	5A	6B	9B	9B	6A	7B	9B	10B	7A	9B	11B	12B	9B	10B	13B	14B	11B	12B	15B	16B	49 - 52
53 - 56	6B	7B	9B	10B	7B	8B	10B	11B	8B	9B	13B	14B	10B	11B	14B	15B	12B	14B	16C	17C	53 - 56
57 - 60	6B	8B	10B	11B	8B	8B	11B	12B	8B	10B	14C	15C	12B	12B	15C	17B	13B	15C	17C	18C	57 - 60
61 - 64	7B	9B	11B	12B	9B	9B	12B	13B	9B	11B	15C	16C	13C	13C	17C	18C	14B	16C	18C	20C	61 - 64
65 - 68	8B	9B	12B	13B	10B	10B	13B	14B	10B	12B	16C	17C	14C	14C	18C	19C	16B	17C	19C	21C	65 - 68
69 - 72	9B	10B	13C	13C	11B	11B	14C	15C	11B	13B	17C	18C	15C	15C	19C	20C	17C	18C	21C	22C	69 - 72
73 - 76	9C	11C	14C	14C	11C	12C	15C	16C	12C	14C	18C	19D	16C	16C	20C	22C	18C	20C	22D	23D	73 - 76
77 - 80	10C	12C	15C	15C	12C	12C	16C	17C	12C	15C	19D	20D	17D	17D	22D	23D	19C	21D	23D	25D	77 - 80
81 - 84	11C	12C	16C	16C	13C	13C	17C	18C	13C	16C	20D	21D	18D	19D	23D	24D	20C	22D	24D	26D	81 - 84
85 - 88	11C	13C	17C	17C	14C	14C	18C	19C	14C	17C	22D	23D	20D	20D	24D	25D	21C	23D	25D	27D	85 - 88
89 - 92	12C	14C	18C	18C	15C	15C	19C	20C	15C	18C	23D	24D	21D	21D	26D	27D	23C	25D	27D	29D	89 - 92
93 - 95	12C	14C	18C	18C	15C	15C	19C	20C	15C	18C	23D	24D	21D	21D	26D	27D	23C	25D	27D	29D	93 - 95
UM 96 - 97	13C	15D	19D	19D	16C	16C	20D	21D	16D	19D	24D	25E	22D	22D	27D	28E	24D	26D	28E	30E	96 - 97 UM
UM 98 - 99	15D	17D	21D	21E	18D	18D	22D	23E	18E	21E	26E	27E	23E	23E	29E	30E	26E	28E	30E	32E	98 - 99 UM
UM 100	17E	19E	23E	23E	20E	20E	24E	25E	20E	23E	28E	29E	25E	25E	31E	32E	28E	30E	32E	34E	100 UM

(Use Nether Criticals)

UM = Unmodified Roll

ATTACK TABLE 12.8

NETHER BOLT

FIRE AND ICE

UM	01 - 02	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01 - 02	UM
		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	F	F	F	F	03 - 10	
	11 - 20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11 - 20	
	21 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	21 - 30	
	31 - 35	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31 - 35	
	36 - 40	2	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36 - 40	
	41 - 45	3A	3	2	1	3	2	1	-	-	-	-	-	1	-	-	-	-	-	-	-	41 - 45	
	46 - 50	4A	4A	3	2	4	3	2	1	1	-	-	-	3A	2	-	-	-	-	2A	-	46 - 50	
	51 - 55	4A	5A	4	3	5A	4A	3	2	2	1	1	-	4A	3A	2A	-	-	-	3A	-	51 - 55	
	56 - 60	5A	5A	5A	4	5A	5A	4	4	3A	3	3	2A	5A	4A	3A	2A	-	2A	5A	2A	56 - 60	
	61 - 65	6B	6A	6A	5A	6A	6A	5A	5	5A	4A	4A	3A	6A	5A	4A	3A	2A	3A	6B	4A	61 - 65	
	66 - 70	7B	7B	7A	6A	7A	7A	6A	6A	6A	5A	5A	4A	7B	7A	6A	5A	4A	5A	8B	5A	66 - 70	
	71 - 75	8B	8B	8B	7A	8B	8B	7A	7A	7B	6A	6A	6B	9B	8B	7B	6B	5A	7B	9B	7B	71 - 75	
	76 - 80	8B	9B	9B	8B	9B	9B	8B	8A	8B	7B	8B	7B	10B	9B	9B	8B	7B	8B	11B	9B	76 - 80	
	81 - 85	9C	10B	10B	9B	10B	10B	9B	9B	9B	8B	9B	8B	11B	11B	10B	9B	9B	10B	12C	11B	81 - 85	
	86 - 90	10C	10C	10B	10B	10B	10B	10B	10B	10B	10B	10B	10B	12C	12B	12B	11B	10B	12C	14C	12C	86 - 90	
	91 - 95	11C	11C	11C	11B	11C	11C	11B	11B	11C	11B	11B	11C	13C	13C	13C	13C	12B	13C	16C	14C	91 - 95	
	96 - 100	12C	12C	12C	12C	12C	12C	12C	12C	12C	12C	12C	12C	15C	15C	14C	14C	14C	15C	17D	16C	96 - 100	
	101 - 105	12C	13C	13C	13C	13C	13C	13C	14C	13C	13C	14C	14C	16C	16C	16C	16C	15C	17D	19D	18D	101 - 105	
	106 - 110	13D	14D	14C	14C	14C	14C	14C	15C	14C	14C	15C	15C	17D	17C	17C	17C	17C	18D	20D	19D	106 - 110	
	111 - 115	14D	15D	15D	15D	15D	15D	15D	16C	15D	15D	16D	16D	18D	18D	19D	19D	19D	20D	22D	21D	111 - 115	
	116 - 120	15D	15D	16D	16D	15D	16D	16D	17D	16D	17D	17D	18D	19D	20D	20D	20D	20D	22E	23E	23E	116 - 120	
	121 - 125	15D	16D	17D	17D	16D	17D	17D	18D	17D	18D	18D	19D	21D	21D	21D	22D	22D	23E	25E	25E	121 - 125	
	126 - 130	16E	17E	18D	18D	17D	18D	18D	19D	18D	19D	20D	20D	22E	22D	23D	23D	24D	25E	26E	26E	126 - 130	
	131 - 135	17E	18E	19E	19E	18E	19E	19E	20E	19E	20E	21E	22E	23E	24E	24E	25E	25E	27F	28F	28F	131 - 135	
	136 - 140	18E	19E	20E	20E	19E	20E	20E	21E	20E	21E	22E	23E	24E	25E	26E	26E	27E	28F	29F	30F	136 - 140	
	141 - 145	19E	20E	21E	21E	20E	21E	21E	22E	21E	22E	23E	24E	25E	26E	27E	28E	29E	30F	31F	32F	141 - 145	
	146 - 150	19E	20E	21E	22E	20E	21E	22E	23E	22E	23E	24E	25E	26E	27E	28E	29E	30E	31F	32F	33F	146 - 150	
UM	100	22F	23F	24F	25F	23F	25F	26F	27F	27F	28F	29F	30F	32F	33F	34F	35F	37G	38G	39G	40G	100	UM

(For A, B, C, D and E criticals, use Nether Criticals)

Critical
F
G

Nether
E
E

Cold
A
B

Range
0' - 10'
11' - 50'
51' - 100'
101' - 200'
201' - 300'
301' - up

Mod
+35
0
-25
-40
-55
-75

UM = Unmodified Roll

ATTACK TABLE 12.9

STEAM BOLT

FIRE AND ICE

UM	01 - 02	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01 - 02	UM
		F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03 - 10	
	03 - 10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11 - 20	
	11 - 20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	21 - 30	
	21 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	31 - 35	
	31 - 35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	36 - 40	
	36 - 40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	41 - 45	
	41 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	46 - 50	
	46 - 50	2	1	-	-	1	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-	51 - 55	
	51 - 55	2	2	2	-	2	1	-	-	-	-	-	-	3	2	-	-	-	-	-	-	56 - 60	
	56 - 60	3	3	3	2	3	2	2	-	-	-	-	-	4	3	2	-	-	-	2	-		
	61 - 65	4	4	4	3	4	3	3	2	1	-	-	-	5	4	3	-	-	-	4	2	61 - 65	
	66 - 70	4	5	6	5	5	5	5	4	2	1	2	-	7	6	5	2	-	-	6A	5	66 - 70	
	71 - 75	5	6	7	7	6	6	6	6	3	3	4	2	8	7	7	5	-	2	8A	7	71 - 75	
	76 - 80	6	7	9	8	7	7	8	7	4	4	5	4	9A	8	8	7	2	5	10A	10A	76 - 80	
	81 - 85	7A	8	10	10	8A	8A	9	9	5	5	7	6	11A	10A	10A	9	5	7	13B	12A	81 - 85	
	86 - 90	7A	9A	12A	12	9A	9A	11A	11	6A	6	9	8A	12A	11A	12A	12A	7	9A	15B	15A	86 - 90	
	91 - 95	8B	9A	13A	13A	10B	10B	13A	13A	7A	7A	11A	11A	13B	12B	13B	14A	9A	12A	17B	17B	91 - 95	
	96 - 100	9B	10B	14B	15A	11B	11B	14B	15A	8B	9A	13A	13B	15B	14B	15B	16B	12A	14B	19C	19B	96 - 100	
	101 - 105	9B	11B	16B	17B	12B	12B	16B	16B	8B	10B	14B	15B	16B	15B	17B	19B	14B	16B	21C	22B	101 - 105	
	106 - 110	10C	12B	17B	18B	13C	13C	17B	18B	9B	11B	16B	17B	17C	17C	18C	21B	17B	19B	23C	24C	106 - 110	
	111 - 115	11C	13C	19C	20C	14C	14C	19C	20C	10C	12C	18C	19C	18C	18C	20C	23C	19C	21C	25C	27C	111 - 115	
	116 - 120	11C	14C	20C	22C	15C	15C	20C	22C	11C	13C	20C	21C	20C	19C	22C	26C	21C	23C	27D	29C	116 - 120	
	121 - 125	12D	15D	21D	23C	16D	16D	22D	24C	12D	15C	22C	23D	21D	21D	23D	28D	24C	26D	29D	31D	121 - 125	
	126 - 130	13D	16D	23D	25D	17D	17D	23D	25D	13D	16D	23D	25D	22D	22D	25D	30D	26D	28D	31D	34D	126 - 130	
	131 - 135	13D	17D	24D	27D	18D	18D	25D	27D	14D	17D	25D	27D	24D	23D	27D	33D	28D	30D	33E	36D	131 - 135	
	136 - 140	14E	18E	26E	28E	19E	19E	26E	29E	15E	18E	27E	29E	25E	25E	28E	35E	31E	33E	35E	39E	136 - 140	
	141 - 145	15E	19E	27E	30E	20E	20E	28E	31E	16E	19E	29E	31E	26E	26E	30E	37E	33E	35E	37E	41E	141 - 145	
	146 - 150	15E	19E	28E	31E	21E	21E	29E	32E	16E	20E	30E	33E	27E	27E	31E	39E	35E	37E	39E	43E	146 - 150	
UM	100	19E	23E	33E	35E	24E	25E	34E	37E	21E	25E	36E	39E	32E	33E	37E	46E	43E	45E	47E	51E	100	UM

(Use Heat Criticals)

Range Mod

0' - 10'

+35

11' - 50'

0

51' - 100'

-25

101' - 200'

-40

201' - 300'

-55

301' - up

-75

UM = Unmodified Roll

ARCANE AETHER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Tiny bubbles. +0H	Aether fizzles in a disappointing fashion. +0H	Ooooh. That's the way to frighten him +1H	That looked like it hurt. It didn't. +2H	Did you miss? +3H
06-10	Foe steps away from the worst of it. +1H	Foe ducks. +2H	Keep that up and you might actually hurt him. +3H	Foe leaps back, frightened. +4H	Foes sucks in air as the blast burns him. +3H – ✱
11-15	Foes loses initiative next round. You have him worried. +0H	Foe spins around. He loses initiative for 1 round. +4H	Foe is on guard. +5H – ✕	Blast unbalances foe. +6H – ✕	Foe winces in pain. +5H – ✱
16-20	Foe is spun about and loses initiative next round. +5H	Foe brings his guard up, frightened by your display. +5H – ✕	Blast causes foe to stumble back, his guard up. +8H – ✕	Irritating burns put foe on the defensive. +10H – ✕	Aether causes foe to twitch uncontrollably for a moment. +10H – ✱
21-30	Unbalanced foe loses initiative for two rounds. +8H	Minor burns. +5H – ✕(-10)	Crackling blast puts foe on the defensive. +10H – ✕(-15)	Glancing blow. +15H – ✕(-20)	Strong blast sends foe reeling. +20H – ✱
31-40	Burns cause foe to bring up his guard. +10H – ✕	Confused foe brings up his guard. He loses initiative for two rounds. +9H – ✕	Blast burns foe's lower legs. +15H – ✱ – 2♣	Aether bursts just before it hits foe. The blast catches foe low on the body. +15H – ✱ – 2♣	Aether burns deeply into foe's foot. +20H – 2♣ – 2♣ – (-20)
41-50	Foe is distracted by the sudden pain. +15H – 2♣	Staggering blast sends foe to his knees. +15H – ✱ – 2♣	Aether causes bad burns. +15H – ✱	Foe is spun by a strike to his shoulder. +25H – ✱ – 2♣	Powerful blast knocks foe back three steps and cause him to drop all objects. +25H – ✱ – 2♣ – 2♣
51-55	Burns cause foe to wince with pain. +10H – ✱	Blast rocks foe back on his heels. +12H – ✱ – 2♣	Hard blow disorients foe. +12H – ✱ – (+5)	Slicing blow causes foe to stumble back 5 feet. 2♣ – 2♣ – (+5)	Forceful blast burns through foe's leg. +20H – 3♣ – 2♣ – 3♣ – (-10)
56-60	Crackling blast dazes foe. +15H – 2♣	Blast to foe's back catches him and spins him like a top. All small bits of metal on his back turn to slag. +15H – ✱ – 2♣ – (-10)	Foe is thrown back 10 feet and must make an agility maneuver to land on his feet. +20H – 2♣ – (-10)	Aether rings foe like a bell. +15H – ✱ – 2♣ – (-10)	Blast to foe's gut puts him down. +25H – 2♣ – 2♣ – 2♣ – (-20)
61-65	Powerful blow makes foe suck air through gritted teeth. +15H – ✱ – 2♣	Aether catches foe in shield arm. He cries out any clutches it to stop the bleeding. +15H – ✱ – 2♣ – (-20)	Aether strike causes any leg greaves to be destroyed. +15H – 2♣ – (-20)	Blast hits foe's shield arm. If foe has shield, it explodes. If not, foe's shield arm is paralyzed from nerve damage. +15H – 2♣ – (-20)	Precision strike blows straight through foe's side. +25H – 5♣ – 3♣ – (-30)
66	Hammer blast shatters foe's shield arm. +25H – 3♣ – (-75) – (+20)	Aether cause foe's shoulder to expand and shatter. +20H – 3♣ – 5♣ – (-90) – (+20)	Blast of aether hits chest and shatters both arms. +20	Blast shatters foe's skull, killing him instantly. +20	Surgical strike bursts head like an over-ripe melon. +25
67-70	Blast to foe's back forces him to fight around the pain. +10H – ✱ – (-10)	Blast catches foe in lower back. +14H – ✱ – (-30)	Heat expansion causes both of foe's arms to snap. 3♣ – (-90)	Focused blow creases foe's head. How'd he survive that? +20H – 2♣ – 2♣ – (-30)	Blast catches foe in shield arm. If foe has a shield, it explodes. If not, foe's shoulder is shattered. 1♣ – 4♣ – (-50)
71-75	Blow to foe's midsection makes him grit his teeth in agony. +30H – ✱ – (-20)	Strike catches foe in his side. He cries out and falls to one knee. +25H – 2♣ – 3♣ – (-40)	Aether catches foe in the back. There is extensive nerve damage. 3♣ – (-30)	Stunning blast shatters foe's shield arm. Foe reels with the pain. +15H – 7♣ – 3♣ – (-40)	Aether grounds into foe's nervous system, causing severe damage. Both of his arms become useless. (-25)
76-80	Strike to foe's abdomen. The muscles are terribly damaged. +20H – 3♣ – (-30)	Blow to feet sends foe sprawling. Several muscles and bones are damaged. +15H – 5♣ – 4♣ – (-50)	Foe is smashed to the ground by the Aether. He is bleeding internally. +15H – 5♣ – 5♣ – (-40)	Terrible heat shatters foe's weapon arm. +15H – 7♣ – 3♣ – (-50)	Awesome chest strike knocks foe onto his back. +30H – 10♣ – (-60)
81-85	Rippling back strike snaps bones and tears cartilage. +15H – 5♣ – (-40)	Blast shatters several ribs. Foe grips his side and falls to his knees. +15H – 5♣ – 3♣ – (-50)	Blast blisters foe. The burns cover 40% of his body. +20H – 5♣ – 5♣ – (-50)	Foe tries to block blast with his hands. Hand muscles are burned away. +25H – 3♣ – 3♣ – (-60)	Strike to foe's side causes several organs to burst. Foe collapses after 6 rounds. +35H – 6♣ – (+20)
86-90	Brutal blast puts foe on his back, cracking several vertebrae. +15H – 10♣ – (-50)	Aether burns deeply into foe's calf. Shin shatters. +25H – 7♣ – (-60)	Aether shatters foe's thighbone. +20H – 6♣ – (-60)	Blast causes foe's bowels to explode. He dies after 4 rounds. +25H – 4♣ – (+20)	Heat from the Aether melts foe's backbone. He dies after 3 rounds of massive shock. +35H – (+20)
91-95	Crushing strike shatters foe's hip. He collapses in agony. +25H – 15♣ – (-60)	Temple strike. If foe has a helm, he placed into a permanent coma. If not, foe dies. +30H	Aether causes foe's hip to twist and shatter. Pelvic girdle is ruined. Organs slide out of abdominal cavity. Foe dies after 15 rounds. +25H – 15♣ – 5♣ – (-70)	Jawbone heats and explodes, sending molten bone fragments through foe's brain. It takes him 3 rounds to die properly. +55H – 3♣ – (+20)	Blast pulses through foe's nervous system. Foe dies after 6 rounds of agony. +35H – 6♣ – (+20)
96-99	Aether engulfs foe's head and neck. If foe has a helm, he is knocked out. If not, he dies after three rounds of paralysis. +25H	Strike burns foe's windpipe. Foe collapses and dies after 12 helpless rounds. +30H – (+20)	Aether begins to burn foe at the feet. It devours him up to the knees. Foe dies after 9 terrible rounds +25H – 9♣ – 6♣ – (-75)	Foe inhales Aether. Lungs burn and explode. Death after one round of agony. +25H – ✱ – (+20)	Foe's body is reduced to a pile of smoking pulp. (+20)
100	Head strike gives multiple fractures to foe's cranium. He dies after 3 rounds of agony. +30H – 3♣ – (+20)	Body is terribly burned. Foe dies after 2 rounds. +40H – 2♣ – (+20)	Sizzling blast cause foe's eyes to flash as his brain burns up. +20	Foe's lungs and heart swell and explode, blowing out of his chest. +25H – (+20)	Foe is melted into a pool of sludge. Get a mop. +25

Key: B✕=must parry B rounds; B✖=no parry for B rounds; B♣=stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round

ARCANE NETHER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Almost got a piece of him. +0H	Glancing blow. +0H	Foe stumbles back, looking for the damage. +1H	Shouldn't that have caused more damage? +3H	Foe screams like a frightened child. +4H
06-10	Look at him dance. +1H	That scared him. +3H	Foe is winged. +4H – (+10)	Foe is frightened. You have the initiative next round. +5H	Foe spends a round counting his digits. +6H – ❸
11-15	Foes is wary. You gain the initiative next round. +2H	Soft tissue damage to side. You have the initiative for 3 rounds. +4H	Minor side wound. +7H – 2❸	Foe steps back in pain. +6H – 2❸	Foes steps back, his arms shielding his face. +8H – 2❸
16-20	Foe leaps back, frightened. +3H – ❸ – 2×	Foes catches it on the side. +5H – × (-30)	Blow knocks foe back. +8H – 3❸	Foe catches a piece of it in the side. ❸ – 3❸	Minor damage cause foe to shift to the defensive. 3 × –❸
21-30	Chest strike causes foe's life to pass before his eyes. +4H – 3 × – (+5)	Attack grazes foe's chest. +5H – 3❸ –❸	Blast takes chunk out of foe's chest. +9H – 2❸❸ – 3❸	Blast catches foe in lower leg. +7H – 3❸❸	Attack cuts a hole in the foe's side. +9H – 4❸ 3❸
31-40	Attack creases deep into calf. ❸ –❸ – (-50)	Nether wreaks havoc on foe's calf. +6H – 4❸ – (-50)	Foe takes major wound to his lower leg. He is knocked to one knee. 4❸ – 5❸	Attack hits foe in the groin. Foe is stunned as he checks the extent of the damage. +8H – 7❸ – 4❸ – (+10)	Attack to leg dissolves bone and muscles. 4❸ – (-70) – (+10)
41-50	Just a flesh wound. +5H – 2❸	Nether creases foe's back. +7H – 4❸ –❸	Blast disintegrates a swath across foe's back. 5❸ – 3❸	Blast disintegrates lower spine. He passes out for 20 rounds. +10H	Foe's lower back loses some semi-important muscles. +10H – 5❸❸ – 4❸
51-55	Chest blast causes foe to reel. 3❸❸ – 3❸	Blast to foe's chest put him on the ground. +8H – 5❸ – 4❸	Blast to foe's chest drops him like a bad habit. +10H – 3❸❸ – 3❸	Blast destroys several ribs. +12H – (-50)	Large swath eaten though foe's chest. He drops for three rounds, then passes out. 6❸
56-60	Minor thigh damage. Foe goes down, a startled look on his face. +5H – 2❸ – 3❸	Nether devours chunks of foe's thigh muscle. +9H – 4❸ – (-50)	Attack devastates foe's thigh. He collapses like someone threw a switch. +11H – 5❸ – 5❸ – (-75)	Foe takes a serious hit to his upper legs. He collapses. 6❸ – (-90) – (+10)	Attack the groin. All vitals vanish in a puff of purple smoke. 14❸ – 2❸
61-65	Nether cuts deep wound in foe's forearm. +5H – 3❸ – (-25)	Nether eats deep into forearm. Foe's hand is useless. +9H – 5❸ – (+10)	Attack tears through foe's forearm. Arm is useless. +12H – 4❸ – (-40)	Nether dissolves foe's forearm in a agonizing blast of black fire. 5❸ – 7❸ – (-40)	Blast neatly disintegrates wafer-thin plane through foe's elbow. Arm is severed. 8❸ – 5❸ – (-50)
66	Shield shoulder collapses. Arm is useless. It will fall off if foe takes more than 25% activity. +10H – 6❸❸ – 5❸ – (+20)	Elbow in foe's weapon arm is destroyed. Arm is useless. +10H – 10❸❸ – (+20)	Blast disintegrates foe's knee. Foe's lower leg falls off. +25H – 10❸❸ – 5❸ – (-70) – (+20)	Eyes, ears, nose and throat are wiped clean by a nether sheet. Foe dies after 4 gruesome rounds. +20	Blast enters through small hole in torso then bounces around, disintegrating all organs. Foe falls, hollow. +20H – (+25)
67-70	Nether cracks foe's collar bone. +6H – 4❸ – 2❸ – (-20)	Almost a miss. Foe catches part of it in the neck. +10H – 6❸ – 3❸ – (-10)	Blow catches foe at the base of the neck. He grasps his throat, choking and gasping. +13H – 12❸ – (-80)	Massive disruption and cells implode throughout foe's shoulder. +14H – 6❸ – (-60)	Blast catches foe in shoulder. He stares at the nether consumes flesh and bone. He catches his arm as it falls. +22H – 12❸❸ – 6❸ – (+10)
71-75	Disrupt tendons in foe's lower leg. 3❸ – 3❸ – (-50)	Foe's calf muscle comes apart. +11H – 5❸ – (-50)	Nether catches foe in the calf. Muscle dissolves. Tendons are disrupted. Bone is fractured. 6❸ – (-50) – (+10)	Nether engulfs foes foot, devouring it in a blast of black fire. Foe falls unconscious after 5 rounds. 5❸ – (-50)	Nether consumes thighbone, muscles and nearby vessels. +24H – 6❸ – 6❸
76-80	Blast takes a bite out of the foe's biceps. +7H – 4❸ – 3❸ – (-30)	Nether eats deep into foe's shield arm. 7❸❸ – 6❸ – (-40)	Shield arm takes full blow. Muscles dissolve and bone fracture. +14H – 12❸ – 4❸	Blast removes shield arm, leaving a messy stump. +20H – 18❸❸ – 6❸	Foe's arm is consumed by black fire. +30H – 36❸ – 6❸
81-85	Nether catches foe in the side. Internal bleeding. 8❸ – 7❸ – (+10)	Nether eats its way into foe's side. +22H – 12❸❸ – 6❸ – (+10)	Blast eats a significant chunk out of foe's side. Foe fights for 24 rounds and then dies from organ damage. +15H – 6❸	Foe's guts are disintegrated. He collapses and dies after 4 rounds. +30H – 8❸❸ – (-80)	Foe's backbone vanishes. Foe collapses and dies after 6 peaceful rounds of catastrophic organ failure. +40H – 6❸❸ – (+20)
86-90	Nether bites deep into foe's back. +8H – 5❸ – 4❸	Blast devours hip, destroying the joint. Foe passes out after 10 rounds of agony. +15H – 10❸❸ – (+10)	Attack churns's foe's brain to mulch. He collapses, dead. +25H – (+15)	Blast destroys spinal cord and kidneys. Foe dies next round. +40H – (+20)	With a throb of energy, foe's hip bone disintegrates. He collapses and dies in 6 rounds. +30H – 6❸❸ – (+20)
91-95	Nether takes off foe's ear. Foe hears at -50. +9H – 10❸ – 5❸ – (-50)	Blast takes foe is back of head, causing catastrophic brain damage. Dead. (+15)	Foe's heart is destroyed. His chest implodes. He collapses and dies one round later. +35H – (+20)	Disgusting blast disintegrates abdomen. Foe is disemboweled. Ick. (+20)	Foes arm and side disappear in a flickering of purple energy. Foe dies in 8 rounds. +35H – 8❸❸ – (+20)
96-99	A piece of it catches him in the middle of the face. 12❸❸ – 5❸ – (+5)	Attack blows out the side of the foe's head. He collapses and dies in three rounds. 5❸ – (+20)	Blast opens up a hole in foe's back, destroying backbone and leaving a dripping cavity. Dead. +45H – (+20)	Foe reels in agony. He collapses, broken in two. (+20)	Rib cage and organs disintegrate, falling in upon themselves. Foe collapses in a pile of limbs. (+20)
100	Blast catches foe in neck, effectively decapitating him. +20H – (+20)	Head strike vaporizes brain. (+20)	Blast enters eye and dissolves brain. Purple smoke pours out of his eye and ears. Boy, is he dead. (+20)	Blast cause head to implode into nothingness. Foe collapses, headless. Insert pun here. (+20)	With a scream of agony, foe folds in on himself, then is no more. You shiver at your own power. (+25)

Key: B× =must parry B rounds; B❸ =no parry for B rounds; ❸ =stunned for B rounds; B❸ =bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round

Rolemaster

**WE GIVE YOU THE POWER...
WHAT YOU DO WITH IT IS UP TO YOU...**

ROLEMASTER FANTASY ROLE PLAYING™ (HARDBACK)

Being a Hero is tough. Especially if you're wasting your precious game time fighting silly rules instead of monsters. But we've got something that can save your life: *Rolemaster Fantasy Role Playing*. When it comes to designing characters, no system gives you more control over your character design than *Rolemaster*. Say goodbye to arbitrary limits and "you can't do that!", because with *Rolemaster* you can!

- Choose from 9 professions and 5 races
- Customize your hero with a unique training package, or design your own
- Dozens of skills to choose from
- All skills are available to all professions
- Stats that can increase as you go up levels
- Character creation, combat and spell casting—everything you need to play in one volume
- Fast and furious combat with a wide range of critical hits and fumbles
- Three realms of magic and hundreds of spells to choose from

ST #5800 Price: \$30.00

SPELL LAW: OF CHANNELING™

Spell Law: Of Channeling explores the miraculous gifts of the divine. From the forgotten rites of lost religions to the dutiful chants of young acolytes, open the realm of Channeling fully to your prayers!

Inside ...*Of Channeling* you'll find over 50 spell lists with hundreds of spells. Plus all of the character information needed to expand the core Channeling professions of your *Rolemaster Fantasy Role Playing* game, including the Animist, the Healer, the Sorcerer, the Paladin, and other spirited adepts! Attack tables and critical strike tables give results for all kinds of channeling attacks.

ST: 5803 Price: \$14.00

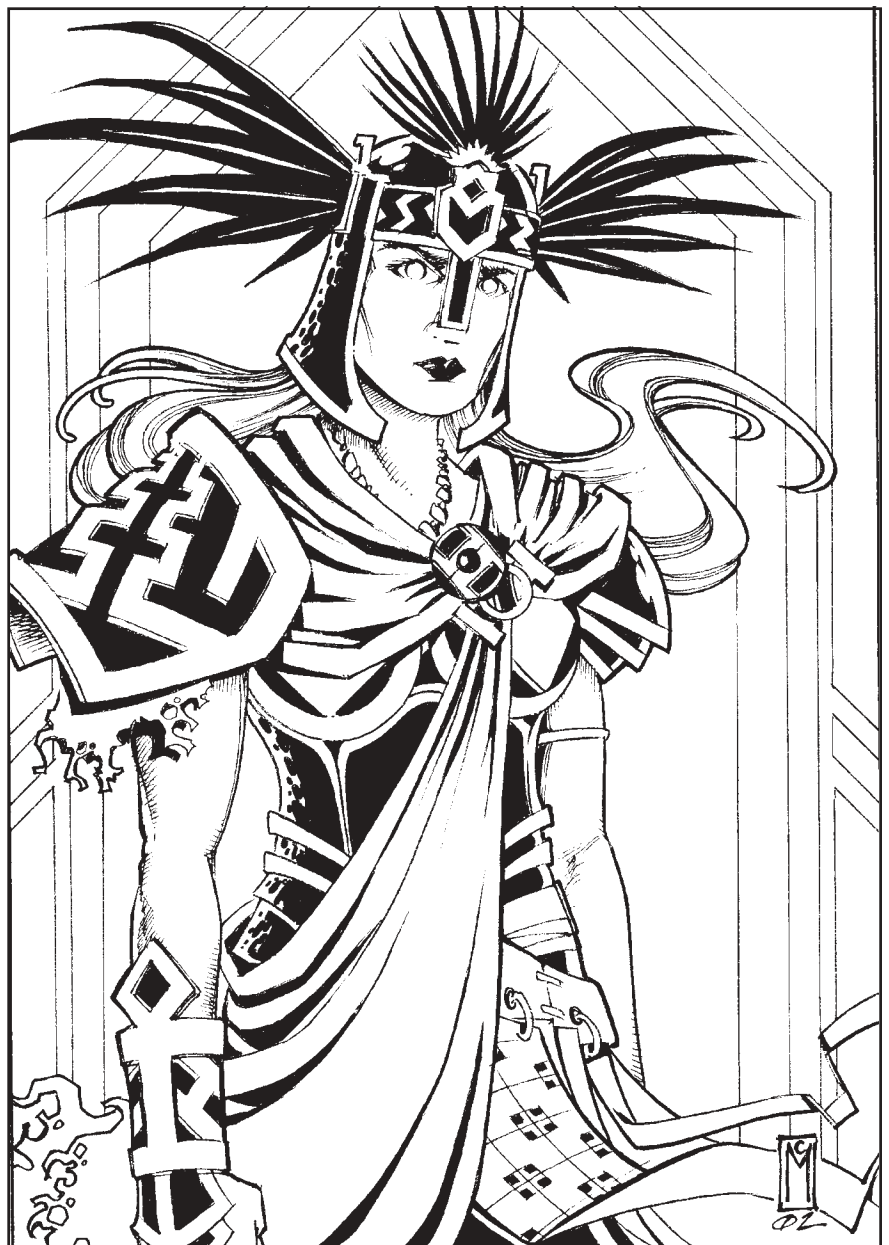
SPELL LAW: OF ESSENCE™

Spell Law: of Essence probes the realms of the living force that binds and surrounds all living things—the magic of the universe is all around us. Tap into the natural Essence and shape your destiny!

Inside ...*Of Essence* you will find over 50 spell lists with hundreds of spells. Plus all of the character information needed

to expand the core Essence professions of your *Rolemaster Fantasy Role Playing* game, including the Illusionist, the Sorcerer, the Mystic, the Monk, and other mind-over-matter adepts! Attack tables and critical strike tables give results for all kinds magical attacks.

ST: 5804 Price: \$14.00



SPELL LAW: OF MENTALISM™

Spell Law: of Mentalism presents the enchantments deriving from the mental powers of strong-minded individuals. The power of the mind lies just beyond the reach of most. Now you can tap into the ultimate personal power! Open the doors of your mind and the realm of Mentalism will be yours!

Inside ...*Of Mentalism* you will find over 50 spell lists with hundreds of spells. Plus all of the character information needed to expand the core Mentalism professions of your *Rolemaster Fantasy Role Playing* game, including the Lay Healer, the Mystic, the Seer, the Magent, and other mind-over-matter adepts! Attack tables and critical strike tables give results for all kinds of mental attacks.

ST: 5805 Price: \$14.00

CREATURES & MONSTERS™

Encounter dragons, sprites, gorgons, saber tooth tigers and foes of all stripes, spots and scales. Even a herd of elephants or a leviathan dragon is not too big for ICE's comprehensive bestiary for *Rolemaster*. This is a compendium of information and statistics for two key elements of fantasy role playing: creatures and encounters.

ST: 5802 Price: \$25.00

SCHOOL OF HARD KNOCKS™

Is your fighter feeling left out? Do you feel that the odds are stacked in favor of spell casters? Redress the balance with this skill companion. The *School of Hard Knocks* contains new professions, new training packages, and everything you need to get your own back on those uppity spell casters. This volume introduces 4 new non-spell-using professions: the Scout, the Sage, the Barbarian and the Swash-buckler. The *School of Hard Knocks* includes 10 new training packages focusing on non-spell use and a section on balancing spell users and non-spell users.

ST: 5808 Price: \$20.00

...AND A 10-FOOT POLE™

Welcome to Imperial Jack's Trading Post! In this one of a kind shop, you will find everything you need and more! Your group is readying for that overland journey. How much does a barrel cost? Your pulp detective is hot on the trail of the mad scientist, but must stop at the bar to talk to his informant. How much does the beer cost?

Your character has served the king of France for more than a decade. But the incident in the church proved costly. Now you must replace all those destroyed religious implements. How long does it take to make a brazier anyway?

... *And a 10-Foot Pole* is the ultimate equipment sourcebook for use with any RPG system! In these pages, you'll find full equipment lists for all eras, from Stone Age to Modern. Each era has its own list showing price for the era as well as production time and availability. In addition, each list is sorted by type of product: from food products to weapons and armor.

ST: 5703 Price: \$25.00

IRON CROWN ENTERPRISES
112 Goodman Street
Charlottesville, VA 22902
USA

WWW.IRONCROWN.COM

fax: 434.244.2661



ATTACK TABLE 12.1

AETHER BALL

FIRE AND ICE

[Errata]

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	01 - 04 UM
UM 01 - 04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	05 - 08
05 - 08	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	09 - 12
09 - 12	-	-	-	-	-	-	-	-	-	-	-	2A	-	-	-	2A	-	-	-	3A	13 - 16
13 - 16	-	-	-	1A	-	-	-	1A	-	-	2A	3A	-	-	2A	3A	-	-	2A	5A	17 - 20
17 - 20	-	-	1A	2A	-	-	1A	3A	-	1A	3A	4A	-	1A	3A	5A	2A	3A	6A	7A	21 - 24
21 - 24	-	1	2A	4A	-	1	3A	4A	1	3A	4A	6A	2	3A	5A	6A	3A	5A	8A	8A	25 - 28
25 - 28	1	2A	4A	5A	1	2A	4A	5A	2A	4A	6A	7B	3A	4A	6A	8B	5A	6A	9B	10B	29 - 32
29 - 32	2	3A	5A	6A	2A	3A	5A	7A	3A	5A	7A	9B	4A	5A	8A	10B	6A	8A	11B	12B	33 - 36
33 - 36	3A	4A	6A	7B	3A	4A	7A	8B	4A	6A	9B	10B	6A	7A	9B	11B	8A	9B	12B	13B	37 - 40
37 - 40	3A	5A	7B	8B	5A	5A	8B	9B	5A	7B	10B	11B	7A	8B	11B	13B	9B	11B	14B	15B	41 - 44
41 - 44	4A	6B	8B	9B	6A	6A	9B	10B	6B	8B	11B	13C	9B	9B	13B	14C	11B	13B	15C	17C	45 - 48
45 - 48	5A	7B	9B	10B	7A	7A	10B	12B	7B	10B	13B	14C	10B	11B	14B	16C	12B	14B	17C	18C	49 - 52
49 - 52	6A	8B	10B	11B	8B	8B	12B	13B	8B	11B	14B	15C	11B	12B	16B	17C	14B	16B	18C	20C	53 - 56
53 - 56	7B	9B	11B	13C	9B	9B	13B	14C	9B	12B	16C	17C	13B	13B	17C	19C	15B	17C	20C	21C	57 - 60
57 - 60	7B	10B	13C	14C	10B	11B	14C	15C	11B	13C	17C	18C	14B	15C	19C	21C	16C	19C	21C	23C	61 - 64
61 - 64	8B	11C	14C	15C	11B	12B	16C	17C	12C	14C	19C	20D	16C	16C	20C	22D	18C	20C	23D	25D	65 - 68
65 - 68	9B	12C	15C	16C	12B	13B	17C	18C	13C	16C	20C	21D	17C	17C	22C	24D	19C	22C	24D	26D	69 - 72
69 - 72	10B	13C	16C	17C	13B	14C	18C	19C	14C	17C	21C	22D	18C	19C	24C	25D	21C	24C	26D	28D	73 - 76
73 - 76	11C	14C	17D	18D	14C	15C	19D	20D	15C	18D	23D	24D	20C	20D	25D	27D	22D	25D	27D	30D	77 - 80
77 - 80	11C	15D	18D	19D	15C	16C	21D	22D	16D	19D	24D	25E	21D	21D	27D	29E	24D	27D	29E	31E	81 - 84
81 - 84	12C	16D	19D	20D	17C	17C	22D	23D	17D	20D	26D	27E	23D	23D	28D	30E	25D	28D	30E	33E	85 - 88
85 - 88	13C	17D	21D	22D	18C	18C	23D	24D	18D	21D	27D	28E	24D	24D	30D	32E	27D	30D	32E	35E	89 - 92
89 - 92	14C	18D	22D	23D	19C	19C	25D	26D	19D	23D	28D	29E	25D	25D	31D	33E	28D	31D	33E	36E	93 - 95
93 - 95	14C	18D	22D	23D	19C	19C	25D	26D	19D	23D	29D	30E	26D	26D	32D	34E	29D	32D	34E	37E	96 - 97 UM
UM 96 - 97	15C	19D	23D	24D	20C	20C	26D	27D	20D	24D	30D	31E	27D	27D	33D	35E	30E	33E	35E	38E	98 - 99 UM
UM 98 - 99	17D	21D	25D	26E	22D	22D	28D	29E	22E	26E	32E	33E	29E	29E	35E	37E	32E	35E	37E	40E	100 UM
UM 100	19E	23E	27E	28E	24E	24E	30E	31E	24E	28E	34E	35E	31E	31E	37E	39E	34E	37E	39E	42E	

(Use Aether Criticals)

UM = Unmodified Roll

FIRE and ICE™

Your heating bill will never be the same!



"The six Champions stood in a circle, one from each element. They stood quietly, their heads hung low. Slowly, they began to chant. The words started soft, but built in power and intensity. Each Champion began to glow slightly as they filled with power. The elements swelled and rushed to fill them. They vibrated as the chant rose higher still. Finally, their heads rose as one. Their eyes burned, seemingly consumed by the elements."

The hottest and coolest **Rolemaster Fantasy Role Playing™** supplement to hit the streets in years.

New spells, new professions, new training packages, and new monsters will add spice and power to any campaign game.

Detailed item creation rules add a flavorful twist. But beware the corruption of such power. Find out what your characters can do when they command the elements.

Produced and distributed by



Iron Crown Enterprises
112 Goodman Street
Charlottesville, VA 22902
USA 434-244-0881

<http://www.ironcrown.com>

1-55806-573-3

ICE2200



9 781558 065734

Made in USA

#5812