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HELLFROST

AGAINST THE ELEMENTS





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AGAINST THE ELEMENTS



● INTRODUCTION ●

This adventure is designed for a group of four Veteran characters. For parties with more members or advancements, the GM should increase the number of opponents accordingly. For this adventure we advise you to add one additional Extra of the appropriate sort to each encounter for every Rank the party is above Veteran. For instance, if a party of four Heroic adventurers encounters undead elementalists numbering one per two heroes, the characters must fight a total of three mages—one for each pair of heroes, plus an additional one because the party is Heroic. If there are mixed elementals in the same encounter, the GM determines the type of any additional ones.

The adventure, which takes place in the Low Winterlands, should be set in later autumn, winter, or early spring, as there is snow on the ground. Much of this adventure takes place indoors, out of the bitterly cold wind. Except where noted in the text, the temperature is a constant 40° F below ground. See the *Savage Worlds* rulebook for the effects of cold weather and the *Hellfrost Players' Guide* for how the rules work in this setting.

A selection of pre-generated Novice characters can be found at our website, www.tripleacegames.com.

BACKGROUND

For over a thousand years, the Convocation of Elementalists has strived to understand and control the seemingly limitless power of the elements. Across the lands, schools of elementalism were founded in a bid to encourage research into unlocking the greater mysteries of the four realms. Of these, only a handful survived the triple disasters of the Demongate War, the Liche-Priest's campaign of terror, and the Blizzard War.

Our story begins back before the black hordes (unleashed in the Demongate War) ravaged the land. In those distant days, when summers were warm and win-

ters mild, elementalists constructed a school of learning in the eastern Bleak Hills, in what is now Heligioland. Four towers, one for each of the elements, stood upon the surface, while beneath the hills great caverns were worked by bound elementals. For a hundred years the school stood proud, its students and masters working tirelessly on their goals. Then came the Demongate War.

The armies of the Abyss marched across the face of Rassilon, laying waste to all they encountered. Great cities were razed to the ground, countless villages were erased in truly hellish battles, and an unknown number of souls were added to those of their ancestors. The elemental school came under attack in -378 IR. Battling valiantly, the mages summoned scores of elementals and wove spells that wrought destruction upon the infernal legions, yet their struggle was for naught. In the end, the black tide could not be stemmed, and the school was brought to ruin. The surviving elementalists were tortured in mind, body, and soul before being executed.

A generation later, Hela's insanity unleashed the spirits of the damned onto the mortal plane. Seeking whatever corpses they could find, the fell spirits entered the blackened corpses of the slain elementalists. Perhaps those souls sought out corpses who in life wielded powers similar to their own, or maybe there remained a vestige of elemental power in each of the fallen elementalists. Whatever the truth, the newly risen undead knew the power of elementalism.

The undead elementalists began new studies. In their madness, for no sane sorcerer would attempt such a feat, they worked to construct a living elemental god by combining the power of the four elements in unholy union to form a perfect being. Their feat would not be easy, but they had no need for nourishment or sleep. They heard the calling of the Liche-Priest, but they ignored his summons in favor of their own struggle. The Blizzard War raged across Rassilon, yet they did not cease their toil. Nigh on five more centuries evaporated into the mists of time, their passage unrecognized by the crazed elemen-

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talists. And then, just a few decades ago, their studies, research, and tampering came to fruition.

Formed of the four elements, their living god was not divine, nor was it perfect. What should have been the living embodiment of elemental union was an insane abomination trapped in a constant state of elemental flux. The cultists, for that is what the undead had become, went back to their studies, desperate to find a solution to their god's predicament. How they reached their conclusion shall perhaps never be known, but finally they agreed a consensus—their god was hungry. Its sustenance, they agreed, could not be met by any magic they wielded, for their god craved only one thing—the flesh and souls of living elementalists!

And so they went out into the world for the first time in almost a millennia in search of prey. For several years they secretly combed the land, kidnapping lone elementalists and feeding them to their deity. Other beings fell into their grasp. These fared little better, for the elementalists were also working on other experiments—experiments to combine living flesh and elemental essence. A goodly number of their creations died during the unholy conversion process, but some survived and still roam the lower levels of the school.

Then, quite by chance, the hand of fate fell in their favor. The Convocation had dispatched an expedition to investigate the ruined school, whose true purpose had only just been rediscovered. Unsuspecting of the horror ahead, the elementalists entered the ruins in search of knowledge and relics. A month has passed and no word has been heard from the expedition. Fearing the worst, the Convocation has elected to send a second expedition to investigate the fate of the first, this time using hired swords rather than their brethren.

Urit Biscali, Arkhwisard of Eir and a member of the Four, volunteers to personally oversee the hiring process. Urit's task is not selfless, however. A secret collector of antiquities, Urit intends to hire a party who believe they are performing a personal, and well-paid, errand for him, not for the Four. Through their endeavors, Urit hopes to lay his hand on whatever relics his kinfolk left behind, and thus increase his personal powerbase.

THE EMISSARY OF THE FOUR

The adventure begins wherever the heroes happen to be at the time. By now their Glory should be such that folk have heard of their exploits across Rassilon. For convenience, this encounter begins in a tavern, a locale likely inhabited by the party at some stage between adventures, though the GM should alter the introductory text appropriately.

It seems a quiet night is out of the question. After retelling your exploits to the gathered patrons,

you had hoped to enjoy your hot food and fine ale in peace. It seems the Norns have other plans, for a gentleman in flowing robes of white, touched with brown and blue, approaches your table. His short stature, dark hair, and weathered skin mark him as a Finnar.

Any elementalists in the party immediately recognize him as a fellow mage and one who has mastered three elements, though they have not met him personally. Other characters may make a Common Knowledge roll if they have encountered elementalists before or Knowledge (Arcana) if they have not.

The man bows low, then straightens. "Greetings," he says warmly. "My name is Maegister Arto Stenvall, an emissary from the Convocation of Elementalists. My master has need of your services and requests audience at your earliest convenience."

Maegister Stenvall is Urit Biscali's private secretary and fanatically loyal to his master. Under no circumstances will he name his patron. Possible questions the party may raise and Stenvall's answers are detailed below. The GM should use his responses as guidelines to answering other questions the party may pose. Stenvall remains polite at all times, calls the heroes lord and lady as required, and answers with as little factual information as possible.

Q: Who is your master?

A: *"A powerful and influential member of the Convocation who wishes to discuss matters privately."*

Q: Why has he sought us out?

A: *"Your reputations are widely known across this land. My master seeks only proven heroes to undertake an errand. The tales folk sing of your exploits mark you as such heroes."*

Q: Where is the meeting to take place?

A: *"My master bids that when you are ready you are to accompany me and follow my instructions to the letter. No harm shall befall you if you disobey, but it will make the meeting more complex otherwise."*

Q: How much he is paying?

A: *"Such things are not for a servant to know, my lord. My master will discuss such matters with you in person."*

Q: When do we leave?

A: *"At your earliest convenience. I have rooms in this inn. When you are ready, I shall be waiting."*

ACCEPTING THE OFFER

When the party is ready to meet Stenvall's mysterious patron, the mage tells them to collect all of their equipment, for their journey will not allow them to return here quickly. He then leads them into a quiet part of town and bids them to stand close to him. He then pulls a coin from a pouch beneath his robes.

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ATTACKING STENVALL

Attacking Stenvall, defined as both physical attacks and the use of *any* magic against him, is not a good idea. Against physical attacks, Stenvall weathers the assault until his action card. He activates a *sanctuary* spell carried on a coin in his pocket and vanishes. The characters each lose 20 Glory for daring to attack an emissary of the Four in public and are voted as enemies of the Convocation at the next council meeting. The latter results in each hero gaining the Major Wanted (Elementalists) Hindrance and a bounty of 5,000 gs placed on their heads. The adventure, as written, is over.

The GM should devise other methods for luring the party into the school, but should remove all permanent artifacts from the adventure (the undead elementalists tried feeding these to their god before they latched onto using live elementalists).

Attempts to Intimidate the mage into revealing more, reveal nothing—Stenvall is far more afraid of Biscali than the heroes, regardless of their reputation. Stenvall politely cautions the characters to cease their attempts and either accept or decline his master's offer of employment.

Should a successful use of *puppet* be cast upon him, the mage reveals only that his master is Urit Biscali, Arkhwisard of Eir, and that he has a *sanctuary* spell to carry the party to his master's location.

Biscali is not stupid—arriving without Stenvall is a near death warrant. Urit pretends to brief them on a quest to locate a lost elemental relic, and then proceeds to offer them use of a *sanctuary* spell to take them nearer the destination. Biscali has a number of lackeys who set up temporary sanctuaries in remote places on his behalf. The characters are teleported to one in the middle of the Great Forest. Should they ever return, Biscali claims the Siphoning must have disrupted the spell.

"My master has enchanted this coin with the power of sanctuary," Stenvall says, holding the coin up so you can see it clearly. "When I throw the coin into the air, the spell will activate, taking us all to my master's domicile. You may experience a moment of dizziness on arrival, but it passes quickly. Are you ready, my lords?"

When the characters are ready, proceed with the following text:

Stenvall spins the coin into the air with a casual flick of his finger and thumb. As the coin sails upward a wall of spinning wind and cloud rises to follow its progress like a tornado forming from the earth. Everything is eerily quiet. Then the coin reaches its zenith and starts to tumble earthward, dragging the whirlwind with it.

Gone are the streets and buildings, replaced with an opulent reception room. An elderly man clad in white robes with red collar, blue cuffs, and brown hem stands before a roaring fireplace, his back to you. Without turning he says quietly, "Welcome to my home. I am Urit Biscali, Arkhwisard of Eir, and member of the ruling council of the Convocation of Elementalists."

THE ARKHWISARD

Biscali gestures toward comfortable armchairs arranged in a semi-circle in front of the fire and behind his current position. "Please, be seated and relax. Stenvall, please arrange whatever refreshments my guests desire, and then leave us."

Stenvall enquires to what food or drink the heroes wish, ensuring that the kitchen and cellar are well stocked. He then leaves the room, bowing to Biscali as he does. Once the door closes, Biscali turns to face the party.

The arkhwisard is an old man with white hair which seems to move of its own accord, as if a breeze you cannot feel was blowing across him. His face is wrinkled with the passage of time, yet his eyes burn with youthful vigor and unseen energy.

"I apologize for the secrecy involved in bringing you here. I trust Stenvall was polite? Lords, ladies, I have need of your services. I will answer questions in due course, but first I ask you to hear me out. Should you not wish to take up my offer, you will be reimbursed for your time and deposited almost anywhere in Rassilon you desire, with my apologies for wasting your valuable time.

"I will not bore you with a lengthy history, but let it be known that the Convocation once had far more centers of learning than it does today. One such school stood upon the Bleak Hills, in what is now eastern Heligioland. The school was sacked during the Demongate Wars and its occupants slain. With the rise of the Liche-Priest and the Blizzard War which followed his demise, many of our records were lost.

"Recently, a clerk brought to my attention an ancient tome, which spoke of the school. Until then we had assumed the ruin was a border fort and of little interest to our kind. Ignorance, as folk say, is bliss.

"I dispatched a small expedition of elementalists to investigate the ruins, with instructions to return any tomes or relics to the Convocation.

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That was several months ago. No sign or sound has been seen or heard from them. I can only assume they have fallen to some vile creature or trap set by my illustrious forebears. I accept full responsibility for their fate, for they were keen yet inexperienced.

"I intend to rectify my mistake, at least in part, through your services. I wish you to go to the ruin and retrieve their remains. In addition, I ask you to complete their task, returning any relics, tomes, and other elemental items to my office, for placement in our archives. In return for this, each of you will receive 2,500 gold scields and whatever alchemical devices and mundane treasures you retrieve from the ruin. Of course, you will also have earned the thanks of the entire Convocation.

"So, you have heard my offer. Now I trust you have some questions?"

Possible questions asked by the party and Biscali's responses are detailed below. Biscali knows absolutely nothing of events since the school fell to wrack and ruin.

Q: How powerful was the previous expedition?

A: *"Not powerful enough, it seems. They were led by a Maegister, a proponent of three elemental arts. Accompanying him were four Prynciples, members skilled in one element. Four were sent, one of air, one of earth, one of fire, and one of water. In addition, two gentlemen skilled at exploring ruins to act as scouts and guides."*

Q: Where exactly is the school?

A: *"It stands some 70 miles northeast of Myre, close to the border with the Barony of Cul. The ruin is a well-known landmark in those parts."*

Heroes raised in Heligioland or Cul can make a Common Knowledge roll. Success means they know of the ruin, but only through stories or distant sightings from their travels along the roads that lead from Myre to Ice-watch Fort and Cul. On a raise, the adventurer knows the school comprises four towers arranged around a central keep. It has largely been reduced to rubble. Characters with an appropriate Knowledge (Area) skill may make a roll to learn similar facts.

Q: What can you tell us of the layout?

A: *"Very little, I am afraid. We know there were four towers, one to each of the elements. This practice is retained today. It is likely there are lower levels, where the treasures of the school would have been housed. It is our hope that the sublevels have survived largely intact."*

Q: How do we get there?

A: *"Once I began to question as to whether the expedition had survived, I sent agents to Myre to set up a temporary sanctuary. Through use of the sanctuary spell you will be transported directly to Myre, which would make a suitable base for supplying your expedition. To*

ensure your safe return, I have learned from my previous error. Each of you will be given an alchemical device containing the sanctuary power. Whether your quest is successful or you need to withdraw rapidly, the devices will return you to my office immediately."

Q: Why not use elementalists?

A: *"The loss of the expedition was a tragic mistake. I sent in scholars when I should have sent in warriors. The ruin has been abandoned by men for eight centuries. All manner of beasts could have made its stones their lair. Put more simply, my people are simply not up to the task."*

Q: What makes you think we'll survive any better?

A: *"Faith, hope, and knowledge of your exploits and heroic deeds."*

Once the questions are over, Biscali raises a hand and waves his fingers. A distant bell can be heard ringing. Moments later, Stenvall reenters the room. Behind him come several servants carrying the characters' food and drink. Biscali then excuses himself, telling the heroes he will give them time to dine and discuss his offer. When they are ready to give an answer, they are to ring a small silver bell on his desk.

Although the furnishings, sculptures, and paintings in the office are valuable, there is nothing easily portable of any value or interest (except the silver bell, which is worth 5 gs). Biscali's desk is ceremonial and holds no papers.

ACCEPTANCE AND REFUSAL

Biscali reappears a few minutes after the bell is rung. Parties who do not wish to undertake the expedition are offered magical transportation to any large town or city in the Hearthlands or Winterlands—the Convocation keeps a large number of temporary sanctuaries in place for its agents.

Should the party turn down the offer and then proceed to loot the ruins, Biscali eventually finds out through his many contacts and spies. Assume he does so after 1d4 months. He dispatches Stenvall to track the party down and demand any relics and tomes be handed over to the Convocation immediately. Refusal results in each character gaining the Major Wanted (Convocation) Hindrance and a 5,000 gs bounty on his head. Biscali also spreads word of the party's treachery. They suffer a –20 Glory penalty, for anyone who would double-cross the Convocation is undoubtedly as far from trustworthy as is possible.

Should they accept, Biscali tells them to prepare for immediate departure—time is of the essence as there may be survivors to rescue. He hands the party a collection of scrolls, each in a separate scroll case. There are three castings of the *elemental manipulation* spell for each of the four elements (air, earth, fire, water). The scrolls are all written in Trader. Biscali isn't sure how useful they'll be to the party, but he says many ancient elemental traps can be disabled with these simple enchantments.

HELLFROST ADVENTURE #09

SUMMONING & BANISHING ELEMENTALS

The presence of the elemental lord makes the summoning of elementals extremely dangerous. Each round after an elemental is summoned, the GM must draw a card from the action deck. A black face card means the elemental has fallen under the command of the elemental lord and turns on the heroes. Control cannot be regained by the characters. The summoner's spell is cancelled (so he doesn't have to Maintain it—that is now being done by the elemental lord).

Attempts to *banish* an elemental within the lower levels suffer a -2 penalty so long as the elemental lord remains alive.

MYRE

Within the hour, the party is transported to the outskirts of Myre, where a young elemental is waiting. She introduces herself as Aelwynn Ingvarsdohtor, a student of air. Aelwynn informs the party that rooms have been booked in their names in the Wanderer's Rest and a sum deposited to keep them in food and drink for two days. She is not staying at the inn—now the party has arrived she has business in distant Aslov.

Myre is a small town on the trade road between the Hearthlands, the Barony of Cul, and Haldalund. Any goods with a V or T availability can be purchased here at standard prices.

Every citizen knows of the ruins the party seek and accurate directions are easily come by. A few curious hunters have explored the ruins over the years and have even used them as a temporary shelter, but none has ever found anything of note. Also, Hearth Knight patrols are known make sporadic visits to ensure goblins and orcs do not take up residence. Since the elementalists vanished, no one has visited the site, nor do they have any intention of doing so until the next Hearth Knight patrol investigates the place for monsters. The next patrol heading that way isn't due for several weeks thanks to orc raids along the borders of Heligioland tying up resources.

The elemental expedition stopped in Myre before embarking on its quest. No one in the town has seen any sign of them since they departed for the ruins. Many rumors abound as to their fate, and none make for pleasant hearing. The chances of seeing them alive are generally regarded as being only slightly better than nil. None of the mages left anything behind when they left, and their rooms have been used by dozens of travelling merchants in the intervening time.

THE JOURNEY TO THE SCHOOL

Three days of steady marching is enough to bring the

party to the ruins. No creatures are encountered beyond wild game. The GM may wish to add in an encounter of his own devising, but the party should arrive uninjured and with any herbal and alchemical resources largely intact.

THE RUINED SCHOOL

The elemental school filled two levels. The upper level, comprising four towers and a low keep, held living quarters, kitchens, and dining facilities for the students. That level has long since been reduced to rubble and picked clean of any valuables.

On the lower levels, which survive mostly intact, were the masters' quarters, library, laboratory, lecture hall, and other important rooms. Rather than being a single lower level, the vaults were constructed as four separate areas linked together by the central auditorium, in which all elementalists were welcome. Thus, each elemental branch had its own rooms inaccessible to those not skilled in the art.

COMMON FEATURES

Unless otherwise indicated in the text below, all doors are made of magically hardened wood (Toughness 14). Some doors have special magical locks (see below). All doors not indicated as having these locks are assumed to be unlocked. Smashing down a door creates a lot of noise, especially if not done quickly. Failure to break down a door in a single blow results in all residents in the same quarter coming to investigate in 1d6+1 rounds.

The lower chambers are uniformly 12' (2") high except for the elemental chamber (page 17) which is 36' (6") high.

All rooms and corridors are unlit unless they contain undead elementalists or the descriptive text for that area indicates a light source. Illuminated areas contain enough torches to provide good lighting conditions. Assume each room holds one torch per 4" of wall. If between one-third and one-half the total number of torches are extinguished, the lighting in the room drops to Dim (-1). Removing between half and all but one makes the lighting conditions Dark (-2). Extinguishing all the torches leaves the room Pitch Black (-4).

Areas containing furnishings or obstacles that fill all or part of a square and which reasonably allow movement through, over, under, or past are considered difficult ground. For instance, a table filling a square is difficult ground as a hero can leap over it or duck underneath. However, a column filling an entire square allows no movement through its space.

ELEMENTAL LOCKS

In days of old, elementalists were a more secretive bunch, and sought to shield their studies from those

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who did not follow their chosen path. In order to protect their sanctums, they inscribed elemental sigils on doors, chests, and other important objects.

The four basic symbols are a triangle (fire), a square (earth), a circle (water), and a spiral (air). The symbols are also found in varying combinations, representing Elementalists with knowledge of multiple elements. In these cases, the symbols are placed one inside the other. The outer symbol is the elemental's primary element, with the others inscribed in the order learned. For instance a square inside a circle inside a triangle indicates the mage studied fire, water, and earth in that order. In order to unlock this door, three *elemental manipulation* spells are required.

Bypassing these magical locks requires a casting of the appropriate *elemental manipulation* spell. However, the spell is only required when trying to open a door with a sigil on the side the character is facing. Doors which have locks are indicated on the . The symbol indicates on which side of the door the lock is situated. For instance, any person can enter the auditorium (page 15), but only an elemental can leave, and then only by a door for which he can cast the appropriate *elemental manipulation*.

A successful casting unlocks the door. The lock remains inactive until the door is closed, at which point it automatically reactivates. Note that while the doors do not close themselves, an undead elemental who finds an open sigil-engraved door will close it.

This system wasn't foolproof, for any literate sentient can use an alchemical *elemental manipulation* scroll, but mundane guards ensured strangers were routinely questioned. The security features, created using magic lost since the Blizzard War, are still in place today. The locks are impervious to *dispel* and *negate arcana*.

An elemental recognizes the purpose of the sigils automatically. Other characters must make a Knowledge (Arcana) roll to determine their meaning.

UPPER LEVEL

The upper part of the school is a tumbled mass of weathered stone and aged timbers, testament to some cataclysmic struggle. The four towers, perhaps once 40 feet high, are now short stubs, their walls blown outward as if by an explosion. Nothing stirs among the ruins.

A casual search reveals two finds. First, nestled in an overhanging section of what was once the keep are the long-dead remains of a campfire. A Survival roll at -4 indicates the fire is several months old and has been protected from the elements by the masonry. A Tracking roll at -4 reveals signs of a struggle, but exactly how many individuals were involved and what they were is impossible to say. Second, the rubble at the base of each tower has been cleared away, revealing a blackened wooden door.

Upon each door is etched a single elemental sigil. A triangle adorns the northwest tower, a square on the northeast, a circle to the southeast, and a spiral on the southwest door. These are elemental locks. The sigil matches the elemental specialty of each tower's former students. When the school was in use, only students who knew the appropriate element could enter the towers and access the facilities on the level below. All the doors are closed, thus the sigils are active.

Behind each door is a spiral staircase descending into inky darkness. The stairwells spiral down for 50 feet.

LOWER LEVEL

Important: While within the lower level, use of the Elementalism arcane skill is not subject to the usual rules for the Siphoning. Instead, a roll of 1 on the Elementalism die leaves the caster Shaken (but his spell still activates if the Wild Die is a success). This applies to both heroes and NPCs equally.

The reason for the weakened Siphoning effect is the presence of the elemental vortices in Area 19. However, if an elemental vortex is destroyed, use of that element becomes subject to the standard Siphoning rules. Destroying the fire vortex, for instance, means fire spells cast using Elementalism are subject to the full Siphoning, but air, earth, and water are not.

All other spells, even those with an elemental trapping, are subject to the normal *Hellfrost* rules for backlash.

1) FILTHY POOL

A narrow ledge, slick with green algae, surrounds a pool of murky water. Not a ripple stirs on the surface of the pool. In the center of the opposite wall is a wooden door.

Students once used the pool to practice summoning and banishing water elementals, as well as for testing their *environmental protection* spells were properly cast. These days it is the dumping ground for the elemental's failed experiments.

Terrain: The pool is only 10' deep, but the filthy water prevents the characters from seeing the bottom. The sides are sheer drops and the ledge around the room is slick with water and algae. Treat this as difficult ground.

Monsters: Lurking in the foul water is a number of flesh oozes, the results of failed attempts to cross mortal flesh with water elementals.

M Flesh Oozes (1 per hero): See page 20.

Tactics: The oozes wait beneath the surface of water until the party either disturbs the water or one party member is halfway around the ledge before attacking. They then slither onto the ledge, using Gang Up tactics on a single character until one of their number has en-

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RELICS WITH SPELLS

Relics containing a spell have an arcane skill, which *any* sentient creature capable of activating it may use as if it possessed the skill (so Wild Cards roll a Wild Die as normal). To use the device, the character needs to attune to it first. The caster may never use his arcane skill.

Activating the spell requires an action. Spells can be Maintained as long as the *user* fulfills all the regular requirements. Otherwise, these relics function exactly as per the spell.

For the items in this adventure, the user *and* object are both subject to the Siphoning (see the note on page 7)—loss of magical ability applies to the relic only, while physical affects plague only the wielder. Even if the wielder has an Arcane Background, the Siphoning doesn't affect him, since it is the relic which is drawing on magical energy.

veloped him. The remainder then goes in search of other prey. Unless the heroes are paying watchful attention to the pool, they must check for Surprise when the beasts emerge.

2) HOUSE OF HEALING

Three collapsed and worm-eaten beds stand against the west wall and two against the east wall. In the southeast corner stands a low wooden bench atop which stands a collection of dusty glass jars.

As healing falls under water elementalism, the school's infirmary was constructed here. Most water mages with a few years study under their belts could cast *healing*, and so the facilities were predominantly used by other students. The infirmary also housed a small herbalist laboratory, though all that remains are a few jars of dried herbs.

Treasure: The jars contain dried medicinal herbs. They remain useful to an herbalist even after several centuries. There are three doses of healing herbs for aiding burns and three for breakages. In addition, there is one dose of healing (regenerative) herbs, two purgatives, and two soporifics.

3) TEMPLE TO NEORTHE

The walls of this long chamber are painted with faded and cracked murals depicting ships, waterfalls, and sea creatures. Rows of rotten benches some scorched black by fire, run across the width of the room. To the north stands an altar of coral.

Large chunks lie smashed on the floor, along with a silver jug squashed flat by some immense force.

While the majority of elementalists pray to Maera as goddess of magic, they also honor the elemental gods. During the battle for the school, a fire spell ignited the pews. It was quickly extinguished, but not before causing some damage. The altar was later defaced by the demonic attackers and the temple's holy symbol, the silver jug, crushed underfoot.

Treasure: The flattened silver jug weighs half a pound and is worth 20 gs to a silversmith. Any character who shakes it hears a rattling sound. Contained within is a black pearl, stashed for safety by an elementalist during the fight with the demons. This holds an alchemical *environmental protection (water)* spell.

4) POTION LABORATORY

Four benches stand against the walls around this room. Unusual apparatus, beakers, oil burners, retort stands, and potion bottles lie scattered haphazardly on the benches. Three skeletal figures clad in the tattered remains of robes are busying themselves at the desks.

While any student at the school could learn alchemy, the laboratory was constructed in the water element's domain (they having successfully argued that potions, the commonest form of alchemical device, were their territory)

Terrain: The benches can be tipped over to use as Cover with a Strength roll (as an action). They provide +3 Armor.

Monsters: Present are a former Maegister of Waeter and two of his students. The students are working at the bench to the left of the door, while the Maegister is working in the northeast corner.

Ⓜ **Undead Maegister of Waeter (1):** See page 21. The Maegister knows waeter (specialty), eir, and ertha spells. He wears leather boots with silver buckles shaped like cresting waves.

Ⓜ **Undead Elementalist (2):** See page 21. Both know only waeter spells.

Tactics: One of the elementalists tries to block the doorway while his companion angles *stun* spells just outside the door. When the mage guarding the door drops, the other takes his place.

The Maegister is paranoid, and instantly assumes the characters are rival elementalists here to steal his work. The fact they are living beings does not enter his warped mind. So long as his guards are standing, he spends each round randomly grabbing a potion flask from his desk and drinking its contents, so as not to allow them to fall into his "rivals" hands. Roll a d10 to determine which potion he guzzles each round. Only one of each type exists—reroll used potions. If wounded, he casts *healing*,

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and then continues quaffing potions. Any scuffle in the doorway provides the Maegister with Medium Cover.

Only once both his minions are dead does he turn his attention to the characters. He opens his assault with a *burst* spell, followed by three 2d8 damage *bolts* spread among the characters present (starting with those closest). If the heroes close to melee, he casts *deflection* as soon as possible (if he hasn't already drunk the potion). He tries to *teleport* to the auditorium when he has taken three wounds.

Once there, he spends a round explaining the situation to the elementalists present in the room (if not already slain). They then come searching for the characters while the Maegister of Waeter uses *healing* to recover his wounds. Once healed, he too joins the hunt. If the auditorium's occupants are already slain, he uses the time for *healing* spells before going off in search of the characters.

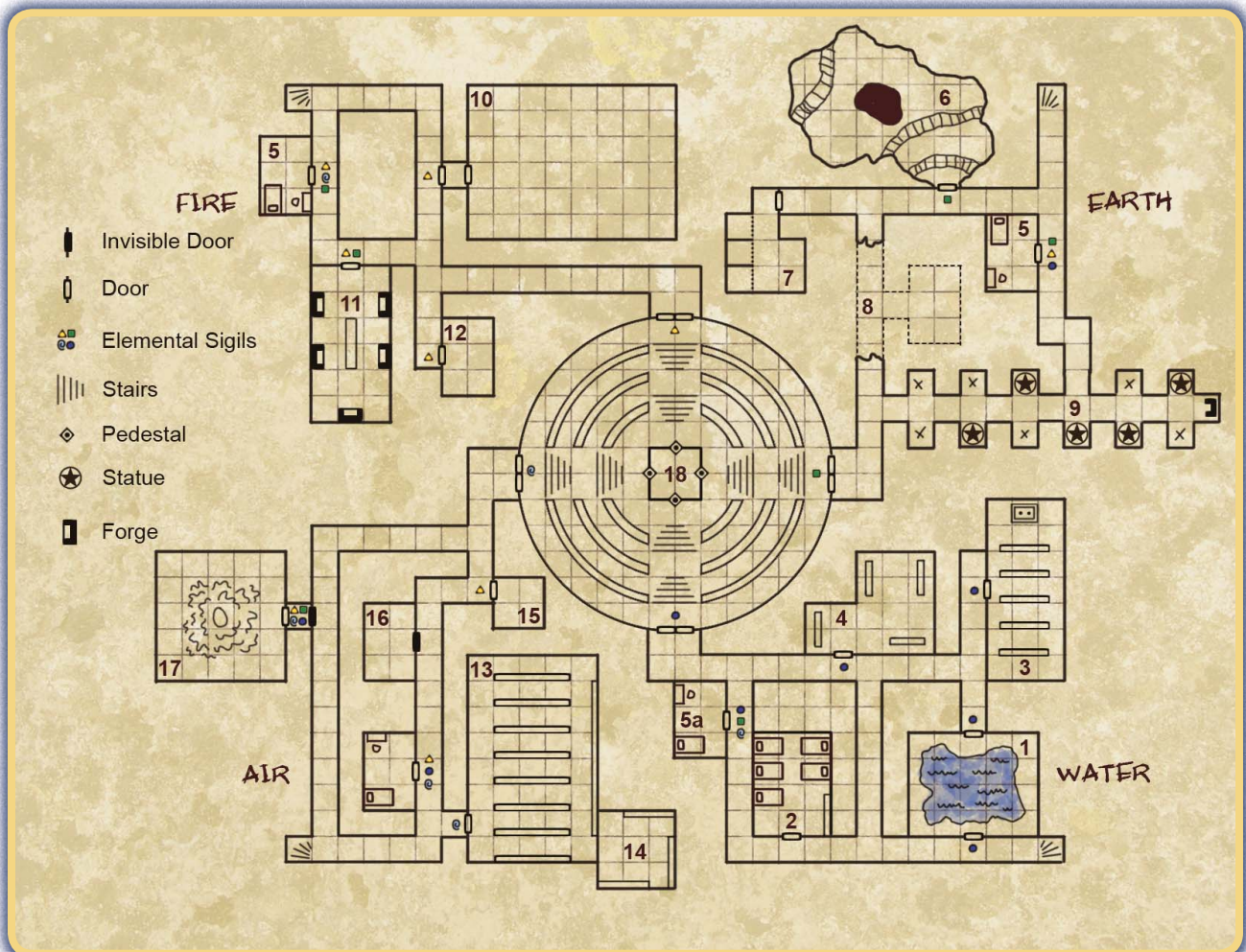
Treasure: The Maegister's boots are *boots of water walking* (d12 Elementalism die). He carries a seastone (a light, blue-green worth 290 gs) in his robes. This is one of the four elemental gems required to operate the teleport in the auditorium (page 16).

Gathered together, the laboratory equipment is

equivalent to an alchemist's trunk. Due to wear and tear over centuries of use it has a base resale price of just 50 gs. A hero who thinks to collect the raw alchemical ingredients gains 1d6 x 50 gs worth. These can be resold at that price or used by a character to offset the cost of manufacturing his alchemical devices. Every 50 gs of ingredients weighs 1 pound.

The potions available in the laboratory are as below. Unless otherwise stated, they were created with a standard success.

d10	Potion
1	<i>Healing</i>
2	<i>Elemental Form (water)</i> (the mage can still quaff potions in this form.)
3	<i>Quickness</i>
4	<i>Succor</i> (cast with a raise)
5	<i>Farsight</i>
6	<i>Energy Immunity (fire)</i>
7	<i>Armor</i>
8	<i>Mend</i> (this is designed to be poured over a damaged vehicle and has no effect if consumed)
9	<i>Deflection</i> (cast with a raise)
10	<i>Heat Mask</i>



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5) MAEGISTER'S CHAMBERS

This chamber contains a bed, a small desk, and a stool. The dust of centuries lies undisturbed and a heavy smell of mold and decay permeates the air.

Each head Maegister had private quarters-cum-study on this level, far away from the students (though they still had to go upstairs to eat and take a bath)—the other Maegisters lived on the top floor of the towers. To ensure the occupants were not disturbed, their chamber doors were inscribed with sigils for all the elements they knew.

Treasure: Lying on the desk of the Maegister of Waeter's quarters (5A on the map) is a single scroll case. Inside is a scroll with the *detect arcana* power written in Classical Anari. The Maegister of Waeter, who no longer needs to sleep and has not visited his chambers in centuries, has forgotten its existence. The other Maegister's chambers contain nothing of any value.

6) TEMPLE TO ERTHA

Stalactites hang from the ceiling and the walls are natural, but the sloping floor has clearly been worked by living hands. The floor slopes down toward the center of the chamber, where lies a large void.

Ertha is second only to Maera in terms of importance to most earth elementalists. During their excavation of the subterranean levels, the elementalists discovered a small natural cavern with a deep hole in the center. Determining this was an omen, they had a priest of Ertha consecrate the site so they could use it as a temple. They left the chamber largely in its natural state—only the floor has been worked smooth. Offerings to Ertha were thrown into the pit. In recent times, the crazed Maegister of Ertha has offered his goddess weapons and armor captured on raids. Unfortunately for the owners, they were still attached when the equipment was thrown into the abyss!

Terrain: The floor of the chamber is divided into a series of ledges. Crossing between different elevations is difficult ground. The hole in the center of the chasm is 200 feet deep. A character standing in a space partially occupied by the gaping void must make an Agility roll if Shaken or wounded, -2 if the attack was a raise. A failure results in him losing his balance and falling. Anyone plummeting into the hole suffers 10d6 when he hits the floor.

The hole leads into a huge cavern with numerous exits. These areas are left for the GM to expand in a future adventure if he so wishes. If he prefers not to present his party with distractions, there are no exits. A pile of rusting metal, coins, jumbled bones and decomposing

corpses covers the cavern floor directly beneath the hole. These are the remains of sacrifices to Ertha, both ancient and recent.

Monsters: The Maegister of Ertha stands on the raised area at the rear of the chamber, calling upon Ertha to heed his prayers and make his creations whole. Kneeling before him, directly below his position, are a number of acolytes. The floor is clearly visible from the Maegister's position.

Ⓜ **Undead Maegister of Ertha (1):** See page 21. This elementalists knows *ertha*, *fyr*, and *waeter* spells, but refuses to use any not of the earth element. He wears a tiny amber ring in the shape of a coiled snake and carries a small, smooth stone in a pouch.

Ⓜ **Undead Elementalists (1 per hero):** See page 21. They know only *ertha* spells. Treat them as crouching when combat begins.

Tactics: All the elementalists attempt to cast *armor* as their first action. While the lesser elementalists then rush straight into the fray, the Maegister holds back and casts *elemental form* on his second turn. He then fires off an *entangle* spell in a Medium Burst Template (-1 penalty), aiming to entrap as many characters as possible. His next action is to cast *quake*, ensuring any foes still entangled are within the spell's area of effect.

Heroes who line up between him and the hole find themselves on the receiving end of his alchemical *knock-down* device. He uses his *viper weapon* device only if struck by an opponent in melee.

Attempting to push someone down the hole requires a Fighting attack. With success, the attacker then rolls his Strength (adding his Size) opposed by his rival's Strength (again with Size as a modifier). Success on this roll pushes the defender back 1" in a direction chosen by the attacker.

Treasure: The Maegister's amber snake ring is an alchemical *viper weapon* spell. In order to activate it, it must be touched against the target weapon. This requires a Fighting roll using the ring hand. His rounded stone contains an alchemical *knockdown* spell. When flicked toward a foe, the stone expands to become a huge boulder as it moves down the Cone Template, bowling over foes. He also carries an earthstone (a brown gemstone, worth 456 gs) in his pouch. This is one of the four elemental gems required to operate the teleport in the auditorium (page 15).

The treasure at the bottom of the hole amounts to 318 gs. Clerics of Ertha who steal the sacrificial offerings are guilty of a moderate sin. Failing to prevent comrades from taking the treasure is a minor sin.

7) CELLS

Along the west wall are three cells. From the center one protrudes a skeletally thin arm. A weak voice calls out, but the words are unintelligible. Opposite the cells stand a number of statues. None bear any defined features. Rather, they look like

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unfinished sculptures—the basic humanoid form is there, but all the detail is lacking.

Aside from somewhere students were sent to calm down after an argument or fight, the cells were rarely used for their obvious purpose. They were private retreats, where mages could come to meditate in peace and practice their earth elementalism.

Terrain: The locks on the cells can be picked or smashed (Toughness 10). There is room to squeeze an arm through the bars, but the gap is too small for any creature larger than Size –2 to fit through.

Inside the middle cell are an emaciated Saxa and a decomposing male corpse. A Notice roll made from outside reveals parts of the corpse's flesh are missing. Checking the corpse more thoroughly requires the heroes to enter the cell. A few minutes investigation reveals bite marks inflicted by human teeth. A Healing roll reveals they were made post-mortem.

Monsters: The elementalists placed two stone golems here to oversee the prisoners. They took no part in the Golem War due to the proximity of a powerful source of elemental earth energy which blocked out the mysterious signal that triggered the conflict.

The golems remain motionless unless they are attacked or someone tries to open the gates without giving them the command phrase to stand down (the characters have no hope of discovering this). The golems do not respond to signs of combat elsewhere in this section of the lower school—their orders don't allow for that eventuality.

📌 **Stone Golems (1 per 2 heroes):** See page 20.

📌 **Prisoner (1):** The prisoner is the only survivor of the Convocation's expedition. Treat him as having all attributes at d6, Climbing d6, Fighting d4, Notice d8, and Stealth d8. He has two levels of Fatigue from hunger.

Tactics: The golems have no tactics beyond preventing anyone from freeing the prisoners through extreme physical force. They keep pounding at the same victim until he stops moving, regardless of whether that target is actually inflicting any harm on them.

Continuation: The prisoner is extremely emaciated and close to death. Once rescued, he tells the following tale. He has no wish to join the party and desires only to be freed so he can return home.

"My name is Argius ap-Bron," the man coughs. "I was hired as a guide to assist an expedition sent here on the orders of the Convocation of Elementalists. We arrived safely enough, though I couldn't say for sure how long ago that was. We searched the upper ruins and uncovered four doorways. By then it was late in the day, so we made camp. I don't know what happened, but we were all captured. At least me and my fellow scout were." He nods toward the corpse.

"We awoke in these cells. We've seen nothing of the other expedition members since that night. We'd

been stripped of weapons, but they, whoever they are, left us our rations and waterskins. No one came to visit us or question us, or to give us food or water. My cellmate died within the week—the fool gobbled his rations too quick. My rations lasted several weeks before they ran dry. I've survived, but only by...by...by doing what I had to do. You understand, right? It was the only way I could stay alive!"

The elementalists were taken to the elemental heart and offered to the elemental lord as nourishment. Of no immediate use to the undead, the two guides were thrown in here. At some point (they're in no rush) the undead mages planned to use the pair in their experiments. Unfortunately, after centuries of unlife the mages have forgotten that living beings need food and water to survive and the two golems were programmed long ago to ignore anything said by the captives.

8) CAVE-IN

A section of the ceiling has collapsed, choking the corridor with lumps of masonry.

The corridor was deliberately collapsed during the demonic invasion by an earth elemental, crushing a number of demons to pulp. The current occupants have no interest in clearing away the rubble. The characters can clear away two yards worth of debris for every four hours of work. This assumes a four-person work party. Increase the time by one hour for each person below this number involved in the task. There is nothing of interest amid the debris or in the rubble filled chamber aside from a few shards of bone.

9) CORRIDOR OF AGONY

Deep alcoves line both sides of this corridor. In some, stand ancient statues, their features chipped or cracked. Other statues appear much newer. Curiously, these ones carry wooden shields on their left arms and wield metal long swords in their right hands. One end opens into a T-junction, while at the other stands a stone throne.

All the alcoves once contained statues of the Maegisters who had died while in the employ of the school. Students would come here to reflect on their images in order to comprehend the sacrifice the Convocation might ask them to make. The throne at the far end was a favorite meditation spot for the Maegister of Ertha, who would gaze down the line of alcoves, wondering what successive generations might make of his deeds.

Many of the statues were badly damaged after the attack. When it became obvious the living statue experiment was only a partial success, the Maegister of Ertha

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had his creations placed in the alcoves as trophies until he devised a cure.

Terrain: Entering a square containing a statue (as opposed to a living statue) is difficult ground, as is the space containing the throne.

Monsters: Half a dozen living statues stand amid the alcoves. They remain completely still, for the slightest movement causes them agonizing pain. While they appear like statues at first glance, their shields are wooden and their swords metal. Touching a statue's stone body has no effect, but moving a shield or sword sends pain coursing through every fiber of its being. This causes the living statue to enter a berserk state and attack the nearest character. The statue's frenzied screams trigger the other statues, which immediately join the fray. Check for Surprise.

📄 **Living Statues (2 + 1 per hero):** See page 20.

Tactics: The enraged statues are extremely dangerous. Although they only ever target the nearest opponent (inadvertently using Gang Up tactics) their attacks are always Wild Attacks. While they are relatively easy to strike, foes who allow them to attack first find themselves on the end of a furious blow.

10) BLACKENED CHAMBER

Every surface in this large, empty chamber is scorched black as if by intense heat. Thick soot lines the floor. Dark flakes, disturbed by a breeze created by opening the door, drift lazily to the floor from the walls and ceiling.

This chamber was a practice room for fire elementalists. Here they could unleash fiery devastation against mannequins, summon and banish fire elementals, switch to elemental form, and attempt to resist scorching attacks without endangering the rest of the school.

Terrain: The outer door is emblazoned with the fire element sigil, but the inner door is not. A security feature designed to stop rogue fire elementals from escaping prevents the inner door from opening until the outer door is closed and vice versa. The inner door has Toughness 16.

Monsters: Decades of summoning fire elementals and centuries of exposure to the raw elemental energy crackling in the elemental heart have imbued the soot with a primitive and malign intelligence.

📄 **Soot Elemental (1):** See page 20.

Tactics: The soot elemental waits until the door is opened and someone has entered before attacking. It then rises up as a dark cloud of soot. Check for Surprise. Its low intelligence prevents it from doing anything other than moving to envelope as many living foes as possible in its template.

Treasure: Any character pushing open the inner door realizes it is a relic. Unlike other relics, this one does not require attuning to use (though a hero still needs to attune to learn its power). The door is totally impervious

to fire and heat and is magically toughened, but has no other special qualities. It weighs 150 pounds, making it difficult to extract.

11) FORGES

A wall of heat assaults you as the door opens. Five red-hot forges stand against the walls. Four are worked by black-skinned humans wearing only small loincloths. At the back of the room, clad in red robes is a withered figure, its hands locked behind its back. A long table covered in hammers, tongs, and other blacksmith's tools stands in the center of the room.

Mundane metalworking was considered a core study for those who sought to master earth and fire. The elementalists ran a cottage industry producing farming implements and weapons to help finance the school, and to give each elemental a worthy mundane trade through which he could support himself after graduation.

The forge room also served as the temple to Kenaz, the mages' patron after Maera. The southern forge is covered in symbols of the god of hearths. While of interest to Kenaz's priests, it weighs several tons. Informing the cult as to its location earns the heroes a reward in the form of a favor. See the free download entitled **Favors**, available from our web site.

Terrain: Movement through a space occupied by the table or forges is difficult terrain. Being knocked into a forge causes 2d6 damage and the victim has a chance of catching fire. The table contains a number of hammers and tongs. These can be used as small improvised weapons in an emergency.

Monsters: The Maegister of Fyr stands at the back of the room, facing the door. He oversees a number of his creations, known as fireborns, which are working at the other forges.

📄 **Maegister of Fyr (1):** See page 18. He knows fyr, ertha, and eir spells.

📄 **Fireborns (1 per hero):** See page 19.

Tactics: The fireborns rush toward the nearest character, positioning themselves where possible to be able to attack and block the characters' progress toward the Maegister.

The Maegister casts *armor* (stone skin) on the first round. On the second round he invokes *elemental form*. Combined with his armor, his body has the appearance of a walking lava flow. He next activates *deflection*, which takes the form of heat shimmer. He then uses one of his alchemical devices and drops a *prolonged blast* on the doorway, knowing his minions are immune to its effect. Unless the party makes it through the *prolonged blast*, he saturates the area using his elemental form's flame strike ability on successive rounds. Once two heroes are adjacent to him, he activates his *aura* alchemical device and proceeds to swipe at them with his burning fists.

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If hard-pressed (GMs call), he attempts to *teleport* into the center of his *prolonged blast* spell. From there he runs toward the auditorium to summon reinforcements. Assuming the auditorium's occupants aren't dead, he spends a round informing his comrades of what is occurring. While they rush to the rescue, he stays at the back and supports them through his spells. Should the auditorium be empty, he heads to the temple of Ertha to summon aid. He never asks the Maegister of Waeter for support. In the event all his allies are slain, he waits in the auditorium for the heroes to find him and then unleashes *burst* as they enter.

Treasure: The Maegister carries two alchemical devices. The first is a chunk of obsidian (volcanic glass) inside which burns a fire. When thrown, this activates *prolonged blast* (2d6 damage in a Medium Burst Template) with a fire trapping. His second device is a vial filled with naphtha. When opened or broken, the holder becomes enveloped in a fiery *aura*. The Maegister also owns a relic, a long sword which inflicts +2 damage against creatures that are immune or resistant to fire.

He also carries a small hearthstone (a deep gold gemstone) worth 619 gs. This is one of the four elemental gems required to operate the teleport in the auditorium (page 15).

12) STORAGE

A thick layer of dust covers a jumble of broken glass, lumps of sulfur, balls of pitch, goblets of naphtha, and other assorted chemicals.

Once used to store ingredients for use in alchemical potions with heat and fire trappings, the store room was badly damaged in the attack. Since then, the Maegister of Fyr has plundered what he could easily find for use in his experiments.

Treasure: An hour of careful searching and testing by a character with Knowledge (Alchemy) at d6 or higher accumulates ingredients worth 1d4 x 50 gs. Each 50 gs worth weighs a pound. These can be sold at the stated value or used by the characters to offset the cost of ingredients for their own alchemical creations. They can only be used in devices with heat or fire trappings.

13) LIBRARY

The tinkle of a bell above the door rings out as you enter. Inside are a number of thick, wooden stacks running across the room in orderly rows. Most show signs of burning and having been bewed. A few dust-covered books and scrolls still rest on the shelves, but the great majority of the stacks are bare.

Like the alchemical lab, the library was open to any student. The use of the water sigil was a minor secu-

rity feature designed to prevent outsiders from gaining easy access. The library was deliberately torched by the elementalists when the demons broke through into the area, but the flames did not catch enough to destroy its entire contents. What few volumes remain are concerned with petty aspects of magic (not enough to count as tomes of lore) and mundane issues.

Terrain: Movement through a square occupied by one of the stacks is difficult ground. The stacks are Toughness 8 and provide +4 Armor if used as Cover. Causing a wound to a stack destroys a 1" segment. The square it occupies is henceforth treated as difficult ground. Flinging books at a foe makes a good Agility Trick. As a thrown object, they have range 2/4/8 and inflict Strength damage.

The secret door is activated by pulling a tome entitled *On the Construction of Secret Portals* (see below). A Notice roll made at -2 reveals the existence of this book, as does a *detect portal* spell (or an equivalent). Pulling the book from the shelf unlocks a section of the stacks, which swings inward.

Monsters: Two undead elementalists are in the northeast corner of the library, thumbing through the remaining books in search of a vague reference useful to their Maegister in his experiments.

M Undead Elementalist (2): See page 21. Both know only *air* spells.

Tactics: The elementalists hear the door open thanks to the bell. Paranoid the intruders are from a rival school trying to spy on their master's research, they take action immediately. They begin by quietly casting *deflection*. Once the spell is in place, they sneak along the east wall until they spot whoever has entered and then attack with their staves.

Treasure: *On the Construction of Secret Portals* is a tome of lore. It grants +2 to Notice rolls to detect secret and concealed doors. The Convocation is not interested in this volume. Biscali allows the characters to retain it.

14) SECRET LIBRARY

Three tables are jumbled high with leather-bound tomes and scroll cases.

While the outer library was open to all students and visitors, the elementalists kept their most treasured volumes (magical and mundane) in this hidden room. Security was not a major issue, as knowledge of the secret library was well known to the student body and the tomes were readily available to them. Its creation was more a safety feature to protect the books should a fire ever break out in the library.

Trap: In order to prevent fire, the air elementalists imbued the secret door with a powerful charm. Any heat-generating flame (so not *light* spells) is automatically extinguished when it passes the threshold. A *negate arcana* spell against d6 arcane skill temporarily disables the spell. Fire elementals or those in *elemental form*

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NO TEMPLE TO THUNOR?

The schools of earth, fire and water each have a small temple to their respective elemental god. The air elemental section of the lower school contains no such structure. This was done to avoid offending Thunor, whose temples are always constructed as open-air structures. Hence, the temple was founded atop the air elemental's tower. For those of curious mind, the temple to Maera was constructed in the main keep.

Similarly, the cramped conditions of the lower levels were not conducive to invoking air spells such as *fly* and *teleport*. Students practiced much of their art above ground.

(*fire*) must make a Spirit roll at -2 to cross into the chamber.

The fire mage found a *glyph* scroll in here and used it to booby-trap his diary (see below). Any person opening the book without giving the correct command word activates the spell. It explodes as a 3d6 Medium Template *blast* with a fire trapping, destroying the book and automatically igniting the mundane tomes. Roll a d6 for each tome of learning, tome of lore, scroll, and the other diaries to see if they catch fire.

Once ignited, a book or scroll burns to the state of being useless in two rounds. Extinguishing a book by hand takes an action, but only one book per person can be dampened in this manner. Using appropriate water magic allows all books in the spell's area of effect to be extinguished, but ruins the contents.

Treasure: The secret library is a storehouse of valuable items. In theory, the non-alchemical devices belong to the Convocation and Biscali will insist on keeping them (assuming the party admits to their existence), but unless there is a representative present who forbids it, the characters are free to make use of these items. All the tomes and scrolls are written in Classical Anari.

Among the hundred or so mundane books (each of which weighs 2 lbs) which the Convocation would like returned, are four tomes of lore. These are entitled *The Register of Elementalism* (+4; applies only to matters involving the Convocation), *Secrets of the Four Spheres* (+4; applies only to the elemental realms), *A Study of Magical Sigils* (+2; Knowledge (Arcana)), and *The Alchemical Art* (+2; Knowledge (Alchemy)).

There are also four tomes of learning. Each applies to Elementalism of the appropriate element: *fly* (air), *bridge* (earth), *heat mask* (fire), and *storm* (water).

In addition, there are a number of scrolls: 2 x *bolt* (single bolt, 2d10 damage, air trapping), *lock/unlock* (magical key appears in the lock), *sphere of might* (fire), and *water walk* (reader becomes buoyant).

Finally, there are four untitled volumes. These are the diaries of the undead Maegisters, and each details their warped experiments to merge flesh and raw element.

Reading each of these four volumes takes 2d6 hours. After finishing a volume, the reader must make a Guts roll or roll on the Fear Table at +2. Glancing inside one warrants a Guts roll to avoid the effects of Fear for the next hour, for the images are very graphic. Without the energy of the elemental heart, the experiments cannot be reproduced.

15) ROBBED TREASURY

The reinforced wooden door to this chamber hangs from its hinges, snapped in twain by some immense force in antiquity. Inside, fragments of wood and a handful of gold and silver coins lie scattered on the floor.

The room once served as a vault for students to store their personal monies. It was looted during the attack, though the attackers did leave behind small amounts in their haste to slaughter the elementalists.

Treasure: The coins amount to a paltry 97 gs.

16) TREASURY

Important: The door leading to this chamber is protected by a permanent *invisibility* spell, and thus can be detected only with *detect arcana*. Should all four gems in the elemental heart be destroyed, the spell fails, revealing the portal.

A dozen small chests, arranged in four groups of three, are stacked against the far wall. Centuries of dust lies undisturbed on the flagstone floor.

This was the school's main treasury. The chests are arranged by element. Each chest bears the nonmagical sigil of the respective element. The undead elementalists have long forgotten the chamber exists.

Terrain: The chests are locked with complex puzzle locks. Lockpicking rolls have a -2 penalty. Heroes can use Smarts at -4 to fathom the mechanism. A single failed roll causes the lock to jam, preventing all further attempts. Smashing the chests open is only slightly easier (Toughness 14).

Traps: Each chest contains a potent *dispel glyph*, continuously powered by the elemental vortices in the elemental heart (see page 16). Each chest rolls a d10 arcane die to *dispel* the effects of any spell cast at it. When the appropriate gem is destroyed, the *glyphs* fail.

Treasure: Each chest holds the equivalent of 500 gs in assorted coins, gems and pieces of jewelry.

17) HATCHERY

Important: The door leading to this chamber is protected by a permanent *invisibility* spell, and thus can be discovered only with *detect arcana*. Should all four

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gems in the elemental heart be destroyed, the spell fails, revealing the portal.

A sphere of lightning crackles and hisses around a large ovoid object in the center of this otherwise empty room.

The egg is a storm dragon egg, found in an abandoned nest high in the Icebarrier Mountains shortly before the school was sacked. The arkhwisard who found it had plans to hatch the beast and then tame it, but died before he could discover a method of inducing its development.

Terrain: Any character passing through the lightning sphere suffers 2d6 damage and is knocked back 1". It also causes the lightning sprites (see below) to attack. Because the lightning is not a magical effect, it cannot be *dispelled* or *negated*. *Banish* works, but each casting affects only a single sprite.

Monsters: The lightning crackling around the egg isn't a trap. The entire web of electricity is made up of a number of lightning sprites, rare elemental beings summoned and bound to the chamber centuries ago. Their electrical energy keeps the embryo alive, but prevents growth. To all intents and purposes, the egg is in a state of suspended animation.

Ⓜ **Lightning Sprites (2 per hero):** See page 20.

Tactics: The lightning sprites, while small, pack a powerful punch. The sprites orders are to protect the egg. They divide their number equally among all characters in the room, gaining Gang Up bonuses where applicable. They do not follow any retreating characters out of the room, but will move to attack if targeted from a distance by magic.

Treasure: The dragon egg is worth 500 gs to the temple of Thunor—it isn't due to hatch for another 30 years.

18) AUDITORIUM

This large, circular chamber is arranged on three tiers. In each seating area are wooden benches arranged in a quarter circle. Stone stairs lead down between the benches to a slightly raised podium. Standing upon the podium, in line with the four double-doors which lead into this chamber, are slender pedestals. Four withered corpses sit in the highest tier, while a lone figure in stained and rotten robes stands in the center of the pedestals.

The auditorium is built on three descending circular levels. The uppermost tier holds the most seats and was used by Prynciples, the most common students. The second tier was for Magi (the plural of Magus). The smallest seating section, on the lower tier, was reserved for Maegisters. The school had a single Arkhwisard. When not lecturing, he sat wherever he pleased. All other elementalists were required to sit together according to

their specialty. This seating is to the right of the appropriate door as you look at the map (to the left of those entering).

Terrain: Ascending or descending through the tiers is difficult ground except via the stairs. The wooden benches are narrow and count as difficult ground. Furthermore, any hero who runs along them and rolls a 1 on his running die slips and falls prone. The benches are waist-high and grant +3 Armor to those using them as Cover.

The podium in the center is only a few inches off the floor. The pedestals are chest-high and slim. They do not hamper movement. Each has a small, circular depression on the top. See below for further details.

Monsters: Within the auditorium are four elementalists Prynciples, each knowing a single element. They are seated centrally in the top tier of the appropriate benches. The figure on the podium is the former Maegister of Eir.

Ⓜ **Undead Maegister of Eir (1):** See page 21. This elementalist knows *eir*, *fyr*, and *waeter* spells. He carries on him an origami hawk and a miniature silver hand (see treasure).

Ⓜ **Undead Elementalist (4):** See page 21.

Tactics: The Maegister begins by *teleporting* out of the auditorium to the nearest chamber within range. Once here, he takes the time to cast *deflection* before heading back to the auditorium. Once there, he lets loose with *blast* (fire), *bolt* (air), and *burst* (fire) spells, avoiding melee if possible. If wounded, he uses the nearest benches for cover and casts *healing*. Against heroes using obvious relics like wands, the Maegister employs his silver hand, using its arcane skill to try and Disarm the character.

Each of the other four elementalists uses different tactics. The *eir* specialist casts *deflection* and then enters melee with the nearest hero. The *fyr* mage also activates *deflection* as his first action, but then proceeds to use the benches as cover while unleashing *bolt* spells. The elementalist of earth begins by casting *armor* on himself. He then moves to his comrades in turn and bestows *armor* upon them. Only when cornered, or when all his compatriots have the *armor* spell active, does he enter melee. The water mage uses his *stun* spells to aid his allies, targeting as many characters as possible without catching his fellows in the burst template.

Treasure: The paper bird is an alchemical device containing *voice on the wind*. To activate it, the message is whispered to the bird, which is then thrown into the air, activating the spell. The silver hand is a relic containing the *telekinesis* spell with a d10 Elementalism die. When the spell is activated, the hand moves accordingly. If the user telekinetically grabs a foe, the hand forms a fist. If he throws his victim, the hand does a backhand wave as if batting away an object. Finally, he carries on his person a small windstone (a blue gemstone, worth 500 gs). This is one of the four elemental gems required to operate the teleport on the podium.

Pedestals & Podium: If the four gems found through-

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out the level are placed in the correct depressions in the same combat round, they activate a powerful *teleport* spell, which takes the form of shimmering light enveloping the entire podium. The hearthstone goes on the pedestal nearest the door marked with the fire sigil, the earthstone the one nearest the earth door, the windstone near the air symbol door, and the seastone sits atop the pedestal down the stairs from the water door.

That the podium is magical is revealed to *detect arcana* spells. The heroes must work out the gems' purpose themselves. If they are having trouble, a successful Knowledge (Arcana) roll reveals something must be placed in the depressions to empower the spell, something related to the four elements.

A safety feature prohibits the teleport from transporting anyone while a gem remains on a pedestal (you need the gems to get back). Once the last gem is removed, the *teleport* remains active for a single round. Anything on the podium at this time is teleported to the elemental heart (Area 19), with one exception—the gems can only be teleported if there is a conscious, sentient creature on the podium. This is to stop anyone teleporting away the keys by accident.

Note that characters sent through the teleport as scouts have no way of returning unless they hold all the gems (or they can roll seven raises on single use of the *teleport* spell). Similarly, those in the auditorium have no way of reaching their comrades unless they have all the gems.

Do **not** run the encounter with the elemental lord if any characters go through the teleport without all the gems in their possession. Instead, ignore those party members and return to those in the auditorium (who have the gems). Keep track of passing time. When the others eventually decide to follow, the characters that went ahead must fight as many combat rounds as it took their comrades to come to their rescue.

If the scouts are carrying all the gems, then run the battle straight away. Any characters left in the auditorium can assist the GM by shuffling cards or rolling dice for the elemental lord (the GM should always control the lord's tactics and keep his full stats hidden from the players).

19) THE ELEMENTAL HEART

As the light fades you immediately become aware of the crackling of raw magical energy. In each corner of the room is a swirling elemental vortex—columns of fierce flames, smashing rocks, a whirlwind and an inverted whirlpool. Each column of energy rises from floor to ceiling, and glows with an eerie light. Through the vortices you can just make out something at the center of each, a pedestal perhaps. Outside each vortex are four columns, carved representations of colossal elementals of a type matching the nearest vortex. Each reaches upward, its outstretched arms supporting the high ceiling.

In the center of the room, near four corpses, is an ever-changing elemental form some 20 feet in height, flickering between forms seemingly at random. At first you think it another vortex, but then it laughs and begins moving!

Deal action cards. Do not check for Surprise—the heroes are very likely to be expecting trouble, and the elemental lord can see the elemental vortices being drained to form the teleport points so it knows that someone is coming. The characters begin in the indicated spaces on the map. Whoever used the fire gem appears on the square marked “F,” the water gem on “W,” and so on.

The chamber is located 300 yards (150”) below the auditorium. A natural cave, it was discovered using *detect* and first investigated by brave air elementalists using *teleport* spells (after an earth elemental first created a series of smaller chambers within reach of the elementalists' spells). The elementalists enlarged and smoothed the chamber. Using powerful enchantments, they created the elemental vortices to help power their experiments and protect their home.

Terrain: The elemental vortices take the forms of a large column of fire, clashing rocks, turbulent water, and roaring winds respectively. Each vortex extends from the chamber floor to the ceiling, and thus cannot be avoided by flight.

Movement through a vortex is treated as difficult ground. Each time a character moves through or begins his turn in an elemental vortex he suffers 2d10 damage. Characters passing through the fire vortex have a chance of catching fire. Thus, a hero who moves through the vortex to the platform in the center and returns to the main chamber in the same round suffers the damage twice. *Teleporting* causes no harm. *Environmental protection* provides no protection against the magical vortices. *Energy immunity* does not provide full protection due to the power of the vortices. Instead, the mage takes half damage from the vortex matching the element of his spell. A character standing completely on the central square of each vortex is in the eye of the storm and takes no damage.

The vortices block clear line of sight. All attacks in, out of, or through the vortices suffer a –4 penalty. The vortices cannot be *dispelled* or *negated*.

On each dais is a thin, chest-high column (does not hamper movement), atop which sits a large gem—hearthstone for fire, windstone for air, earthstone for earth, and seastone for water. These have Toughness 10. Destroying a gem causes the vortex to immediately cease (never to return). The squares covered by the vortex are now clear terrain. Removing the gem from the center of the vortex has no effect. Destroying a vortex also removes that sigil from all elemental locks (this is where the locks draw their power). Hence, removing all four vortices disables every lock in the school. Finally, crushing the gem prevents the elemental lord from transforming into that element again. Simply treat a card suit for a destroyed gem as a Joker for the purposes of his flux. If all four gems are destroyed, so is the elemental lord.

AGAINST THE ELEMENTS

Each column has Toughness 20 (4) and has Heavy Armor. They block movement and line of sight.

Concealed beneath the elemental lord's starting position is a low podium, identical to the one in the auditorium. The gems the heroes are carrying can be used to leave this chamber, but all four must be placed in the same round for the teleport to function.

The corpses are those of the missing junior elementals. One was crushed to a pulp, another burned to a crisp, one suffocated, and the last one drowned. The Maegister who led the expedition is not here—he was vaporized.

Monsters: Only the elemental lord dwells here. He begins in the position shown on the map. Note that he fills four adjacent squares. In order to use his regeneration, all four squares must be inside a vortex.

❶ **Insane Elemental Lord:** See page 18.

Tactics: As the elemental lord has no control over its form, its tactics vary from round to round. In air form, it favors his Wind Blast ability against tightly packed heroes. Against separated heroes, it uses its Push against the hero nearest a vortex in the hope of blowing him back into the maelstrom, and it fires a single 2d10 damage *bolt* at a second hero (incurring a multi action penalty).

Its earth form is less tactically minded. It moves toward the nearest character, running if necessary, and begins pummeling him with its huge fists. If it obviously cannot reach a character and enter melee, it runs toward

the nearest one anyway and casts either *bolt* or *burst*, depending on how many characters it can catch in a cone template (multi action penalty).

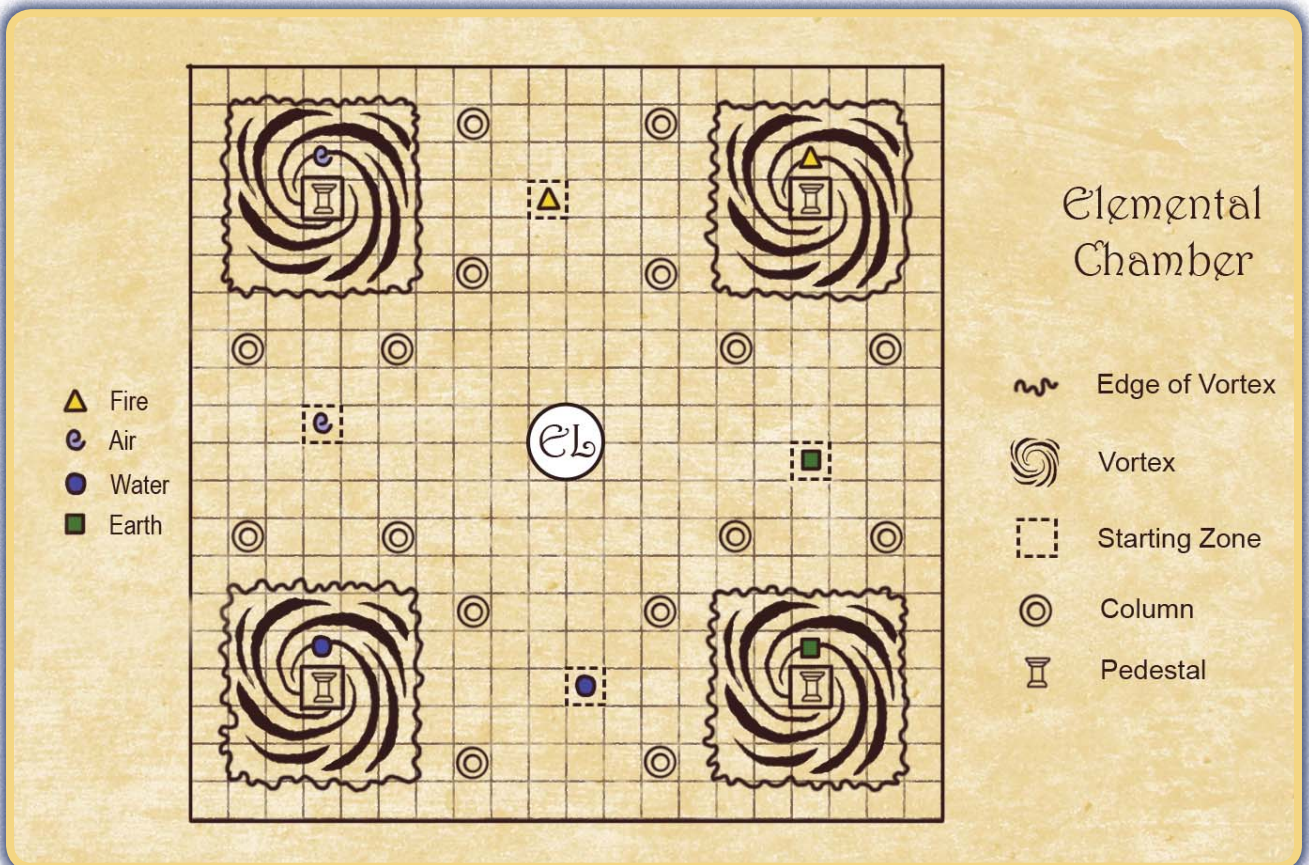
As a fire elemental it favors Flame Strike, regardless of how many characters are caught in its template. If there are adjacent targets, it attempts to strike one with its fiery fists *and* Flame Strike as many others as possible (multi action penalty).

When transformed into water, it follows the same tactics as for a fire elemental, exchanging Waterspout for Flame Strike.

Once it has taken a wound it forgoes any attempts to enter melee or close range on distant foes. Instead, it moves toward the appropriate energy vortex, using the Defend maneuver if necessary. If its form allows ranged attacks, then it endeavors to use its abilities at the most opportune time. Otherwise, it resorts to using *bolt*, incurring a multi action penalty for running as appropriate. Should the matching vortex have been disabled, it retains the tactics for its elemental form, instead.

AFTERMATH

Once the heroes have retrieved the relics and discovered the fate of the Convocation's expedition they can return back to Biscali's office. He asks to see *everything* the party discovered. He touches each object in turn to verify whether it is a relic or alchemical device. Biscali



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has no interest in the alchemical devices. Once all the magical treasure is on display, Biscali casts *detect arcana* and carefully studies the heroes for any hidden objects. Heroes who object are told the spell is not cast out of lack of trust, but out of prudence—you don't get to be an arkhwisard without being naturally distrustful of others.

Once he has taken what he believes rightfully belongs to the Convocation, he thanks the party and offers them refreshment. While they dine, he hurriedly arranges for an expedition to return to the school and scour every inch of it just in case the heroes are trying to cheat him. Unfortunately this takes several days.

Once they are ready to depart, he pays them as promised and asks where they would like to be transported. Should the heroes wish to be sent anywhere within 100 miles of the school, Biscali assumes (rightly or wrongly) they have stashed relics there for future retrieval. The *sanctuary* spell he provides them with instead teleports them to the Convocation's school in Drakeport (a clerical error, should Biscali ever be confronted about this in the future).

BESTIARY



MAEGISTER ARTO STENVALL

Arto Stenvall, the son of a reindeer herder, discovered elementalism when he and his father stumbled across an elementalist lost and near-death on the icy hills his family once called home. After the mage was nursed back to health, he used a few spells to aid Stenvall's father with some chores. Stenvall immediately became fascinated and desired to learn more. Being poor, his father was only too pleased to apprentice the young lad to a wizard.

Stenvall studied long and hard, slowly rising through the ranks of the Convocation. Several years ago, he came to the attention of Urit Biscali, who hired him as his private secretary and instructed him in advanced air elementalism. Stenvall now serves as Biscali's emissary on official business. He knows Urit has a horde of relics, not to mention another dark secret, but Stenvall profits from his master's position. He has no intention of ever betraying him.

Listed trappings are his preferred spells. As a master of three elements, he can switch between trappings for spells common to all branches of elementalism.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d10

Skills: Elementalism d12, Fighting d8, Guts d6, Intimidation d10, Investigation d8, Knowledge (Alchemy) d10, Knowledge (Arcana) d12, Notice d10, Persuasion d10, Stealth d8, Streetwise d10, Throwing d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Loyal

Edges: Alchemy, Arcane Background (Elementalism: Air), Charismatic, Command, Connection (Convocation), Elemental Mastery (Earth and Fire), Improved Concentration, Improved Focus, Improved Level Headed, New Power, Spell Finesse (earth *bolt*, AP 2, Arcane), Strong Willed

Powers: *Armor* (stone skin), *banish* (air, earth, & fire elementals only), *bladebreaker* (invisible hands snap weapon), *blast* (fireball), *bolt* (stone fists pummel victim), *deflection* (wind), *elemental form* (air, earth, & fire), *elemental manipulation* (air, earth, fire), *entangle* (victims sink into the earth), *speak language* (air spirits translate words), *teleport* (vanishes in a whirlwind).

Gear: Staff (Str+d4, +1 Parry, Reach 1, 2-hands)

Alchemical Devices: Alchemical coin (*sanctuary*), alchemical vial of grit (*armor* cast with raise), alchemical vial of air *deflection* cast with raise), two alchemical balls of sulfur (*blast*, 3d6 in Medium Burst Template)



THE ELEMENTAL LORD

Created using fell and eldritch elemental magic, the elemental lord was supposed to be a "super elemental," a combination of all the strengths of the elementals but with none of their weaknesses. Instead, the result was an insane abomination, whose form is in a state of constant, uncontrollable flux. Should the vortices be destroyed, only its *bolt* and *burst* powers are subject to the Siphoning.

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- * **Elemental Flux:** Each round, the lord's action card determines its attributes and other special abilities. See below for these details. A Club means it possesses the attributes and abilities of an earth elemental. On a Diamond it becomes a water elemental. Hearts transform it into a fire elemental. With a Spade, it takes the form of an air elemental. Should it draw a Joker, it retains its current form.
- * **Hard to Banish:** The elemental lord counts as four creatures for the purposing of *banish*. A successful *banish* prevents the elemental lord from assuming the form it was in when the spell was cast. It retains its last elemental form if the *banished* suit is drawn. Elementalists have a harder time using *banish*, as they must wait until the lord switches to an elemental form they know for their spell to have any chance of success. A fire-only mage, for instance, cannot *banish* the lord if it is in air, earth, or water form.
- * **Hardy:** Successive Shaken results do not cause a wound.
- * **Large:** Attackers are +2 to attack rolls due to its size.
- * **Master:** The elemental lord rolls a d10 Wild Die when using Elementalism.
- * **Powers:** The elemental lord can cast *bolt* and *burst*. Its trappings match its elemental form when a spell is invoked.
- * **Regeneration:** The elemental lord *automatically*

AGAINST THE ELEMENTS

heals one wound when it moves adjacent to an elemental field matching its current form.

- * **Size +6:** The elemental lord towers 25' high.

AIR FORM

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Elementalism d12+2, Fighting d10, Notice d8, Shooting d10, Stealth d6

Pace: —; **Parry:** 7; **Toughness:** 12

Special Abilities:

- * **Ethereal:** Air elementals can maneuver through any non-solid surface. They can seep through the cracks in doors, bubble through water, and rush through sails.
- * **Flight:** Pace 6. They may never “run.”
- * **Invulnerability:** Immune to all non-magical attacks.
- * **Push:** The air elemental can push a single target 1d6” directly away from itself by directing a concentrated blast of air at the victim. The target may make a Strength roll, with each success and raise reducing the amount he’s moved by 1”.
- * **Whirlwind:** As long as the air elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check, and if the air elemental wins, its foe is pulled into the swirling maelstrom of its body. While trapped, the target is at –2 on all rolls including damage, to hit and Strength rolls to free himself. The air elemental cannot move as long as it wishes to keep foes trapped inside its form.
- * **Wind Blast:** Air elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d6 points of nonlethal damage.

EARTH FORM

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Elementalism d12+2, Fighting d10, Notice d8, Shooting d10, Stealth d6

Pace: 4; **Parry:** 7; **Toughness:** 17 (4)

- * **Armor +4:** Rocky hide.
- * **Bash:** Str+d6.
- * **Burrowing (10”):** Earth elementals can meld in and out of the ground.

FIRE FORM

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Elementalism d12+2, Fighting d10, Notice d8, Shooting d10, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 12

Special Abilities:

- * **Fiery Touch:** Str+d6; chance of catching fire.
- * **Flame Strike:** Fire elementals can project a searing

blast of flame using the Cone Template. Characters within the cone must beat the spirit’s Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.

- * **Immunity (Fire):** Takes no damage from any source of heat or fire.
- * **Invulnerability:** Fire elementals are immune to all non-magical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- * **Weakness (Cold):** Takes double damage from cold, coldfire, or ice.

WATER FORM

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Elementalism d12+2, Fighting d10, Notice d8, Shooting d10, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 13

Special Abilities:

- * **Invulnerability:** Water elementals are immune to all non-magical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.
- * **Seep:** Water elementals can squeeze through any porous gap as if it were Difficult Ground.
- * **Slam:** Str+d6.
- * **Waterspout:** Water spirits can project a torrent of rushing water in the shape of a Cone template. This automatically puts out any normal fires. Creatures within the cone must make a Strength roll at –2 or be Shaken.

EXPERIMENTS

The elementalists’ experimentation into crossing living tissue with elementals produced a variety of weird and wondrous, yet thoroughly vile, monstrosities.

FIREBORN

The internal organs of these poor captives were replaced with raw elemental fire energy. Their skin is blackened and cracked, revealing thin lines of fire beneath. Their eyes are white-hot pits and when they open their mouths it is like looking into an active volcano. They can cause their hands to engulf in scorching flames at will.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- * **Fiery Fists:** Str+d4. Anyone struck, whether injured or not, has a chance of catching fire.
- * **Fragile:** The thin skin of a fireborn is all that holds back the raw elemental energy inside. If Shaken, the creature must make a Vigor roll or be engulfed in raw elemental fire energy and destroyed. Adjacent targets

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take 2d6 damage with a fire trapping. This occurs automatically if the fireborn takes a wound.

- * **Infravision:** Halves darkness penalties against heat producing targets.
- * **Immunity (Fire):** Takes no damage from any source of fire or heat, magical or mundane.

FLESH OOZE

Not all of the elementalists' successful attempts at producing living-elemental crossbreeds worked to their satisfaction. One such successful failure is the flesh ooze, a cross between a living man and a water elemental. Stripped of its bones and imbued with elemental water energy, the result was a sloppy jumble of skin and muscle, mindless and unsuited to any purpose the elementals could imagine. As a result, they discarded them in the pool room (keeping them alive in case an elemental found a use for them later).

Attributes: Agility d4, Smarts d4(A), Spirit d12, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 6

Special Abilities:

- * **Aquatic:** Pace 6.
- * **Engulf:** An ooze attacks by making a grapple attack. On a success, it has engulfed its foe. Each round the grapple is maintained thereafter, the victim suffers a Fatigue level from suffocation. Victims reaching Death are absorbed.
- * **Mindless:** Immune to Fear and Tests of Will.

LIVING STATUES

One of the more successful experiments involved combining earth elementals with human captives. The resultant form had tough skin and retained much of its intellect. Unfortunately, the transformation never completed successfully, leaving the living statues in agony whenever they move. This forces them into a frenzied rage. While their stony skin gives them the appearance of a statue, blood still courses through their veins.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d10+2, Vigor d8

Skills: Fighting d8+4, Notice d6, Stealth d6

Pace: 5; **Parry:** 3; **Toughness:** 8 (2)

Gear: Long sword (Str+d8+4), medium shield (+1 Parry)

Special Abilities:

- * **Armor +2:** Stony skin.
- * **Berserk:** The living statues automatically enter a berserk state when they begin moving. Modifiers to their abilities are already factored into their Traits.
- * **Strong Willed:** Their berserk state gives them +2 to resist Tests of Will, but not to perform them.
- * **Wild Attack:** The statues only ever attack with Wild Attacks. Modifiers are factored into the stat block.

GOLEM, STONE

Stone golems are the traditional animated statue. As with most golems, they serve as guardians.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 5; **Parry:** 6; **Toughness:** 11 (3)

Special Abilities:

- * **Armor +3:** Stone body.
- * **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.
- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- * **Size +1:** Stone golems stand over 8' high and weigh 4,000 pounds.
- * **Stone Fists:** Str+d6.

LIGHTNING SPRITE

Lightning sprites are a form of sub-elemental native to the Elemental Realm of Air. While they sometimes enter the mortal realm during powerful electrical storms, no living mage knows how to summon them through magic. Each has a wispy humanoid form made of white-blue lightning which alters shape seemingly at will. Piercing blue eyes and claws shaped of crackling energy are their only permanent features.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6

Pace: —; **Parry:** 4; **Toughness:** 4

Special Abilities:

- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison; suffers no wound penalties.
- * **Fly:** Pace 8.
- * **Immunity:** Take no damage from spells with an electrical trapping.
- * **Shock:** Lightning sprites need only make a Touch Attack (+2 to Fighting rolls) to deliver a powerful electrical shock. Victims take 2d6 damage and are knocked back 1". Metal armor provides no protection. Striking a sprite with a metal weapon causes 2d6 damage to the attacker and knocks him back 1", but deals normal damage to the creature.
- * **Size -1:** Electrical sprites measure no larger than a small human child.

SOOT ELEMENTAL

The soot elemental is a unique creation brought into existence by the power of the elemental heart. It fills a Medium Burst Template.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d10

Skills: Notice d8

AGAINST THE ELEMENTS

Pace: 6; **Parry:** 4; **Toughness:** 7/11

Special Abilities:

- * **Choke:** Anyone caught in the ash cloud or who begins their turn in the cloud must make a Vigor roll or suffer a level of Fatigue and be Shaken. Recovery is as per the rules for drowning.
- * **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison; suffers no wound penalties.
- * **Immunity:** The ash cloud is only semi-solid. It has +4 Toughness against non-magical attacks.
- * **Seep:** Soot elementals can squeeze through small gaps as if they were Difficult Ground. Unlike water elementals, they cannot travel through porous substances—there must be an actual hole through the obstacle (such as a keyhole).
- * **Slam:** Str+d4.
- * **Swarm:** Parry +2.

UNDEAD ELEMENTALISTS

Elementalists are mages who summon power through air, earth, fire, and water. The elemental temple was sacked during the Demongate Wars and the mages horribly tortured into insanity and then slain. When Hela went insane, the long-forgotten corpses rose as undead. Whatever fell spirits inhabited the wormy shells were able to rekindle the mages' elemental knowledge. It was then they began their experiments to create their super elemental through the combination of all four elements. Their attempts succeeded only in creating a monster as insane as its creators.



UNDEAD MAEGISTER

Each Maegister knows three elements. The specific encounter text lists the known elements for each undead mage. All share the same basic statistics, with only their available spells changing based on their elemental knowledge.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Elementalism d10, Fighting d6, Guts d6, Intimidation d8, Notice d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Edges: Arcane Background (Elementalism), Concentration, Elemental Mastery, Focus

Gear: Staff (Str+d4, Parry +1, Reach 1, 2-hands).

Powers:

- * **Eir:** *Bolt* (blast of air), *deflection* (wind), *elemental form* (air), *elemental manipulation* (air), *speak language* (air spirits translate words), *teleport* (vanishes in a whirlwind).
- * **Ertha:** *Armor* (stone skin), *burrow* (earth parts), *elemental form* (earth), *elemental manipulation* (earth), *entangle* (victims sink into the earth), *quake*.
- * **Fyr:** *Blast* (fireball), *bolt* (bolts of fire), *burst* (breathes fire), *deflection* (heat shimmer), *elemental form* (fire), *elemental manipulation* (fire).
- * **Waeter:** *Elemental form* (water), *elemental manipulation* (water), *healing* (healing potion flows from hands), *knockdown* (blast of water), *succor* (healing potion flows from hands), *stun* (choke on water).

Special Abilities:

- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

UNDEAD ELEMENTALIST

Each elemental mage knows but a single element. The specific encounter text lists the known elements for each undead mage present.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Elementalism d6, Fighting d6, Guts d6, Notice d8, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Staff (Str+d4, Parry +1, Reach 1, 2-hands).







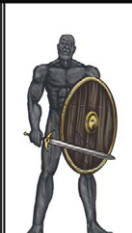






















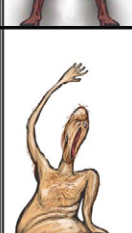












Powers:

- * **Eir:** *Deflection* (wind), *elemental manipulation* (air), *speak language* (air spirits translate words).
- * **Ertha:** *Armor* (stone skin), *burrow* (earth parts), *elemental manipulation* (earth).
- * **Fyr:** *Bolt* (fire bolts), *deflection* (heat shimmer), *elemental manipulation* (fire).
- * **Waeter:** *Elemental manipulation* (water), *healing* (healing potion flows from hands), *stun* (choke on water).

Special Abilities:

- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

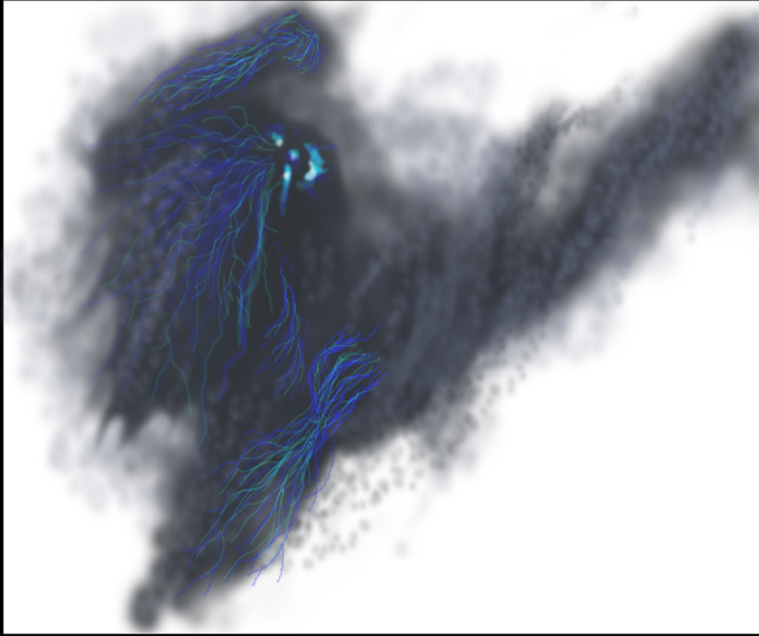
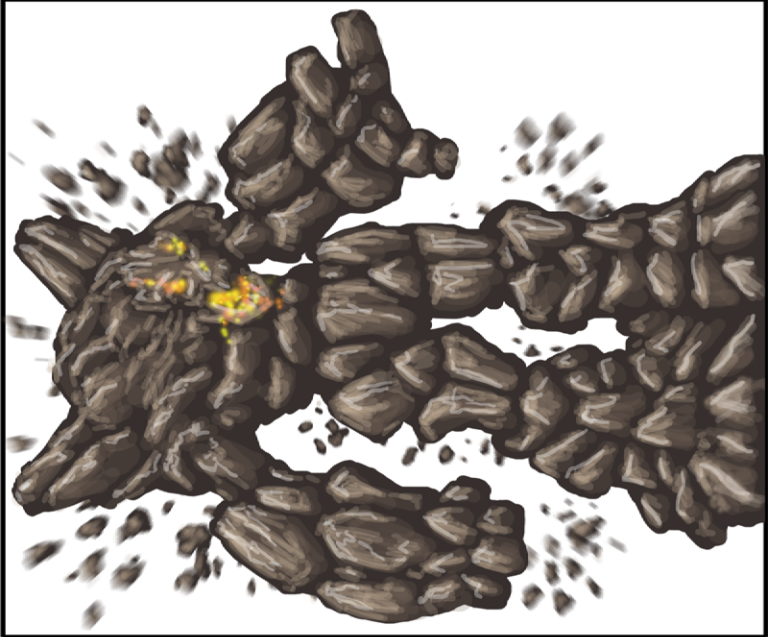
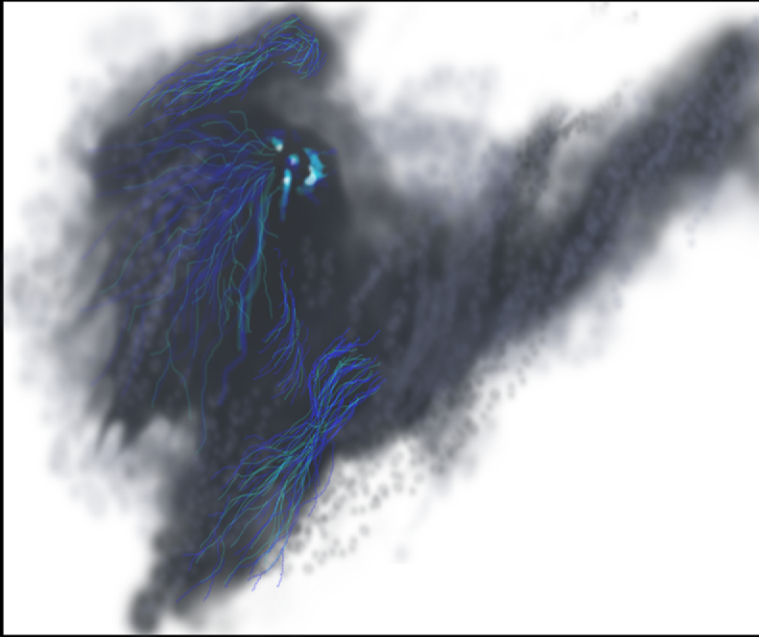


			Living Statue				Living Statue				Living Statue	
			Lightning Sprite				Lightning Sprite				Lightning Sprite	
			Fireborn				Fireborn				Fireborn	
			Fireborn				Fireborn				Fireborn	
			Fireborn				Fireborn				Fireborn	
			Flesh Ooze				Flesh Ooze				Flesh Ooze	
			Flesh Ooze				Flesh Ooze				Flesh Ooze	

Elemental Lord - Air



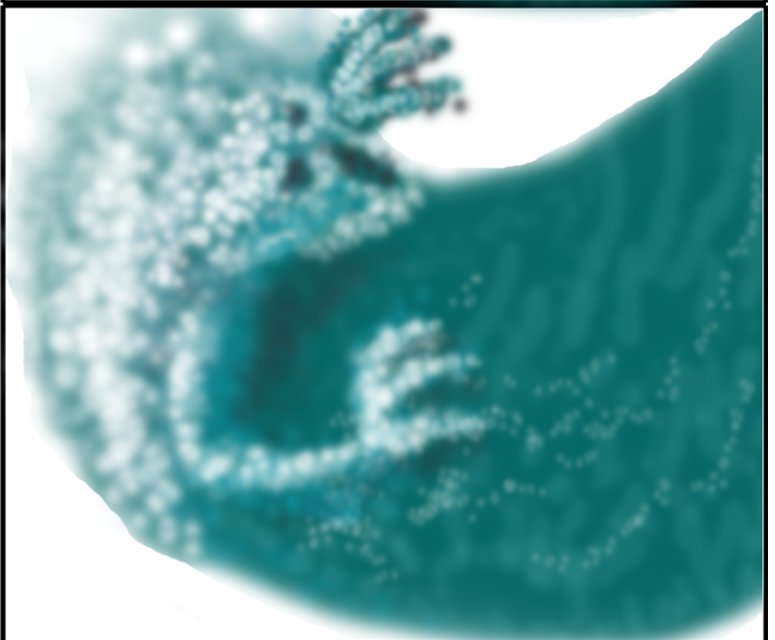
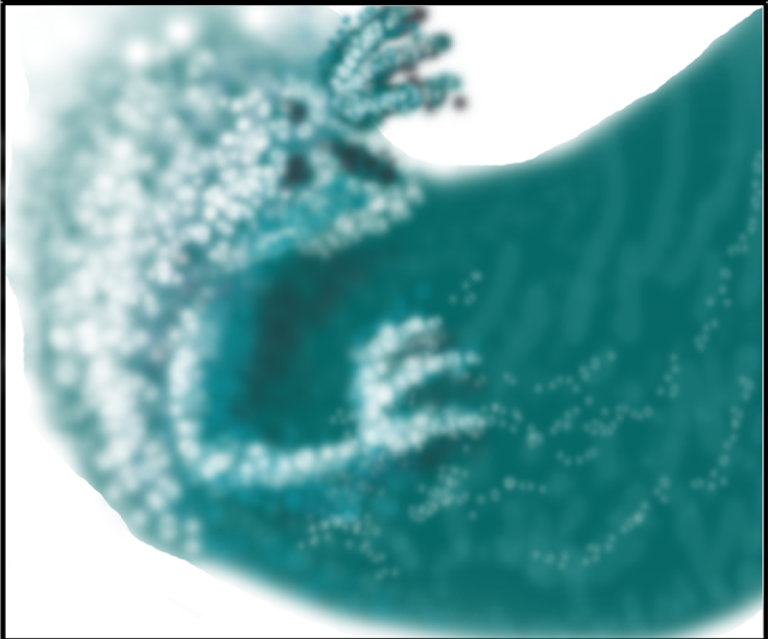
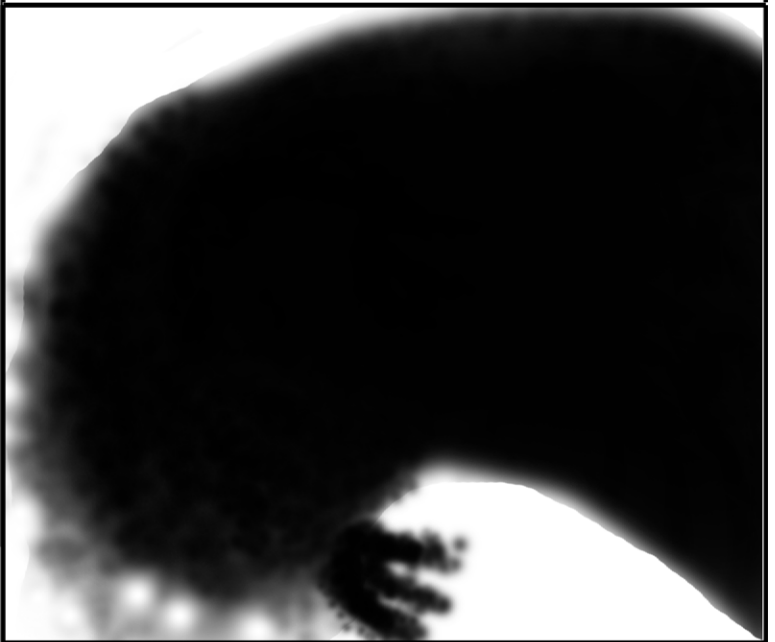
Elemental Lord - Earth



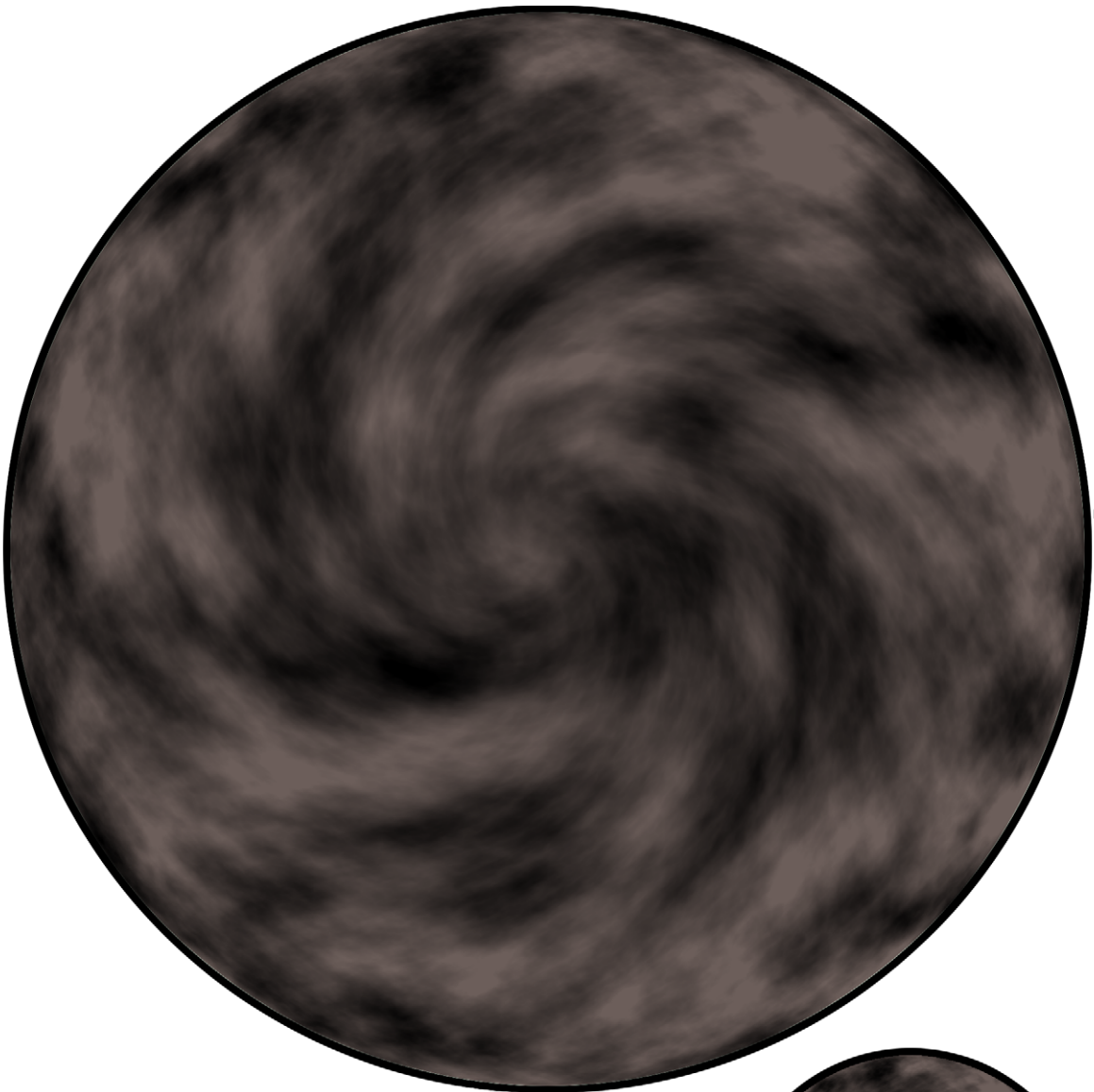
Elemental Lord - Fire



Elemental Lord - Water

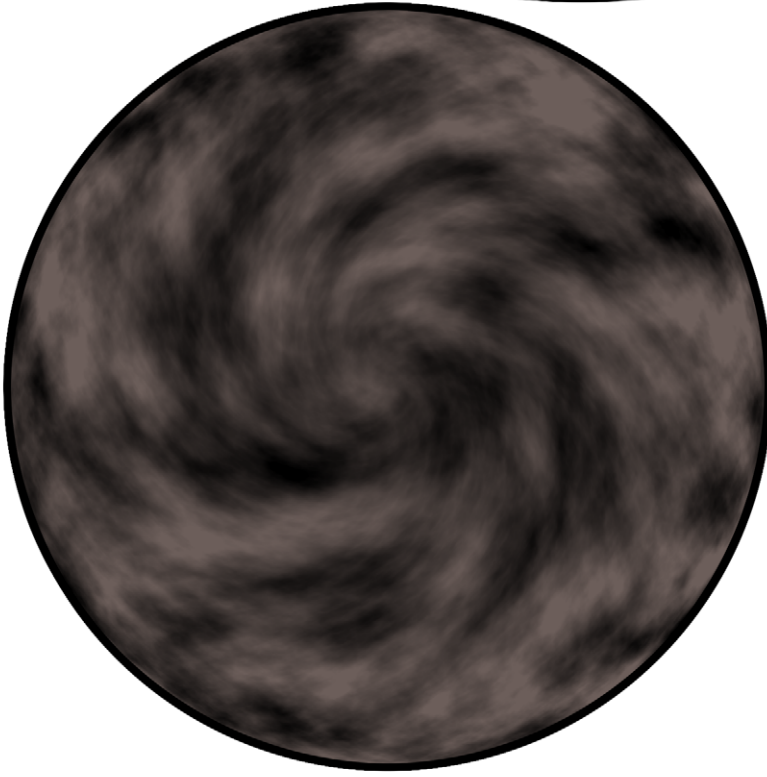
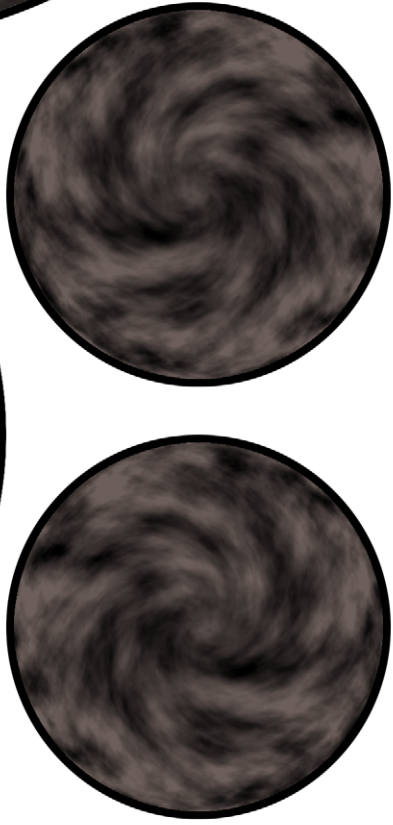


Soot Elemental Template



Large Burst Template

Small Burst Templates



Medium Burst Template

UNCOVER THE POWER OF THE ANCIENTS!

Before the Blizzard War, the Convocation of Elementalists had many schools of magic. Many of the remote schools were destroyed during the conflict, the great secrets they held thought lost forever.

Recently one establishment has been rediscovered, one which the Convocation would like explored and looted. For five centuries the school has lain untouched by the outside world, but it has not been completely ignored. Something lurks in the heart of the ancient school, something powerful, something which hungers...

...and it is not alone!

Are the adventurers destined to survive their foray into the lost school of magic, or will they struggle to survive *Against the Elements?*



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