

KALEVALA HAMMER
WARHAMMER FANTASY ROLEPLAY
UNOFFICIAL RULE EXPANSION

Bestiary Expansion

by Jackdays



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ELEMENTALS

Common View

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

- Hans the Axe, Mercenary Sergeant

The Scholar's Eye

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

- Renata Lang, High Master of the Eldritch University

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

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

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

Special Talents & Traits #1:

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

Elemental Enemy [Trait]

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

Elemental Immunity [Trait]

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

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

Elemental Magic [Trait]

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

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

Ethereal [Trait]

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

Formless [Trait]

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

Special Talents & Traits #2:

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

Hard Skin [Trait]

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

Instability [Trait]

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

Unstoppable Blows [Trait]

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

Will of Iron [Trait]

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

Air Elementals

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

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

Air Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 15-21ft tall towering force of nature. Weight is about 7-8lbs.

Habitat: Any, but underwater *or* underground

Range: Any

- Air Elemental, Greater Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Air Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 10-16ft tall huge force of nature. Weight is about 5-6lbs.

Habitat: Any, but underwater *or* underground

Range: Any

- Air Elemental, Major Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Air Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...); 5-11ft tall force of nature. Weight is about 3-4lbs.

Habitat: Any, but underwater *or* underground

Range: Any

- Air Elemental, Lesser Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Air Elemental, Least

Type: Elemental

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

Habitat: Any, but underwater *or* underground

Range: Any

- Air Elemental, Least Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Air Elemental Special Traits (all sizes):

Air Crush

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

Whirlwind

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

Wind

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

Earth Elementals

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

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

Earth Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 15-21ft tall towering force of nature. Weight is about 10000-20000lbs.

Habitat: Any

Range: Any

- Earth Elemental, Greater Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

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

Earth Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 10-16ft tall huge force of nature. Weight is about 2000-10000lbs.

Habitat: Any

Range: Any

- Earth Elemental, Major Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

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

Earth Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...); 5-11ft tall force of nature. Weight is about 700-2000lbs.

Habitat: Any

Range: Any

- Earth Elemental, Lesser Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

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



Earth Elemental, Least

Type: Elemental

Size: Small (Goblin, Halfling...); 1-5ft tall tiny force of nature. Weight is about 20-700lbs.

Habitat: Any

Range: Any

- Earth Elemental, Least Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

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

Earth Elemental Special Traits (all sizes):

Hurling Earth

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

Stone Fists

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



Fire Elementals

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

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

Fire Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 15-21ft tall towering force of nature. Weight is about 7-8lbs.

Habitat: Any, but water

Range: Any

- Fire Elemental, Greater Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Fire Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 10-16ft tall huge force of nature. Weight is about 5-6lbs.

Habitat: Any, but water

Range: Any

- Fire Elemental, Major Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Fire Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...); 5-11ft tall force of nature. Weight is about 3-4lbs.

Habitat: Any, but water

Range: Any

- Fire Elemental, Lesser Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Fire Elemental, Least

Type: Elemental

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

Habitat: Any, but water

Range: Any

- Fire Elemental, Least Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Fire Elemental Special Traits (all sizes):

Burning Defense

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

Burning Touch

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

Fiery Healing

One Full Action exposure to fire heals wounded Fire Elemental:

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

Vulnerable to Water

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

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

Metal Elementals

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

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

Metal Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 15-21ft tall towering force of nature. Weight is about 10000-20000lbs.

Habitat: Any

Range: Any

- Metal Elemental, Greater Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Metal Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 10-16ft tall huge force of nature. Weight is about 2000-10000lbs.

Habitat: Any

Range: Any

- Metal Elemental, Major Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Metal Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...); 5-11ft tall force of nature. Weight is about 700-2000lbs.

Habitat: Any

Range: Any

- Metal Elemental, Lesser Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Metal Elemental, Least

Type: Elemental

Size: Small (Goblin, Halfling...); 1-5ft tall tiny force of nature. Weight is about 20-700lbs.

Habitat: Any

Range: Any

- Metal Elemental, Least Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Metal Elemental Special Traits (all sizes):

Absorb Metal

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

Iron Fists

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

Water Elementals

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

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

Water Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 15-21ft tall towering force of nature. Weight is about 2000-10000lbs.

Habitat: Any

Range: Any

- Water Elemental, Greater Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Water Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 10-16ft tall huge force of nature. Weight is about 500-2000lbs.

Habitat: Any

Range: Any

- Water Elemental, Major Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Water Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...); 5-11ft tall force of nature. Weight is about 250-500lbs.

Habitat: Any

Range: Any

- Water Elemental, Lesser Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Water Elemental, Least

Type: Elemental

Size: Small (Goblin, Halfling...); 1-5ft tall tiny force of nature. Weight is about 16-35lbs.

Habitat: Any

Range: Any

- Water Elemental, Least Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Water Elemental Special Traits (all sizes):

Extinguish Fire

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

Vortex

In a large body of water (lake, river...etc.) Water Elemental can create whirlpool and drown any swimming creature or other floating vessel (boats and even ships). Whirlpool must be as wide as swimming target or the vessel, that it is subdued and sinks. Elemental can create whirlpool as wide as its own size in feet.

Making of Whirlpool takes one Full Action. When victim is caught to the whirlpool swimmer must make **Hard (-20%) Swim Test** every round. Rowers must make **Hard (-20%) Strength Test** (multiple rowers make the changes better. Everyone can try). If victim escapes, then elemental can stop the whirlpool in one Full Action, move and make it again in a new place. If victim doesn't make it out (two failed tests in a row), then victim goes under water. Use suffocation rules for drowning. Victim can try to struggle against, but after this point victim must make **Very Hard (-30%) Strength Test**. Amount of needed rounds depend on the size of Whirlpool. Divide the size of the elemental (in feet and use the highest number) by the size of victim.

Example: 6ft human swimmer will not be affected by the Vortex made by Least Elemental, but may drown by Vortex made by Lesser Elemental and needs one test to survive. Here are examples:

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

Water Movement

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

Water Smash

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

Wood Elementals

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

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

Wood Elemental, Greater

Type: Elemental

Size: Gigantic (Dragon, Giant, Hydra...); 15-21ft tall towering force of nature. Weight is about 1000-4000lbs.

Habitat: Any, but underground

Range: Any

- Wood Elemental, Greater Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Wood Elemental, Major

Type: Elemental

Size: Huge (Griffon, Manticore, Wyvern...); 10-16ft tall huge force of nature. Weight is about 250-500lbs.

Habitat: Any

Range: Any

- Wood Elemental, Major Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Wood Elemental, Lesser

Type: Elemental

Size: Large (Black Orc, Centigor, Minotaur...); 5-11ft tall force of nature. Weight is about 60-125lbs.

Habitat: Any

Range: Any

- Wood Elemental, Lesser Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Wood Elemental, Least

Type: Elemental

Size: Small (Goblin, Halfling...); 1-5ft tall tiny force of nature. Weight is about 15-30lbs.

Habitat: Any

Range: Any

- Wood Elemental, Least Statistics -

Main Profile

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

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

Talents: Ambidextrous, Orientation, Strike to Injure*

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

Combat

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

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

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

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

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

Wood Elemental Special Traits (all sizes):

Flammable

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

Hammering Limbs

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

Elemental Rituals

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

Summon Elemental Force

Type: Arcane

Arcane Language: Elemental

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

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

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

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

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

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

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

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

Casting Time:

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

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

Elemental Ingredients:

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

Ingredients known in the Old World, Elves and Araby:

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

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

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

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

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

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

Ingredients known in the Grand Cathay:

Air: An empty ivory vessel from Jackal Province (+2)

Earth: A phial of soil from the Eternal Gardens of the Monkey-King (+2)

Fire: A smear of eternally-burning sulphur from the Dragon's Tongue Slopes (+2)

Metal: Any gems from the Mountains of Mourn worth 40gc (+2)

Water: A sealed bauble of water from the Great River of Cathay (+2)

Wood: A dried piece of bamboo from the Forbidden Fields of Wu-Fan-Xu (+2)

Elemental Response:

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

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

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

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

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

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

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

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

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



Elemental Summoning Circle

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

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

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

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

Elemental Runes

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

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

New Rune Type:

Construct: Construct runes usually make some construct more powerful, protected, even alive or create some area effect. These runes are usually placed in more stationary places (doorways, hallways, tunnels, buildings...etc.), but there are exceptions like all animation runes. Unlike smaller objects these stationary targets are usually large enough to handle even multiple Master Runes.

Master Rune of Elementalism

Type: Construct

Inscription Number: 30

Empowerment: 10

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

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

Rune of Elementalism

Type: Construct

Inscription Number: 20

Empowerment: 8

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

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