



ARCANIA OF
LEGEND



ELEMENTALISM



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INTRODUCTION

Common magical lore divides physical existence into four basic elements; Air, Earth, Fire, and Water. By manipulating these elements, Elementalists create some of the most spectacular effects of magic, raising walls of stone around themselves or raining fiery death upon their enemies. Unlike practitioners of common magic who barely touch the power of the elements and Priests whose powers come from the Gods, sorcerers master the raw elemental forces without permission and, most of the time, even without acknowledgement.

By enhancing a sword with Fireblade or using Breathe Water, all magic users are elementalists in a way. Their knowledge, however, is limited to the strictly defined spells they learn from their communities, churches and sorcerous orders. Beyond that basic knowledge, there are those who dare a greater understanding of the elements and walk the Four Elemental Ways gaining power over the building blocks of the universe.

The Four Elemental Ways is a collection of disciplines that enable its students to understand, tap into, and bend the elements to their will. Initially they learn spells from a favoured element but as they progress through the Five Circles of the Way they increase their knowledge and abilities, learning the lore of additional elements. Eventually, they learn how to make the most of their control over elemental creatures and their expertise soon earns them the attention of the natives and rulers of the Elemental Planes. With time, they know the secrets of their chosen element so well that they can avoid its perils and can even travel and survive in the Elemental Planes. Such sorcerers earn the recognition and respect of the poorly known Elemental Courts and find themselves in the middle of their interplanar wars.

Any sorcerer can animate an element and any priest can summon elementals to serve him for a few moments, but the sorcerer who gains a greater control over the elements not only does it better, he truly understands the forces behind the spells and is capable of feats of arcane might undreamt of by the uninitiated. For one who knowingly controls the primordial forces, there is little that can stop him.

Arcania of Legend

Elementalism is the latest volume of the Arcania of Legend series, presenting a new way of looking at elementalism. Designed to slot seamlessly into any fantasy-based Legend game, these sourcebooks enhance and expand the use of magic, adding a new dimension to campaigns. Each Arcania of Legend book is not intended just for Games Masters to use in conjunction with their non-player characters, players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options the core rulebooks present them with.

Elementalism: The Four Elemental Ways

The primary purpose of this sourcebook is to give players and Games Masters alike all the information they need to play with the primordial forces of the universe. Within these pages you will find chapters devoted to elementalism as a new order of sorcerous lore and new methods to control the elements of air, earth, fire, and water, both through the formulae of spells and by sheer force of will. The elementalists also have ways to summon, control, and make pacts with the powerful elementals, the embodiment of the raw forces of creation, and the intelligent and devious outsiders that make their homes in the Elemental Planes.

Any sorcerer worth his salt can command the elements to take shape through a simple spell, but the elementalist understands the true power that can be obtained from their manipulation, knowing full well that to limit his knowledge to a few paltry spells will keep him from realising the potential of tinkering with the four pillars of energy that give form and substance to the world.

If not for the shadows their mounts projected on the sand, Thalox the Red would have believed the caravan was travelling upon the surface of the sun and not the blasted terrain of the Broken Lands around Kahltur.

'You are holding up very well for your first time in the Broken Lands.' The caravan leader approached him in his latest inspection run. He was clad in the traditional garb of the desert people and regarded the sorcerer with a mocking grin that hesitated from becoming condescension.

'Did you not hear the talk among the camel herders?' Thalox grinned wickedly. 'Why should I fear the desert when I have the blood of the efreet running through my veins?'

'Hush!' The nomad barked him silent, looking warily at the rest of his people. 'Don't speak so loud, fool! I agreed to let you come with us because you paid very well, but I will not hesitate to leave your flesh for the scorpions if you bring any kind of trouble.'

'I shall remain silent,' Thalox nodded gravely, but he was laughing in his head. His tanned white skin did not go well with his red hair and fiery amber eyes, a birthmark that pointed to the magic he had been able to command since a very young age. He was sent to the Order of Jhorkala to learn control of his power but had not been content until he stumbled upon the texts that spoke of the Four Elemental Ways, and then the fire in his blood had ignited ... metaphorically speaking.

After the caravan leader left, he rummaged inside his desert tunic, taking good care that no one saw him. He produced a small box of finely wrought silver and blew gently over the diminutive lock. He heard the click and opened the lid cautiously. He felt the breeze caress his face.

'We should be near the old temple ruins,' the sorcerer whispered to the box. 'Fly fast and sure, oh fairest of the fair, whose beauty is not matched in a thousand worlds and tell me what you find.'

'Flattery ... will ... get you nowhere ... my master ...'

He heard the soft laughter in the wind, and a small gust blew his hood off, a last playful gesture from the sylph he had bound to the little box to do his bidding.

The sun hid behind the far-off mountains and the caravan broke camp. It was definitely cooler during the night, but it was also extremely dangerous to travel in darkness in the Broken Lands. The sorcerer's tent stood apart from the others, a small gesture from Thalox towards the superstitious teamsters who linked him to the terrible efreet. Perhaps they were not wrong.

He saw the flame from his candle tremble as if by a strong wind, even though the flaps of his tent were securely tied shut. He smiled as the sylph took her true form as the beautiful woman he had praised her to be. She sat cross-legged in front of him with the veils that comprised her only attire flitting around her, moved by her windy nature so as not to show any of her hidden female charms. She smiled back.

'I have found it, master.' Her voice was a whisper loud enough to hear without straining. 'It stands no more than half a day of journey from here.'

'Perfect, oh, loveliest among Zephyr's daughters.' Thalox did not tire of complimenting the sylph. Her kind had a weakness for pretty language, and he was not lying in any case. 'I shall inform our guide that we do not need his services anymore.'

'Would you travel at night, master?'

'I am a flesh-bound son of Fire, as you are an ephemeral daughter of Wind,' he smiled gently. 'Not the desert, the ruins, nor the City of Brass that lies beyond them holds danger for a mage of the Way of Burning Hearts. No danger, but great power awaits us, my pretty one ...'

ELEMENTALISM: AN OVERVIEW

The Material Plane is a collection of matter scattered around with no apparent order or reason. Since the beginnings of arcane study, sorcerers have sought ways to understand and control the world around them. As part of those studies, they discovered the power and influence of the four elements; Air, Earth, Fire, and Water.

Most of early arcane magic evolved from the manipulation of the four elements in one form or another and slowly grew to encompass the less definable aspects of Creation. There are many remnants of elemental magic in numerous grimoires, both known and those lost to time in dusty tombs, that only the most foolish and ignorant dismiss the importance of the Four Elements in arcane praxis.

As important as elemental magic is in arcane lore, there are few to no sorcerers who call themselves 'elementalists.' Even among those few, the majority are merely normal sorcerers who make a point of learning spells with elemental effects. They have not dedicated their whole lives to the understanding of the elements, standing at the crossroads of the Four Elemental Ways but committing to none of them.

The Order of the Four Elemental Ways

Called the Order of Elementalism or just Elementalist Order, this discipline grew at the same time as many other sorcerous orders but quickly fell out of favour as the other orders provided a slightly safer and quicker route to power. It was certainly not forgotten.

The sorcerers who kept Elementalism alive claim that their bloodlines called them to practice this art; believing themselves descendants of dragons, elementals and other creatures not native to the material plane. Whether this is true or not is yet to be discovered, however, there are sorcerers who have an affinity for the elements and they have done their utmost to make this order prosper and survive.

Elementalism divides into two disciplines that cross and apply to the Four Ways, with no restriction as to who can learn what. The first, elemental mastery is what the orders earliest sorcerers excelled at and used to keep the school alive. The discipline concentrates on manipulating the raw essence of the elements to bend their energy to the sorcerers will. Elemental masters are more famous for being able to produce their elements of preference out of thin air, than for their control of existing amounts of it.



Elemental Summoning is the second discipline and was originally a gift from the Gods. Some priests, particularly those who worship nature deities and Gods with a close tie to a particular element, the Thunderer for example, still can and often do, summon base elementals. Summoners study the lore of the Elemental Planes more extensively than other sorcerers, and they learn of rituals and additional formulae that allow them to summon the higher elementals as well as more powerful elemental creatures and, with some time and risk, elemental rulers. They also create the wondrous Receptacles, magical items that bind or imprison elementals so that they remain always at hand, answering to the owners' wishes at any time.

The Four Elemental Ways

The elemental disciplines are open to any sorcerer, even to the non-elementalist who stumbles upon them, although the students of the Four Elemental Ways will always have an advantage because of their developed affinity to the elements.

A devoted student of the Elementalist Order chooses one of the Four Elemental Ways; Air, Earth, Fire, or Water. Once he starts learning the secrets of that first element, he is forever barred from learning the abilities of its opposite, but may later choose to thread a secondary and even a third Way from the remaining elements. The elementalist becomes familiar with the characteristics of his chosen element, which not only includes its physical manifestation but also its philosophical correspondence, its Elemental Plane, and the creatures and elementals aligned with it.

Air—the Seeker of Secrets

Students of the Way of Air are the most interested in learning for its own sake. Curious and persistent, their peers consider them flighty because they shift from one subject of study to the next, apparently leaving things unfinished. What they do is try to keep the big picture in sight, always remembering where they left off any of their studies and ready to pick it up again. The Way of Air values honesty and wit and loathes stagnation.

Earth—Unflinching Stability

Those who travel the Way of Earth are constant and dogged in their pursuit. The polar opposite of Air, they pursue a task until its completion and are the worst kind of perfectionists. They are reliable but sometimes stubborn, speaking with brutal honesty and always to the point. The Way of Earth values patience and responsibility and loathes slackers.

Fire—the Cleansing Change

Shifting and energetic, students of the Way of Fire are powder kegs ready to detonate. Whatever they undertake, they do so with utmost enthusiasm and devoting all their strength. Their demeanour can be exhausting to others, and the Fire followers are said to devour everything they come in contact with. One sure thing is that whatever they touch with powers or personality never remains the same. The Way of Fire values energy and drive and loathes passivity.

Water—Source of All Life

Serene is the keyword to describe the adherents of the Way of Water. They seek the deeper wisdoms of the world and take the time to learn them. They are nurturing and many care for the safety of others, although they are not strangers to duplicity, always hiding something beneath the surface. Students of Water adapt easily to any circumstance, flowing around their problems with ease. The Way of Water values wisdom and adaptability and loathes recklessness.

The Four Elemental Ways are general directions of study, not narrow areas of knowledge. An elementalist can practice the disciplines of elemental mastery and elemental summoning as he sees fit without losing his ability to practice either in light of his preference. Any sorcerer can dabble in any of the methods from the elemental disciplines, but he lacks the expertise of a true elementalist and has no access to the more refined and advanced techniques and power.

The Elements

The foundations of elemental studies are the elements themselves. Elementalists probe them, work and experiment with them, sometimes with disastrous results. According to the earliest texts, the raw elements compose all the energy and matter in existence, distilled in many forms and combinations. Based on this assumption, students of the Four Ways look for the element's correspondence with everything. Most matter corresponds with earth and water as energy relates to air and fire, but no classification is absolute and contradictions exist, such as acid (the water that burns).

Elementalists appear to be engaged in a race of sorts, trying to relate materials, energy, and effects to their elements and thus gain power and influence thanks to their studies. Material correspondences are more useful to alchemists and summoners, for they extract the essence of the ingredients to achieve their respective results of creating substances like alchemist's fire and summoning specific elemental powers such as the royal salamanders. Many an elementalist will carry a gem or precious stone that relates to his element, not only for luck but also for the focus of his magic.

By calling on the properties of an element, a student of the Four Ways may also influence related phenomena, as adepts of Air and Fire are able to affect lightning, and adepts of Earth and Water to affect quicksand and the like. These subtle correspondences take more time to develop but greatly increase the elementalists' array of powers and augmented magic.

The most powerful students of the Elemental School learn to apply an element's higher correspondences, the philosophical foundations of each element. This higher knowledge is much harder to come by, and only constant study and practice can help a sorcerer attain it, for it expands his area of influence to its utmost reach. Among the higher correspondences are Air's relationship with mind-affecting magic and Fire's aspects of change.

The Four Elemental Planes

A sorcerer's studies of the elements will bring him in contact with the Elemental Planes sooner rather than later. The first and most easily understood manipulation of these planes is the summoning of an elemental creature via summoning magic. The sorcerer calls forth a simple elemental for a brief time, and the experience helps him learn some details of what life on an Elemental Plane can be like. Dedication and discipline will broaden the student's understanding, and progress in the Order will allow him to tap into these planes, letting him draw elemental material from them to achieve the effects elementalists are famous for. Eventually, he can willingly open temporal vortices and gates to an Elemental Plane.

The vortices an elementalist creates are small pricks in the fabric of the Material Plane that connect directly to the Elemental Plane of the sorcerer's choice, and elemental material spouts with varying intensity as desired by the elementalist. Other sorcerers scoff at this method, calling it crude and uncontrolled, but elementalists can and do control the material they bring from other planes.

The Four Elemental Planes are quite hostile to life, as it is known on the Material Plane, with Air being the most benign and Fire most hazardous. The planes do not need an elementalist to connect them to the Material Plane as natural vortices occur in extreme locations such as active volcanoes, deep-sea trenches, the world's core, and at great altitudes, each for a corresponding element.

The Order of the Four Elemental Ways claims that the world was created as the gods opened the gates of each Elemental Plane and then stirred the pouring material, mixing and shaping it until everything was given structure, form and substance.

Elemental Beings

All sorcerers and some priests are aware of the existence of elementals, but they are familiar only with the barely sentient clumps of material that answer to simple summoning or animation magic. Elementalists who delve more deeply into their craft know better. They know that the Elemental Planes are inhabited by a surprisingly wide variety of creatures, with elementals being the most base.

Elementals and Elemental Creatures

Elementals are the basest denizens of the Elemental Planes, being animated quantities of material that can be born and come undone randomly, their consciousness's small shards of the plane's power. An elemental bears no ill to a summoning sorcerer once it returns home, as it probably did not exist prior to the summoning and is not likely to survive as an individual for much more time either.

The larger elementals are the ones that have endured for one reason or another, amassing more of the elemental material around their consciousness shards. An elemental slain

in the Material Plane will reform in its home plane none the worse for wear, but if destroyed in his native plane the consciousness shard re-joins the rolling material of the plane, to regenerate anew somewhere else as a lesser elemental.

Elemental creatures are a bit more complex, taking the shapes of creatures that exist on the Material Plane and having an ecology of sorts. As with elementals, they possess a consciousness shard that gathers elemental material to give it its shape, but their shards are different. While elementals are primitive brutes, elemental creatures are the animals and beasts that comprise the plane's fauna.

The scholars of the Elementalist Order have concluded that the natural cycle of predator and prey that exists between elemental creatures is based on the devouring of the consciousness shards, which the elemental creatures need to sustain their forms in the dynamic flow of their home's material. This would explain why they would attack planar travellers, as it is not their bodies that they seek to consume, which provide no nourishment to them, but the spark of consciousness and intelligence.

Higher Elementals and the Courts

Unbeknownst to all but the most learned scholars of the traditionalist orders and intermediate students of the Four Elemental Ways, there are more kinds of elementals. The ones more frequently met are the danbach and the stopar (see the Creatures section for details), who have a much greater intelligence than base elementals. These higher elementals possess a society that nearly none is privy to, and they certainly have more company.

Higher elemental creatures have the strongest consciousness shards and do not relinquish them lightly, living existences as fully sentient individuals. The most typical higher elementals include the sylphs from the Plane of Air, the undines from the Plane of Water, the royal salamanders from the Plane of Fire (not to be confused with the salamander outsiders), and the gnomides from the Plane of Earth. They are to their native planes what humanoid races are to the Material Plane: the citizens, workers, warriors, adventurers, and rulers of their domains.

The higher elementals are organised in courts, and there exist several of these as there are many humanoid kingdoms, but in general they are called the Elemental Courts. The higher elementals group in hierarchies that have more to do with castes than with actual power. The most powerful stopar still has to bow before a common sylph. It is very hard to summon these elementals, and it is usually the domain of dedicated elementalists who still must bargain for favours instead of just giving orders.

Above all the higher elementals are the elemental rulers, demigods in their own right who wield great power and have dominion over their elements and the corresponding planes. The elemental rulers even have priests among both elemental natives and creatures of the Material Plane, although their cults are small compared to others for the true gods.

Affiliated Creatures

Extra planar creatures make up the next order of elemental denizens, powerful creatures that have made the Elemental Planes their homes. There are also creatures that, even if their home is definitely the Material Plane, are closely aligned with the elements enough to be affected by the elementalists's power: giants, basilisks, hydras, gargoyles, and, marginally, even dragons.



THE ORDER OF ELEMENTALISM

Advancement in the Elementalist Order grants sorcerers a much greater depth of knowledge and understanding regarding the elements, allowing them to master multiple grimoires and summon, and possibly bind, elementals of much higher caste than is possible for priests using the Summon Elemental spell from *Legend*.

Studying the ways of the elements requires discipline and dedication. A sorcerer must be willing to devote a significant amount of time and effort, not to mention coin, to further his knowledge of the Four Elemental Ways. For the students of the Four Ways, the price is more than worth it – membership has its benefits.

The Four Elemental Ways

Whether a novice character or an experienced one, the Order of the Four Elemental Ways is open to all sorcerers, provided they meet the strict entry requirements and pay the requisite entry fee, with a desire to study, manipulate and control the elements. Upon commencing his studies in the Elementalist Order, the sorcerer, regardless of experience, must choose one of the Four Way;: Air, Earth, Fire, or Water. This decision will forever define the elementalists' access to elemental magic and elemental relationships. The first element he chooses becomes his Primary Way; if he later learns the abilities for a second or even a third element, he is always known as an elementalists of that Way. For example, a sorcerer who begins studying the Way of Air and, after reaching its higher levels of power, complements his knowledge by studying the Way of Fire; is still known as an air elementalists.

Magic

Each way teaches a specific selection of common magic spells and its own grimoire, focusing on the spells directly associated with the element concerned. As sorcerers advance through the ranks of the Order, they not only learn additional grimoires of complimentary elements, Air, Fire and Water for example, they also learn how to combine elements creating more powerful spells. The below are general requirements and benefits for each rank attained and applied to all of the Elemental Ways.

Divine Elementarists

In settings where the elemental rulers are worshipped as Gods or Demi-Gods it may be appropriate for priests to have access to the teachings of the Order along with their regular divine spells. Two suggestions for implementing this are;

- 1) Initiates are taught the appropriate Sorcery (Grimoire) and Manipulation skills at their base value (at character creation they may only be bought as advanced skills and cannot be increased with 'free' skill points) and may progress as normal in the order, studying both forms of magic simultaneously.
- 2) The Order is divine in nature and substitutes Pact (Elemental Ruler) and Lore (Theology) for Sorcery (Grimoire) and Manipulation respectively, however, priests may only ever know a number of divine spells equal to their initial dedicated POW.

Membership

Novice, 1st Circle

Novices provide all the Orders menial labour, cleaning, mending and so on in exchange for preliminary training in five of the orders skills.

Apprentices, 2nd Circle

Must have five of the orders skills at their base value. Beginning sorcerers pay a tuition fee of 1,100 Silver Pieces; this covers their training costs for their Primary Way, which they now choose, including their Sorcery (Grimoire), Manipulation and Common Magic skills. Experienced sorcerers pay 600 Silver Pieces and choose their Primary Way as above. They receive their Sorcery (Grimoire) skill at its base percentage and are taught the Ways Common Magic skills.

Adepts, 3rd Circle

Adepts must have five of the orders skills at 50% or greater. On payment of an annual fee of 150 SP, an Adept receives all future training in the Orders skills and magic free of charge. They gain a Secondary Way Grimoire at its base percentage, subject to undertaking the appropriate time of study as per the rules for acquiring sorcery in the *Legend Core Rulebook*. Additionally, adepts choose one of two disciplines, Elemental Mastery which teaches raw elemental control, or Elemental Summoning. They gain either of these advanced skills at their base value.

Mage, 4th Circle

Magi of the Order must have five of the orders skill at 75% or greater. They gain a Tertiary Way Grimoire to its base percentage subject to undertaking the appropriate time of study as per the rules for acquiring sorcery in the *Legend Core Rulebook*. Mages learn the spell Elemental Portal and are able to choose one of the orders Heroic Abilities. They can, if they choose, begin instruction in the other discipline, Elemental Mastery or Elemental Summoning.

Archmage, 5th Circle

Candidates must have been a Mage of the order for at least three years and must have at least five cult skills of at least 90% and have either Elemental Mastery or Elemental Summoning at 50% or greater. They have access to the orders remaining Heroic Abilities.

Order Skills:

Bind (Elemental)*, Courtesy, Culture (Primary Way elementals), Elemental Mastery*, Influence, Language (Primary Way Elementals), Lore (Elements), Lore (The Planes), Persistence, Summon (Elemental)*, Swim

* New Skills see the Elemental Mastery and Summoning chapters.

Heroic Abilities

Elemental Immunity (see below), Elemental Mastery Techniques – see the Elemental mastery chapter for details, Linguist, Loremaster

Elemental Immunity

Requirements: CON 15 or higher, either Elemental Mastery or Elemental Summoning at 90% or higher

Hero Points: 10

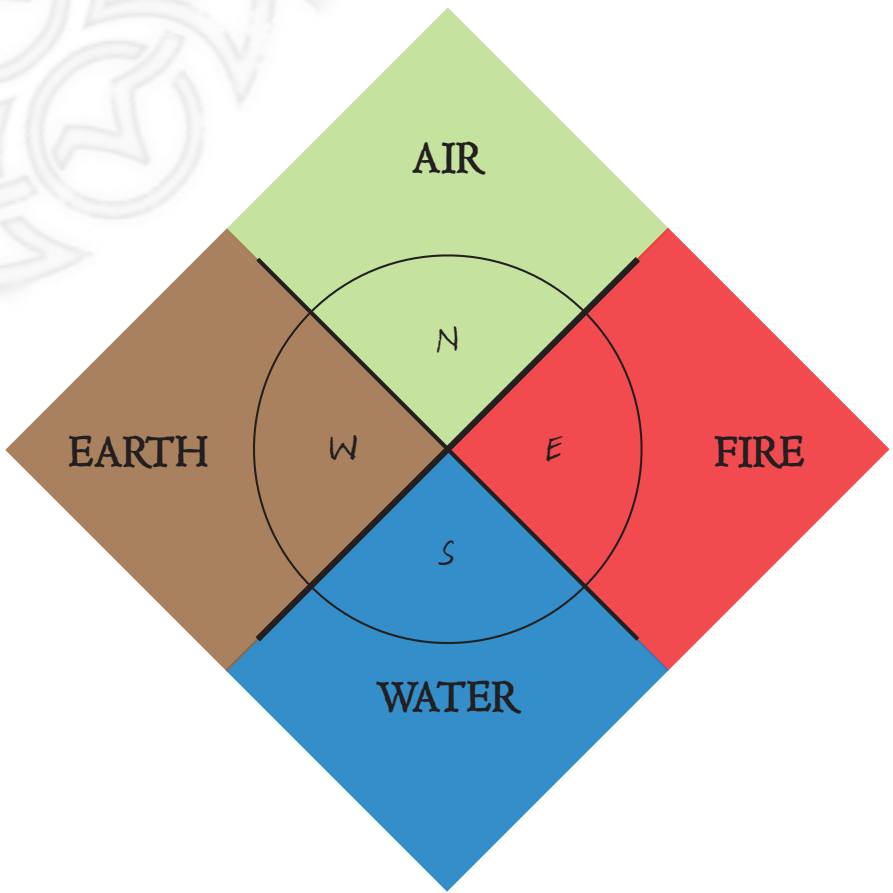
Duration: A number of minutes equal to CON x 10

There are four versions of this ability, Air, Water, Earth and Fire (if using the Chinese Elementals presented later in this book there are five, substitute Metal and Wood for Air). For the duration of this ability you are immune to any damage, magical or non-magical, from that element. You ignore the hazards of the chosen elements plane; however, humanoids travelling to the plane of water for example, would still need to cast Breathe Water or Abjure (Air).

Opposing Elements

The elements, as well as their Elemental Planes, are arranged in a circle where one of them opposes another. When a character chooses one of the Four Ways as his Primary Way, he can never learn the abilities of its opposing Way and cannot learn any of its correspondent spells.





An elementalists with Fire as his primary Way can never learn the abilities of the Way of Water, nor learn any of the spells from that Ways grimoire (see below) or opposed Common Magic spells. For example an Elementalists of The Way of Fire would be able to cast Dragons Breath, Firearrow, Fireblade, Ignite and Light but be unable to cast Chill, Frostbite and Water Breath.

The Way of Whispering Winds (Air)

Common Magic: Countermagic, Countermagic Shield, Detect (Elemental Type), Protection, Second Sight, Skybolt, Speedart

Grimoire: Abjure (Air), Animate (Air), Banish (Earth Elemental), Cyclone*, Diminish (INT), Dominate (Air Elemental), Elemental Portal (Air)*, Enhance (INT), Fly, Neutralise Magic, Protective Ward, Smother, Telepathy, Wind Slam

The Way of Burning Hearts (Fire)

Common Magic: Armoursmith's Boon, Cauterise, Countermagic, Countermagic Shield, Detect (Elemental Type), Dragon's Breath, Extinguish, Fire Arrow, Fireblade, Ignite, Light, Protection, Second Sight, Skybolt, Speedart, Warmth

Grimoire: Abjure (Water), Animate (Fire), Banish (Water Elemental), Damage Enhancement, Diminish (POW), Dominate (Fire Elemental), Elemental Portal (Fire)*, Enhance (POW), Flame Bolt*, Firestorm*, Glow, Immolate*

The Way of Immovable Mountains (Earth)

Common Magic: Armoursmith's Boon, Bludgeon, Countermagic, Countermagic Shield, Detect (Elemental Type), Mason's Boon, Protection, Second Sight

Grimoire: Animate (Earth), Banish (Air Elemental), Crush*, Diminish (STR), Dominate (Earth Elemental), Earthquake*, Elemental Portal (Earth)*, Enhance (STR), Form/Set (Earth).

The Way of Flowing Rivers (Water)

Common Magic: Chill, Countermagic, Countermagic Shield, Detect (Elemental Type), Frostbite, Water Breath

Grimoire: Abjure (Water), Animate (Water), Banish (Fire Elemental), Damage Resistance, Diminish (CON), Dominate (Water Elemental), Desiccate*, Drown*, Enhance (CON), Elemental Portal (Water)*, Form/Set (Water), Whirlpool*

*New spells - see the Elemental Magic chapter.

ELEMENTAL MASTERY

Elemental Mastery (INT+POW)

As sorcerers become more experienced with their chosen element they are able to manipulate the elements directly without using spells as a crutch. Regular sorcerers can attempt the most basic techniques of elemental control, but lack the knowledge and skill to do so effectively. Dedicated students of the Elementalist Order are more proficient in handling elemental forces and can achieve much greater results with considerably less effort.

Only direct elemental effects can be attempted, which means that the sorcerer can control or create only air, earth, fire, and water, not acid, cold, electricity, or sonic effects. To manipulate an amount of an existing element costs only the base Magic Points, to create the element from nothing costs an additional two Magic Points. Mastery effects can be used against elementals and elemental creatures, with varying consequences defined in each description.

To use the Elemental Mastery skill, sorcerers follow the procedures below and then roll against their skill.

- A Critical results in the Magic Point cost being reduced to the base cost of the technique regardless of the number of parameters increased.
- A Success results in the effect manifesting at the beginning of the sorcerers 1st turn in the next round.
- A Failure results in the effect not manifesting. The Magic Points used to create it are lost.
- A Fumble results in the loss of the Magic Points used to create it and the sorcerer must succeed on a Difficult (-20%) Persistence test or gain two levels of Fatigue.

Elemental Mastery Effects

Elementalists can attempt to exert raw control over only those elements in which they are knowledgeable, meaning the Elemental Ways for which they have learned the appropriate grimoire. The effects accomplished with elemental mastery techniques are always spectacular and incapable of fine manipulation. The process for elemental mastery is as follows.

- Define the technique and its parameters.
- Calculate the Magic Point cost.
- Spend a full rounds worth of Combat Actions
- Unleash the technique's effect.

Types of Techniques

Raw manipulation is limited only by the sorcerer's imagination ... and his Magic Point reservoirs. The following are the most typical techniques an elemental can attempt when manipulating an element, but players and Games Masters are encouraged to come up with new ones. Each technique carries a base cost in Magic Points that provides a basic set of parameters, which can be increased by spending additional Magic Points in a similar fashion to applying manipulations to sorcery spells. Base costs, parameters, and specific effects for each element are detailed later in this chapter.

Elemental Propulsion: The raw power of the sorcerer's will allows him to use an element as a means of transport and/or propulsion for another transport.

Imprison/Barrier: The character moves the element in such a way that it immobilises another creature or erects a protective barrier around himself and others.

Increase/Decrease Element: This technique takes an element and increases or decreases its volume and mass. If no amount of the element is present, this technique creates the amount in the technique's basic parameters as a conjuration effect.

Move Element: The character can shift around the position of a basic volume of the element. This includes the mythical parting of the waters.

Project Element: This allows the sorcerer to push a certain amount of the element at great speeds in order to cause damage.

Technique Parameters

Paying the base cost of a technique enacts it with at a minimum set of parameters, which the character can increase at additional cost. Spending a single point increases the parameter by the listed amount. The only limit to the number of Magic Points that can be spent to increase a single parameter is the number of Magic Points the sorcerer has available. Most of the parameters resemble those of a spell, with some differences.

Effect Magnitude: For purposes of resistances, a technique counts as a spell with a magnitude equal to its total Magic Point cost halved.

Casting Time: Elemental mastery effects take all of the casters concentration for the entire round. The caster can move at walking pace and take only minor and defensive actions, which are Difficult (-20%). Sustaining any damage requires a hard Persistence

(-40%) check. If the Persistence check is a critical success, the Magic Point cost is halved, a failure results in the technique failing and the loss of the required Magic Points, a fumble leaves the caster dazed for 1D3 Combat Actions. The techniques effect occurs at the beginning of the casters initiative in the next round.

Range: Almost all of the techniques work at a range of POW in metres; spending additional Magic Points can increase this as described under each technique.

Target/Area: Exactly as a spell, a technique can be made to target one or more creatures or an area, and so on. Techniques with a personal range affect an emanation around the sorcerer.

Duration: Each description lists the technique's duration at the base cost only. Instantaneous techniques cannot have their duration increased.

Amounts: This defines any quantitative parameter, such as volume and mass, or dies of damage.

Resist: The resistance, if any, is listed in the techniques description.

Paying the Cost

Once the sorcerer decides which parameters he wishes to increase, and by how much, he adds this cost to the technique's base cost.

Elemental Mastery Techniques

Elemental Propulsion

Base Cost: 3 Magic Points

Parameter	Base	Increase per point
Range	POW x 2 metres	POW in metres
Target	Number of creatures and objects inside a 6 metre radius area equal to 1/4 POW	1 creature or object.
Duration	10 minutes/10% or part thereof of Elemental Control skill	10 minutes
Amounts	Speed 20 metres/round	+6 metres/round
Resist	None	

Air: As many creatures as 1/4 of your POW (rounded up), including you, are hoisted up by a small, harmless hurricane. You rise to a maximum height equal to 3 metres per 10% or part thereof of Sorcery (Whispering Winds) and move at a base speed of 20 metres per round. As an option, the caster can make the wind blow to propel a sailed vehicle at its normal speed.

Earth: The ground shifts beneath the character and any other creatures he wants to move, transporting them without effort for the duration of the technique. The moving earth transports characters up walls and ceilings as if they were the normal 'down' direction, but any object that leaves the elementalists' surroundings drops normally. For an additional Magic Point, the character can travel through solid earth and stone, much like a gnome.

Fire: Flickering tongues of fire surround the subjects of this technique. They move from one piece of flammable material to another, leaving a thin trail of flames in their wake.

Water: The character and other subjects of the technique move on or under the surface of water at the listed speed. The technique creates a bubble around the characters and objects moving underwater, but the air inside lasts only 1 minute per 10% of the Sorcery (Flowing Rivers) grimoire and must be replenished, unless of course, the sorcerer has also cast Abjure (Air).

Effect on Elementals: The character can inflict 4d6 points of damage to a random location by passing through an elemental using this technique.

Imprison/Barrier

Base Cost: 3 points

Parameter	Base	Increase per point
Range	POW in metres	1/2 POW in metres
Target	A target of up to three points of SIZ for every 10% of Elemental Control skill.	1 additional point of SIZ per 10%
Duration	1 round/10% of Elemental Control skill.	1 round per Magic Point
Amounts	POW x 5%	+10%
Resist	Evade	Cumulative -10% penalty

Air: Swirling wind grapples the target and holds him still a few inches above the ground. The target can only take actions not requiring movement, and any sorcerer must succeed in an opposed Persistence versus Sorcery (Whispering Winds) test in order to cast a spell. He can break free of the wind with an opposed Brawn test, the wind bindings have a base Brawn skill of the casters POW x 5%. However, the air makes a new attempt to grapple the target every round, allowing new Evade rolls. If used as a barrier, it is considered a strong wind and ranged attacks suffer a -50% penalty.

Earth: The ground and walls buckle and weave, shooting forward to grab the target. The target and the rocky bands make opposed Brawn checks, with the earth effect having a base Brawn skill of the casters POW x 5%. As a barrier, a sturdy sheet of rock rises or appears between the caster and a source of attack. It provides total cover, is Size, Huge and has one Armour Point per 10% of the sorcerers Sorcery (Immovable Mountain) grimoire skill.

Fire: Columns of flame shoot upwards and around the target, dancing wildly but not touching it. If the target tries to escape, he suffers an automatic amount of fire damage to an appropriate location according to the elementalists Sorcery (Burning Heart) skill: 1–20% 1D2 damage, 21–40% 1D4, 41–60% 1D6, 61–80% 1D8, 81–100% 1D10, 101–120% 2D6, 121–140% 1D6+1D8, 141–160% 2D8 and so on. The flames follow the target, who must make a new opposed Evade roll every round the flames try to surround him. As a barrier, the flames render ranged attacks impossible and make close combat attacks Hard (-40% penalty).

Water: The water version of this technique works best when underwater or near a body of water. A large, rolling mass of water surrounds the target. Trying to cross it inflicts automatic damage to the offending location according to the elementalists Sorcery (Flowing Rivers) skill: 1–20% 1D2 damage, 21–40% 1D4, 41–60% 1D6, 61–80% 1D8, 81–100% 1D10, 101–120% 2D6, 121–140% 1D6+1D8, 141–160% 2D8 and so on. The target must also succeed on an Evade test. If he fails, the water tosses him back inside. As a barrier, the swirling mass provides total cover as the earth version above; the penalty to attacks also applies to melee attack rolls. For an extra Magic Point, this technique can create bindings or barriers made of ice, with the same effect as the earth version.

Effect on Elementals: Normal, but all Evade checks are Very Hard (-60%) if they are from an opposite element to the elemental.

Increase/Decrease Element

Base Cost: 1 point

Parameter	Base	Increase per Point
Range	POW in metres	1/2 POW in metres
Area	1 cubic metre per 10% of Elemental Control skill.	1 cubic metre
Duration	Permanent	n/a
Amounts	Fills the area	n/a
Resist	Evade	Cumulative -10% penalty

Air: Creates enough breathable air for one person for 10 minutes for every cubic metre in the technique's area. This technique is much too slow to produce a sudden vacuum when reducing the air, but it may keep air from an area, with all breathing creatures inside suffering the effects of suffocation.

Earth: The amount of soil or stone can impede creatures in the area forcing them to make Hard (-40%) Evade or Acrobatics checks to maintain balance if moving at full speed. If moving at half speed the Evade test becomes Difficult (-20%), moving at quarter speed makes the Evade test routine. Decreasing the amount can be used to dig by removing the material in the area to a depth of 2 metres.

Fire: The conflagration is a normal fire that deals 1d6 points of fire damage to all locations to anyone who spends a round inside the area. All flammable materials burn normally unless the fire is quenched by normal or magical means. When reducing the amount, the fire in the affected area dies down instantly.

Water: Creates, or reduces the amount of water by, 1000 litres per cubic metre of area.

Effect on Elementals: If increasing the amount, the effect acts as a Haste spell or conversely, a Hinder spell when decreasing it.

Move Element

Base Cost: 2 points

Parameter	Base	Increase per Point
Range	POW in metres	1/2 POW in metres
Area	10 metre x 10 metre*	2 metres x 2 metres
Duration	1 round/10% of Elemental Control skill.	1 round
Amounts	All inside the area	n/a
Resist	Evade	Cumulative -10% penalty

*The affected area can be shaped at will.

Air: Creates soft breezes of less than 30 kph. It is enough to clear smoke and push gases and vapours towards a different direction than their normal spread, but does not impede movement for flying creatures. It can keep in check a vampire in mist form or other creatures with similar abilities.

Earth: A more effective but expensive way to dig, this acts as *increase/decrease element* in terms of area and volume. The material can be used to make platforms or palisades, as it is the only element that maintains the position at which the caster leaves it with this technique.

Fire: Creates a clear path across a patch of flames, on which creatures suffer no damage. If the fire is pushed so that it touches flammable objects, they start burning even when the fire returns to its original position after the technique ends.

Water: Keeps an area of height/depth of 3 metres empty of water. It can be used to cross-rivers and other bodies of water. It also works with pools of fairly liquid materials like acid and poison.

Effect on Elementals: Paralyzes the elemental for the duration unless it succeeds on an opposed test of Resilience against the sorcerer's Sorcery (Grimoire) skill.

Project Element

Base Cost: 3 points

Parameter	Base	Increase per point
Range	POW x 5 Metres	POW in metres
Target	1 creature	1 creature*
Duration	Instantaneous	n/a
Amounts	1d4 damage per 20% of Elemental Control skill to a random location.	Increase damage die by one step; i.e. 1 point = 1d6, 2 points = 1d8 and so forth
Resist	Evade**	Cumulative -10% penalty

*Targets cannot be more than 10 metres apart from each other.

** A Critical Evade negates all damage, Successful Evade halves damage, a Failed Evade results in full damage and a Fumbled Evade results in the target being subjected to the Combat Manoeuvre listed in the elements description.

Air: Pushes air into razor-sharp gusts that act as cutting weapons. Deals double damage against creatures in mist form or with similar abilities. Armour reduces damage normally. Combat Manoeuvre, Bleed.

Earth: Creates or shoots shards of stone that act as thrusting weapons. Combat Manoeuvre, Impale

Fire: Creates lancets of flames (or shoots them from a nearby fire source). On a failed Evade, the target must make a second Evade test to avoid any flammable materials in his possession from catching on fire. Combat Manoeuvre, Maximise Damage.

Water: Water splashes around, acting as a bludgeoning weapon. For an extra Magic Point, this technique can create shards of ice with the same secondary effect as earth. Combat Manoeuvre, Stun Location.

Effect on Elementals: Double damage if targeted by an attack of the opposite element.

Example I

A mage of the Way of Burning Hearts with a POW of 14 and an Elemental Mastery skill of 78% confronts a small pack of three tundra wolves. He has no offensive spells memorised from his Primary Way. He chooses to do damage with a raw elemental effect, shooting flaming bolts at the wolves from the torch he is holding. This is a Project Element effect with the following base parameters, taking into account the mages POW and Elemental Mastery skill:

Base Cost: 3 Magic Points

Range: 70 metres

Target: 1 creature

Duration: Instantaneous

Damage: 4d4 points of fire damage to a random location

Resist: Evade

Since he is facing three rather strong beasts he decides to increase the damage to 4d6 which costs an additional Magic Point, have it affect the other two creatures which costs a further two points, and be harder to avoid, making the wolves Evade test Difficult (-20%) costing another two points for a total cost of eight Magic Points. He holds them off with the torch, waving it too and fro for the entire round while he enacts the technique. On the casters initiative in the following round fire lancets shoot from the torch, and the three wolves must make Difficult Evade tests (-20%). If their Evade test is a critical they take no damage, if it is a normal success they take 4d6 damage (being cold creatures and associated with Water, they are susceptible to Fire and take double damage), if they fail the Evade test they suffer 8d6 points of fire damage, on a fumble they take 6d6+12 of damage. A failure or fumble also requires the wolves to make a second Evade test to avoid catching on fire.

Example 2

A sorcerer of the Way of Immovable Mountains, POW 15, is running from a formian colony in the company of his party (four extra members). They know the surface lies near, as they turn a corner they find themselves trapped in a dead end. The earth elementalist decides to risk it and take everyone through the rock. This is an Elemental Propulsion effect with the following base parameters:

Base Cost: 3 points

Range: 30 metres

Target: 4 creatures

Duration: 70 minutes

Effect: Burrow speed 20 metres

Resist: None

Passing through rock instead of just moving across its surface costs an extra Magic Point, plus another point to include the fifth party member. The sorcerer decides he is powerful enough to maintain the control technique for enough time to take everyone to the surface, so the final cost is five Magic Points. It will take him a full round to enable the effect. The party huddles together and the earth buckles under the sorcerer's will, taking them to the surface and away from the encroaching formians.

Mastering Techniques

An elementalist may become so familiar with a raw control technique that he can perform it with much more ease than other effects. He understands what he is doing and has practiced it long enough that he can skip some steps in the process.

A mastered technique always uses the same parameters to achieve the same effect, which allows the elementalist to use it as an Heroic Ability. This constancy also reduces the cost to activate the technique by half, so in the case of Example 2 above, the propulsion effect would cost three Magic Points but as with all Heroic Abilities, would only require a single Combat Action to use.

To master a technique, the player must have the Elemental Mastery skill of the appropriate way of at least 75%, define all the parameters and spend an Improvement Roll for every Magic Point in the total cost of the technique. From now on, he can use this ability as many times as he can afford. An elementalist can master a number of techniques equal to one quarter of his INT characteristic.

The mastered technique will always have the same effect and cannot be changed once learned. A mastered technique requires no gestures or chants; it is an act of will only, although many elementalists are fond of naming the technique and shouting its name as they perform it.

For example, if the sorcerer in Example 1 were to master the Project Element technique, creating the flaming bolts from nothing, it would have a total cost of 10 Magic Points. He would need to spend 10 Improvement Rolls to gain the technique as an Heroic Ability, which he calls, Fire Knives. He can now use it at a cost of one Combat Action and five Magic Points.

Thalox was outnumbered, with little avenue for escape. The lesser salamanders had him cornered.

‘What should we do with you, human?’ one of the snakelike creatures mocked. ‘You can walk as fire but ... can you dance like fire?’

‘If you give me some room, I can show you,’ Thalox bowed.

The lesser salamanders were not friends of the elementals of Vulcanos, and here he was, deep in their territory on a mission from the royal salamanders, a human who could exist in this place thanks only to the magic at his disposal.

‘Do not try to call for help, our domain is sealed, you can summon nothing as your kind does!’

‘Who said I was going to summon anything?’

The sorcerer smiled and began casting his spell. True, he would not be able to summon the aid of fire elementals in their home plane but, if he could not bring, he could create. He smiled in satisfaction as a solid wall of fire rose in a ring around the salamanders, effectively imprisoning them. It wasn’t a perfect solution but at least now he would be able to complete his mission unmolested.

SUMMONING ELEMENTALS

While many sorcery orders teach Animate (Substance – Element) the result, to a true elemental, is less than satisfactory with the animated substance possessing no spark of intelligence. Some priests can, and often do, summon true elementals associated with their god; however, these are basic elemental creatures. There is potential to summon quite large specimens that are also extremely powerful using this method but the creatures summoned only have minimal intelligence and are of limited use. The discipline of elemental summoning is less spectacular than that of elemental mastery, but it is no less deadly. Summoners specialise in their relationship with elementals and other denizens of the Elemental Planes, exploiting the fauna of the elemental planes to the fullest.

Calling elementals through special rituals, the summoner is not limited in his summonings to brutish collections of matter but can also call native elemental creatures and even higher elemental; members of the Elemental Courts and possibly, Elemental Rulers. Sorcerers with enough power and the daring to use it can even call an Elemental Ruler in order to make long-lasting pacts of mutual assistance.

The two main contributions from elementalism to arcane practice are the elemental summoning rituals, known collectively as ‘major elemental summoning,’ and the art and science of trapping elementals in specially prepared receptacles, magical items that house—or imprison—the creatures and allow their owners to exploit their powers without the need to perform a summoning ritual every time they have need of them.

Major Elemental Summoning

Major elemental conjuration works through rituals, which are powered by the enactor’s will and an offering to the creature being called.

An elemental, can summon creatures of any element (except those associated with his Primary Ways opposite) but he works much better with those aligned to his Primary Way.

Unlike the practice of demonology, the art of summoning elemental creatures is not a contest of wills for domination, unless an unscrupulous sorcerer wishes to bind an elemental against its will, but a lengthy diplomatic affair in order to keep the creatures’ interest and get them to accept a deal. Luckily for summoners, base elementals are content with simple offers in exchange for their services, and the higher elementals are as curious about the Material Plane as the caster is eager to obtain their aid.

Elemental Lore

The key to all summoning rituals is knowledge. Even if elementals are simple and without a complex political structure as demons have, it is imperative that any who would harness a sentient expression of a primordial force do so with full knowledge.

Fortunately, knowledge about elementals and their realms is readily available in most arcane libraries. Summoning simple elementals and elemental creatures is not difficult, with sorcerers sticking to the most basic rituals in order to minimize expenses and effort. If they wish to invoke the more powerful higher elementals, not to mention Elemental Rulers, it is more than worthwhile to conduct more specialised research. Every advantage counts when dealing with these strong and temperamental entities.

Higher elementals and their rulers are individuals in every respect of the word, and while a general ritual may invite a random gnome into the summoning circle, targeting a specific creature or at least a narrower range of creatures increases the chance of success. One of the easiest facts to find is a creature's allegiance and status in respect to the Elemental Courts. Calling for a herald from the minor court of Kerr'ka'kr the All-Consuming is more likely to attract the attention of a particular royal salamander of that court than if the ritual calls for any royal salamander to attend.

Second and most difficult to find out is an elemental lineage, which is a mixture of parentage and patronage. A higher elemental belongs to a family line independent of court allegiance, and sometimes that family includes a particular mentor the creature respects. The Elemental Courts chapter has more details on courts and status.

The strongest leverage to have in the summoning of an elemental creature is its name. An elemental has two names: the ones it uses daily and its True Name, which is always spoken in the creature's native tongue. The caster must know what the True Name means in order to have any effect. A ritual containing a name always brings the same individual, with the True Name giving the summoner certain leverage in any following deal. The disadvantage of using names in a ritual is that there is a 10% chance that the creature is no longer alive, for the higher elementals have a more dynamic society and are not formless clumps of their element. This chance increases by 1% for every rank in an Elemental Court, and by another 1% for every die in its characteristics, to represent the sometimes-cutthroat politics of court intrigue and the risky life of a higher elemental adventurer.

Summoning an elemental requires two skills; Summon (Elemental) with four variants, one for each of the elements, Air, Earth, Fire and Water, and Lore (The Elemental Planes). Due to the affinity and closeness of the elemental planes with the material plane, summoning elemental creatures is far easier than summoning demons and their like, with individual sorcerers quite capable of summoning powerful entities.

Once summoned a sorcerer must bargain with the elemental for its service. The negotiation is often a drawn out affair and uses the social skills; Influence, Insight and to a lesser degree, Perception, Evaluate and depending on circumstances, Seduction. It is also considered good form to offer a suitable gift as an additional enticement.

Social skills receive a bonus or penalty dependant upon how well the gift is received; roll on the Gift Modifier table below. It is always possible to force an elemental into service using an appropriate form of the Dominate (Elemental) spell, or by binding it to an object against its will with Bind (Elemental) skill; however, these practices are frowned upon. Sorcerers utilising these methods need to be exceptionally careful as the Elementary Rulers take a dim view of those that enslave their subjects and seek vengeance against any whom wittingly or otherwise cause harm to their subjects by such means.

Gift Modifier

1D10	Gift is...	Social skills become...
1-2	Inappropriate or offensive	Hard (-40%)
3-4	Unacceptable, sorcerer shows a lack of understanding or no gift provided	Difficult (-20%)
5-6	Barely acceptable	Routine (+0%)
7-8	Acceptable, sorcerer has obviously done his homework	Simple (+20%)
9-10	Perfect, sorcerer has a clear understanding of elementals motivations	Easy (+40%)

Summon (Elemental) (INT +CHA)

Summon is a ritual skill which in conjunction with Lore (The Planes) allows a sorcerer to invite an elemental creature to the material plane for a short while, generally, to perform a service of some kind or provide further knowledge of its realm. It may be utilised in several ways, either to summon a random creature, or call forth a specific elemental, which the summoner has previously researched or encountered. The Summon (Elemental) skill is specific for each type of elemental, air, water, fire and earth and can never exceed the sorcerer's Sorcery (Grimoire) skill for the appropriate elemental way.

The ritual requires a considerable amount of preparation; one hour per Magic Point invested into the summoning and must be performed in area with sufficient volume or access to, the desired element to meet the summoned elementals SIZ requirements (lofty areas for Air elementals, lakes or seas for Water elementals and so on). If the summoning involves more than one participant, then they must all combine their efforts.

In emergencies a summoning can be rushed, taking only a minute per Magic Point, but this forfeits any sort of protective wards to contain the elemental; relying on the ritual leader to successfully convince the elemental to aid them. If this fails the elemental is free to act as it will, so such summoning's are usually acts of desperation. Thankfully elementals, unlike demons, are curious, rather than bloodthirsty and are more like to assuage their curiosity of the material plane for their allotted time than go on a

Ritual Summoning

A lone sorcerer is capable of summoning very powerful elemental entities, albeit limited by his reserve of Magic Points. However, when sorcerers combine their talents using the Concert skill it is possible to summon elementals of potentially world shattering power.

By using a ritual summoning, a group of sorcerers can not only summon extremely large base elementals; they can combine elements to stunning effect. When combining elements it is a requirement that all participants have both the Sorcery (Grimoire) for the Elemental Way and the Summon (Element) skill for each element to be combined. The leader uses his lowest applicable Summon (Element) skill for the ritual. Combining elements costs each sorcerer an additional Magic Point for each element to be combined to a maximum of three (the opposing Element to the lead sorcerers Primary Way cannot be combined). The Magic Points invested into the elementals SIZ are split evenly between each element. Characteristics are calculated for each element individually and then added together. The resulting elemental has the abilities of all its component elements.

For example, to alleviate a drought, Thalox and a handful of his students summon a huge storm elemental by combining air and water. Thalox and his students have both the Whispering Winds and Flowing Rivers grimoires. Thalox's summoning skills for Air and Water are 65% and 45% respectively; his four students have skills of 35% and 25%. To determine if the ritual succeeds Thalox rolls against his Summon (Elemental -Water) skill of 45%. The total of their Summon skills is 350%; they can invest a maximum of 35 Magic Points into the ritual. Thalox determines that a 20 Magic Point combined elemental will suffice. Each sorcerer then expends five Magic Points, four each for the creature and an additional Magic Point for the additional element. Had they combines three elements, Air, Fire and Water it would cost each sorcerer six Magic Points The elemental has the following characteristics (see the Elemental Creatures chapter for full details on Base Elementals), STR 20D6, DEX 6D6, POW 2D6 and INT 2. Its SIZ will be 20 cubic metres, it will have 20D6+120 Hit Points and its Brawn and Damage modifier will be based on its STR x 2.

Warning: While it is possible to summon Higher Elementals using a ritual summoning, the beings brought forth in this manner are potentially God-like in power, so it is not recommended. Should adventurers choose to attempt this, the Games Master is encouraged to impose restrictions to the number of Magic Points invested in the summoning as best fits his campaign and the groups playing style.

destructive rampage, slaughtering all in the vicinity. Though accidents—forest fires, earthquakes, floods, whirlwinds and such— can, and often do, happen as the result of rushed summoning attempts, so the wise do so only when there is great need.

Similar to concert cast spells participants in a ritual summoning pool their Summon skills, under the leadership of a single coordinator. The maximum number of Magic Points, which can be invested in the summoning, is one tenth of the group's combined Summon skills.

Once preparations have been completed the ritual leader must roll against their *un-augmented* Summon skill.

The result of the roll determines the effect of the summoning.

Critical: The elemental arrives in a magnanimous or subservient mood, any gifts provided are considered perfect making all social interaction skills checks Easy (+40).

Success: The elemental arrives but requires convincing to perform a service. The ritual leader must negotiate its service (see above).

Failure: The elemental does not appear; the magic points spent in the summoning are lost.

Fumble: The elemental portal fails to form correctly. Roll on the Summoning Mishaps table.

Summoning Mishaps

D100	Result
01–25	The summoning has failed normally with no further effects.
26–35	The sorcerer gains a temporary insanity of the Game Masters choosing lasting 1D6 hours, days, weeks or years (roll on 1D4).
36–45	The sorcerer is rendered unconscious for 1d6 hours.
46–55	The sorcerer loses <i>all</i> Magic Points for 1d6 days.
56–65	The sorcerer is reduced to a drooling, gibbering idiot for 1d6 weeks.
66–75	The sorcerer gains a permanent insanity of the Game Masters choosing.
76–80	The sorcerer loses 1d6 POW permanently.
81–85	The sorcerer loses 1d6 INT permanently.
86–90	The sorcerer loses 1d6 x 5% from their Persistence skill permanently.
91–95	The summoning acts in reverse, transporting the sorcerer to the appropriate elemental plane.
96–00	The sorcerer creates an uncontrolled elemental gate that spews forth a number of cubic metres per hour of raw elemental energy equal to the total Magic Point cost. The gate lasts a number of days equal to one-tenth the sorcerer's Summon skill.

As part of the preparation process the sorcerer determines:

- 1) The type of elemental to be summoned, be it a base elemental, higher elemental or specific elemental creature with a fixed Magic point cost.
- 2) The number of Magic points to be invested in the summoning.
- 3) In the case of higher elementals, the number and type of manipulations to be applied.

Base Elementals

Base elementals, as the name suggests, are the most rudimentary of elemental creatures and are the easiest to summon. Their characteristics and abilities are derived directly from their SIZ. The key difference between a summoned base elemental and the same volume of the chosen element animated by an Animate (Element) spell is the elemental has a modicum of INT and can follow simple instructions and perform slightly more complex tasks.

For detailed descriptions of sample base elementals, refer to the Elemental Creatures chapter.

Higher Elementals

The key skill for learning the basic formulae for summoning higher elementals is Lore (The Planes). The check is a week of research that the caster spends digging up the knowledge he wants, and the difficulty depends on the obscurity of such lore. Each particular bit of lore adds a bonus to the Summoning check according to the following table.

Elemental Lore Table

Information	Lore Penalty	Bonus to Summoning checks
Specific Elemental Court	-10%	5% of Lore skill
Court Position	-20%	10% of Lore skill
Lineage	-10%	5% of Lore skill
Common Name	-40%	Summoning check is Simple (+20%)
True Name	-60%	Summoning check is Easy (+40%)

The bonus' and penalties are not cumulative, use the higher value. For example, a sorcerer of the Way of Whispering Winds wants to summon a Duke from a specific court; he does his research, which takes a week and makes a roll against his Lore (The Planes) skill at -20% (court position). If his roll is successful he adds 10% of his Lore skill to the Summoning check. If he were researching the True Name of an elemental the penalty would be 60% but if successful, he would gain a 40% bonus to his Summon skill (which applies every time he wants to summon that particular elemental).

The Ritual

Once the sorcerer has obtained the information he seeks regarding the elemental he wishes to summon, he spends an hour per Magic Point inscribing appropriate elemental runes while reciting his invocation. At the end of the ritual he rolls against his Summon (Elemental) skill adding any bonuses. The results are determined as for base elementals above.

To a summon a Higher Elemental costs a minimum of five Magic Points; one for its base characteristics, plus one Magic Point for each trait common to all Higher Elementals; Alternate Form (see the Elemental Creatures chapter for a full description), Magic Sense and Poison Immunity, and the advanced skills, Elemental Mastery and Summon (Elemental). Further Magic Points maybe spent to increase its characteristics using the number of Magic Points as a multiplier, e.g. a sylph has a base STR of 1D6 if two Magic Points are invested in its characteristics its STR becomes 2D6, three Magic Points 3D6 and so on. Additional magic points can also be used to purchase extra traits and advanced skills on a one-for-one basis.

Skills are increased at no additional Magic Point cost. Common skills and purchased advanced skills are increased from a pool of skill points equal to twice the sorcerers Summon skill. The maximum number of skill points a single skill may receive is equal to three times its base value.

All higher elementals have Elemental Control and Summon Elemental at their total Magic Point cost x 10%. So a higher elemental with a total summoning cost of 11 Magic Points would have the Elemental Control and Summon Elemental skill at 110%

Pacts and Service

If the ritual succeeds, the desired creature (or a close approximation) appears. Its intentions are not automatically hostile; after all, it answered the invitation voluntarily. What follows is a period of bargaining and verbal manoeuvring. In the case of base elementals, this process is confined to a 'would you do this if I gave you this?' question, but it can get much more elaborate for higher elementals and other outsiders, as their goals and motivations are more complex.

Obviously, higher elemental summoning is a waste of time if all the character wants is for the creature to fight for him. A sorcerer would be better off summoning a base elemental or making use of the Animate (Element) spell. What the rituals for this discipline are good at is extracting long-term agreements or special favours.

The favours and services are similar to the ones a caster could excise from demon, except that there is a price involved and the creature will not try to subvert the request. Also, the creature will not automatically try to kill the caster on a failed roll.

This exchange of offers can be represented by opposed Courtesy, Influence, Insight, Perception and dependant on circumstances, Seduction checks, with the caster gaining some advantage if he knows the creature's True Name, follows the same Elemental

Way, or has another ace up his sleeve. See the nearby Negotiation Modifiers table (the bonuses and penalties are not cumulative, use the higher value). The Games Master sets the price in exchange for the service, and the character is free to haggle. The following are the most common services and petitions, with some of the more common prices.

Court Allegiance: The elemental may want to pledge allegiance to an Elemental Court. He needs to summon a Court official for this, not just any elemental, and his case must be debated with other officials and so it is not an immediate deal. Court allegiance means that the character gains connections with an Elemental Court and has an advantage when summoning creatures from that court. If he announces his visit to the court, he and any companion are protected from the plane's adverse effects as long as he complies with etiquette and protocol. In exchange, the court's ruler can contact the caster telepathically at any time and ask for favours and service just as a humanoid liege would do. The elemental must be careful with whom he throws his lot, for wise Elemental Rulers will not abuse their Material Plane allies and expect the courtesy to be returned.

Elemental Knowledge: Sometimes the caster wishes to extend his elemental knowledge by asking a native. This kind of negotiation is conducted on a *quid pro quo* basis, with the creature asking a question for every answer it gives. Higher elementals will never reveal another's True Name but will gladly accept an opponent's True Name as payment for powerful elemental secrets. Other bits of elemental lore include spells, instruction in elemental mastery, knowledge about the plane itself, and so forth. The price for each fact varies depending on the creature's attitude and actual knowledge.

Enter a Receptacle: The creature agrees to enter a previously prepared receptacle and allow the caster to use its powers (see below for information on creating and using a receptacle). Few creatures agree to this unless the price is high. Higher elementals are curious to know the Material Plane, and they ask that they be freed after a certain amount of time and allowed to wander the world at their leisure. The same ritual allows them to do so. Other, more ambitious elementals ask that the caster provide them with humanoid bodies to inhabit and control at will. They are content with artificial bodies, but living ones will convince them more readily.

Extended Service: The caster asks the creature to become a servant for a specific period, usually a year and a day. This service is similar to the relationship between sorcerer and familiar. To call the elemental creature to him, the character must make a Summon (Elemental) test. If using the creature's common name the test is simple (+20%), if the elemental's True Name is known the test is easy (+40%). This spell calls the specific elemental for the duration of a single specific task (an hour per Magic Point invested). The usual price for this service is that the caster creates a Pact with the elemental dedicating a negotiated amount of POW (which is then added to the elementals POW).

Single Service: A single service is a specific task. Base elementals are not good at following complicated instructions, so it is best to use them for minor, but mighty, tasks. Such services could include aiding in a ship's sailing for air elementals, providing

water supplies for a long trip for water elementals, battering down a castle's defences for an earth elemental, and burning down a building for a fire elemental. Base elementals require only the destruction of an appropriate offering worth from 100 to 5,000 Silver Pieces, depending on the service, but higher elementals and other outsiders may ask for a favour in return or impose a simple quest on the character.

Negotiation Modifiers

The character ...	Modifier
Is an elemental of the same Way	+10%
Is an ally of the creature's court	+15%
Is a member of the creature's court	+20%
Knows the creature's True Name	+25%
Has freed an imprisoned creature of the same court	+15%
Has freed that same creature from imprisonment.	+40%
Is an elemental of the opposite Way	-10%
Is an enemy of the creature's court	-15%
Is a member of an enemy court to the creature's	-20%
Has used Dominate (Elemental) on creatures of the same element	-15%
Has a prison receptacle in his possession (see below)	-30%

Binding Elementals

Elementals, and Demons for that matter, can be bound into objects to allow whomever controls the object access to the bound creatures abilities in some form or another. The receptacle used is generally referred to as either a prison or a vessel.

A prison captures the elemental and keeps it inside against its will, sapping its power slowly. Prison receptacles are dangerous to handle because the trapped creature is always looking for a chance to escape, and if the wielder is not always on his guard, he could face a very angry elemental in addition to any opponent he wanted to unleash its powers upon. For the elemental, the interior of such an item is uncomfortable and cramped.

Vessels require less care in their construction, as they host a willing elemental. The creature spends its time inside the receptacle in comfort, if not luxury. Instead of forcing the creature inside the receptacle, the caster invites it through the lengthy summoning ritual detailed above and offers it a reward in exchange for its residence within the item. A vessel has a definite date when it will stop working: the day that the contract between caster and elemental ends.

Receptacles have only two powers: to hold an elemental creature and to open a hole in its internal wards just enough for the sorcerer to use its abilities and qualities. Without a creature held inside, they are harmless. Receptacles can be reused as long as they remain intact after its guest leaves, something that often does not happen in the case of prisons, as the creature's second priority after killing its tormentor if it ever gets free is stamping the item into scrap.

‘Did I ever tell you that I need new furnishings in here?’ the sylph whispered in Thalox’s mind as he held the little bejewelled box.

‘Yes, oh precious one, you did.’ He smiled as he navigated his way towards the City of Brass. ‘But the Plane of Fire is not the best place to discuss interior decoration.’

Thalox chuckled when he heard the telepathic equivalent of a pout.

Almost any item can be used as a receptacle; lamps are preferred for Air and Fire elementals, while bottles, bowls and boxes can be used for any elemental. Weapons, armour, rings and so forth make poor receptacles and are only used by unscrupulous sorcerers as prisons.

Capturing an Elemental

A receptacle’s power comes from the creature inside it, and its magic is geared to exploiting the powers of such creatures. An empty receptacle is more useful as a paperweight than as a magical item, which is why its owner is well advised to keep an elemental creature inside it.

Vessels and prisons are fundamentally different in the way they exploit an elemental’s power. While in actual use they are the same, prisons are inherently more dangerous, as the creature trapped inside is always looking for a way out.

The way to power vessels is elaborate but fairly easy. Following the rules for elemental summoning, the caster attracts an elemental creature and proposes that it inhabits the receptacle in exchange for a favour, a service, or something else that the elemental and the caster agree to. The caster may cajole or threaten the elemental if it is within his means, and the creature may respond and honour a coerced agreement, but the caster’s standing among the Elemental Courts will suffer. That is all there is to it.

Getting an elemental inside a prison receptacle is trickier but faster and requires no negotiation; the elementalists forces the creature to serve him, no questions asked or favours exchanged. Once the creature is summoned the sorcerer rolls his Bind (Elemental) skill, which is opposed by the elementals Persistence.

Bind (Elemental) (POW x 2)

The use of this skill represents the contest of wills between an unscrupulous sorcerer and the elemental he has just summoned as he attempts to imprison it. It is always opposed by the elementals Persistence skill. Warning: Elemental rulers may seek retribution against sorcerers who make frequent use of this skill.

If the sorcerer wins the test the elemental is forced into the receptacle. If the elemental wins the test...let's just say the sorcerer had best have some protective wards in place...

Creating a Receptacle

To create a receptacle the sorcerer must first decide whether it is to be a prison or simply a vessel. If it is to be a prison the sorcerer must invest a number of Magic Points equal to the number of powers that he wants to be able to draw upon. The only way these Magic Points can be recovered is to destroy the receptacle – usually after the elemental has been killed or released. Destroying a receptacle frees any elemental imprisoned within it and unless it has been severely weakened through use, it will use every means at its disposal to ensure its captor is suitably punished. Vessels are created in the same way but at half the Magic Point cost.

Using the Receptacle

Taking advantage of the trapped creature's power requires the sorcerer to use a Combat Action and speak the appropriate command. Opponents within melee reach, as the wielder points the receptacle and unleashes its power, may make a free attack.

Anyone who knows the command words can use the receptacle's power, but only a sorcerer who knows its operation can use it to trap other creatures or to keep them inside.

Escape

Elementals trapped against their will are always looking for to escape, constantly probing the limits of their prisons for any weaknesses they can take advantage of. One can only break free by forcing the sorcerer to re-roll against the Bind (Elemental) skill. Each roll can be attempted only during specific circumstances, and the prisoner does not miss an opportunity to try. The creature can try to escape when any of the following happens.

Elementals Magic Points Exhausted: If the sorcerer expends all of the elementals Magic Points by using its Elemental Control or Summon (Elemental) skills, the elemental can force the re-roll. There is a cruel irony; if the creature fails in its bid for freedom, not only are its Magic points restored, the item is also fully reset allowing the sorcerer full use of the elementals abilities.

Extra Ability Use: Any attempt to use more abilities per day than the Magic Points invested into the prison allows the elemental a chance to escape; the sorcerer rolls against his Bind (Elemental) skill with a 10% penalty for each occurrence (10% for the first time, 20% for the second and so on). If the elemental wins it is freed and depending on its condition, will flee or take its vengeance. If it flees, it will return to its own plane to plot its vengeance.

Attempting to over use a Vessel does not pose the same danger as over using a prison: the elemental inside simply refuses and may even stop working until the wielder apologises.

Damage to the Object: Every time the item suffers damage, regardless of its source, the creature can force the re-roll. If the source of damage corresponds to its element, it has a +10% bonus to the roll. If the receptacle is destroyed, the prisoner is freed automatically. This is the favourite method for the prisoner's friends to try to liberate it. Calculate the item's Armour Points and Hit Points as a weapon of similar size according to the tables in either the *Legend Core Rulebook* or *Arms of Legend*.

Travelling to an Elemental Plane: If the character visits the creature's native or corresponding Elemental Plane, the creature can force a re-roll every hour the receptacle remains there. It is, of course, in very poor taste and potentially fatal to travel to an Elemental Plane with one of its citizens imprisoned in a receptacle.

Death: One of a receptacle's possible abilities is to call the creature forth as if by using the Summon (Elemental) skill. If the creature is destroyed in combat, it dissipates and reforms on its native plane free of all bindings and is also free to plot its revenge. Trapped creatures will fight recklessly to force their own destruction and will not stop until all opponents are dead or the receptacle's wielder speaks the recall command word.

Freeing the Creature

All receptacles have a command word to free the prisoner voluntarily, just in case the caster wants the space to trap a stronger creature if he feels capable of the feat. If it is the creature's original captor who utters this word, he should have protective magic already cast on himself, as well as Banish ready, for the creature will attack him on sight.

However, anyone else finding the liberation command and using it will elicit a different reaction depending on the creature's personality and the time it has spent imprisoned. Most often the creature will feel a debt of gratitude towards its liberator and will do whatever he wishes ... once. However there are times when an elemental may try to vent its pent-up frustration on the first living thing it encounters namely the character who freed it, but it can be reminded that it would still be a prisoner otherwise. Freeing a creature trapped in a receptacle is a sure way to win the favour of the Elemental Courts.

Receptacle Powers

The following are the powers a sorcerer can utilise from the vessel. A number of powers may be chosen equal to number of magic points invested, once chosen the powers cannot be changed. All powers use the summoned elementals skills for opposed rolls, particularly attacks and resistances. Each use of a power costs the owner a Combat Action.

Combat: The character temporarily releases the elemental to fight for him. The creature has no limit to the time that it can remain out of the receptacle, but if it is destroyed it reforms on its native plane free of any bindings. Bound elementals act as if under a Dominate (Elemental) spell, however, they fight recklessly; endeavouring to seek their own destruction so they can plot their revenge once freed of their bindings.

Former vessel residents still expect the caster to fulfil his part of the deal should they be destroyed. The caster can recall the creature with the appropriate command as a combat action, and the creature vanishes into the receptacle instantly. The creature recovers Hit Points at double its normal rate per full day spent inside the receptacle.

Destroy Opposed Element: At great cost, the elemental creature can try to destroy an elemental creature opposed to its own element. Air and Earth creatures can try to destroy each other, as well as Fire and Water creatures. Compare both creature's Resilience, the one with the higher number destroys the other utterly but suffers 1d6 points of damage for every 10% or part thereof of the destroyed creature's Resilience. If this damage causes the creature a Major Wound, it is also destroyed. The creature can heal this damage as described above.

Elemental Burst: The elemental creates a powerful burst of its element coming from the receptacle. The burst is strong enough to cause 1d4 points of damage to a random location for every three points of the elementals POW and has a range of five metres plus one metre for every point of POW. This damage can be negated with a Critical Evade, halved with a successful Evade and is doubled on a fumbled Evade.

Elemental Explosion: The creature can create rippling waves of elemental force radiating outwards. All creatures in an area of 10 metre radius centred on the receptacle suffer 1d6 points of damage per three points of the elementals POW to a random location from the slashing winds, bouncing stones, licking flames, or wild water the receptacle emanates. A critical Evade negates the damage, a successful Evade halves the damage and a fumbled Evade doubles the damage but the victims must also roll make a successful Resilience roll or be knocked down, ending in a prone position a number of metres from the receptacle equal to the rolled damage. The person who utters the command word is immune to these effects.

Elemental Mastery Techniques: The creature is capable of reproducing any raw control technique from the Elemental Mastery chapter. Each technique counts as one ability and must be chosen at the time the elemental inhabits or is imprisoned in the vessel.

Reconnaissance: As the Combat ability, the character calls the creature forth but instead of commanding it to fight, he orders it to travel away to explore the surroundings. The creature moves as per its own speed and method of movement for an indefinite period of time and has a homing sense that allows it to know in which direction and how far its receptacle is at all times. If the caster utters the recall word, the creature returns in one quarter the time it has been away.

Traits: The sorcerer can use any of the elementals traits on himself as a special ability. Each trait counts as one ability and must be chosen at the time the elemental inhabits or is imprisoned in the vessel.

Summon Elemental: The creature can summon a base elemental, or a number of base elementals, with a total Magic Point cost equal to one quarter of its remaining Magic Points.

Survival: The creature grants the receptacle's user the ability to survive in its home plane for a number of hours equal to the elemental's POW. The character can breathe water, is immune to fire, and can move normally in the air. This effect applies only in the Elemental Plane corresponding to the creature, not on similar conditions in the Material Plane like in a lake of molten lava or the ocean depths.



THE ELEMENTAL COURTS

Hidden from any casual traveller, the Elemental Courts are built in the deepest recesses of the Elemental Planes. Few mortals know of their existence and the higher elementals like it that way. Let the planar dilettantes believe that the City of Brass is the greatest metropolis in the Plane of Fire and miss Vulcanos, capital city of the Pyrene Elemental Rulers, where the royal salamanders gather to discuss their business.

Whilst giants are not elemental creatures they have forged their dominions in their respective planes, they managed to do so because the higher elemental powers did not mind having such neighbours. The cities and settlements of the higher elementals are almost impossible to find in the infinite reaches of the Elemental Planes without specialised knowledge, or the favour and curiosity of their inhabitants.

Higher elementals are easier to understand than their base counterparts, for they organise themselves in a semblance of the humanoid kingdoms and have a society of sorts. The similarities are in form only, for the sentient inhabitants of the Elemental Planes do not have the needs of the denizens of the Material Plane. They have no need to compete for land, for not only are their planes infinite, but particular 'places' move around in the currents and eddies of elemental movement, from the free-floating cities of the sylphs to the slow drift of the gnomides' fortresses.

The elementals gather in settlements for mutual defence against threats like rampaging base elementals, efreet slavers, invading demons, and anything else that believes the Elemental Planes are a source of infinite resources. Since their personalities are not as diverse as those of Material denizens, their forms of government have changed little in millennia, and as labyrinthine as politics can get in the Elemental Courts, they all follow certain patterns.

The Elemental Courts are, in short, slow, grand plays of domination and one-upmanship. While courtiers and nobles do get things done when it is time to marshal the elementals' forces, most of the time they spend their time plotting against each other in elaborate games of intrigue. Of course, each elemental has a different approach to this most dangerous game; the passionate and destructive affairs of the royal salamanders cannot be compared with the slow and more honest dealings of the gnomides, nor do the fluid and changing allegiances of the undines bear similarities to the intellectual and complicated tactics of the sylphs.

‘A patrician ...,’ the efreet eyed Thalox, ‘and envoy from Ignaris, yet you are flesh, you burn.’

‘I stand in the City of Brass,’ the sorcerer said, letting the marks of elemental favour from the Pyrene Court show. ‘I have presented myself as required; I have presented my liege’s petition as tradition dictates. I am a member of Court Ignaris and I shall not be insulted, lest you want war with the royal salamanders.’

Hierarchy

There are several courts in each Elemental Plane. Each has its own titles and status symbols, making navigating the Byzantine court politics an almost impossible task for a non-elemental. Some courts are more powerful than others, with low officers in one ranking as high as lofty nobles from another.

Elemental Rulers

At the top of each court is its ruler, a higher elemental of great power and status, able to command the respect and obedience of all in his domain. The power of an Elemental Ruler can be compared to that of a deity, or at the very least, a demi-god. The current rulers have been in their positions for so long that nobody, not even the elementals, can remember if there was anyone else ruling before them.

An Elemental Ruler embodies the personality and attitude of his court. In a way, the Elemental Ruler *is* his court. An observant visitor can pick up many clues as to how to act and what to expect from an Elemental Ruler just by watching his subjects carefully. If an outsider, whether from an Outer or the Material Plane, gains audience with a ruler, he must be very careful with his words and requests, for these greater elementals are pure expressions of Air, Earth, Fire, and Water.

Court Ranks

Below the rulers, elemental courtiers have a more mercurial status, with positions changing as a noble falls from grace in the face of his peers and another takes his place. One thing that does place the Elemental Courts apart from their Material counterparts is that an elemental title brings real, palpable power, not just political. An elemental noble has the power to command and summon the lesser elementals, as well as to manipulate the plane’s element by force of will. This power is not as strong as the rulers’ power to shape kingdoms into being, but it marks its wielders as something above commoners.

The few elementalists who have studied the Elemental Courts classify the majority of titles and positions in five ranks. Upon attaining each rank, an elemental noble has its power increased in ways inaccessible to other higher elementals through study or

practice, and they lose those powers if they ever fall in rank. An elemental climbs the social ladder by proving worthy and by receiving the honour from the Elemental Ruler or a noble of higher status.

Each rank can be made up of a score of different titles and sub positions, shuffling up and down in the rank's hierarchy, but they have the same power when dealing with members of a different rank. As it climbs through the positions, a higher elemental gains greater powers both political and physical but also acquires greater responsibilities towards the administration of the territories bound to his court. The Elementalist Order assigned the following designations to the ranks based on observation and study, but each court can have its own names.

- Patricians are privileged citizens, holding more status than commoners but still not fully part of elemental nobility. Knights and magistrates usually come from this rank.
- Quaestors are administrators and overseers, in charge of handling the court's resources such as prisoners, drafting militia, and contacting planar travellers for aid. They are akin to feudal lords.
- Rhetores have lesser policy responsibilities. They have more decision power than quaestors and their opinion counts, having earned the Elemental Ruler's trust that when they speak, they speak for the court. Many ambassadors and military officials, as well as government councillors, are from this rank.
- Strategoi are true elemental nobility, able to act on their own and command great numbers of lesser-ranking elementals. They are in charge of court holdings away from the main citadels and act as military commanders in times of war.
- Praetors are few and for good reason, as the position is reserved to the greatest heroes and leaders of higher elemental society. When the Elemental Ruler is not available, the praetors dictate the court's direction.

Court ranks are used to assign additional powers and abilities to higher elementals and increase the Magic Point cost of the summoning based on the elementals rank. A patrician for example, costs one additional Magic Point to summon, where a Praetor would add five Magic Points to the summoning. The abilities work only for elementals and the element of the same type as the creature and do not stack as the creature advances in rank. The new values replace the old.

Magic Points: An elemental noble has a number of bonus Magic Points he can use to power elemental mastery effects (see the 'Elemental Mastery' chapter for details).

Summon Elemental: Once per day, the noble can summon a number of base elementals with a total SIZ of one quarter its remaining Magic Points. The elementals arrive and act in the same turn in which they are summoned, and obey the summoner blindly. This ability works in addition to any summoning power the creature may already possess.

Social Skill Bonus: The noble adds this bonus to the social skill rolls, Courtesy, Influence, Insight and Oratory when dealing with elementals of lesser rank. It adds half this bonus to the above rolls when dealing with outsiders and other creatures with its same elemental type.

Elemental Court Ranks

Rank	Bonus Magic Points	Social Skill Bonus
1st Rank (Patrician)	8	+10%
2nd Rank (Quaestor)	11	+20%
3rd Rank (Rhetor)	17	+30%
4th Rank (Strategos)	21	+40%
5th Rank (Praetor)	28	+50%

Outsiders in the Court

Sometimes a court accepts a foreigner into its ranks. It can be a creature associated with the element type or a material creature that expresses its allegiance to the Elemental Court. Dragons are honoured members of a court, as are some genies. Even powerful humanoid sorcerers have earned the right to call themselves part of a court, especially if they are elementalists.

Non-elemental creatures first join a court as commoners, beholden to the elemental nobles but also able to call for aid. They may climb to quaestor rank only and even then enjoy only the social skill bonus from a rank's abilities. For summoners this is still a boon, as the bonus stacks with the summoning bonus for being part of a summoned creature's court.

The Courts

The several courts that thrive in all Elemental Planes are governed as city-states, with each Elemental Ruler competing for supremacy with the sovereigns of other courts. In all this internal fighting, the courts can find common ground in a central city, a metropolis staffed by independent elementals where no guest is allowed to attack another. Elementalists have been unable to determine which authority these four central cities follow, but whispers and rumours speak of an elemental overlord, a true primordial deity to which all elemental creatures owe obeisance.

Vulcanos, the Courts of Fire

The city of Vulcanos is the central gathering place for the Pyrene Courts. Surrounded by colossal gouts of flame, it is hidden and protected from unwanted visitors. Its streets are made from pure lava and the buildings can only be described as solid fire. Royal salamanders live and thrive in Vulcanos; their outsider cousins the salamanders are not welcomed. Danbach are servants and commoners, and phoenixes find quick employ as messengers and sentinels.

The following are the best-known courts of the Elemental Plane of Fire.

Ignaris: The Ruler of Court Ignaris is a passionate and single-minded being, and his dedication is contagious. All the Ignaris courtiers share a degree of dedication to a single cause not found in many fire creatures. It devotes most of its efforts to researching and developing new elemental mastery techniques and to learning in general.

Pyre an Halls: The Pyrean Halls embrace the more destructive aspects of fire and are the home of Kerr'ka'kr the All-Consuming. Pyrean courtiers are violent and aggressive, working out their disagreements in brutal duels instead of with intrigue and plotting. Martial strength is all that matters to the Pyrean elementals.

The Forge: Fire is the great changer, and nowhere else is this better exemplified than with The Forge. This Pyrene Court is one of the few that has good relationships with the salamander outsiders, as they share an interest in forging. Meritocracy rules the court, with the best crafters occupying the highest ranks. They trade constantly with the Plane of Earth for minerals to forge, and Pyrene steel has become legendary in strength and sharpness.

Aeolis, the Courts of Air

In the clear environment of the Elemental Plane of Air, the city of Aeolis is easily confused with a cloudbank or with rolling mist. The vapours are quite solid, however, and shift and turn to simulate the movement of a normal cloud. There are no entrances except those that form when a sylph is going in or coming out. Minor air elementals perform menial work for the reigning sylphs and stopars serve as sentries and assassins.

The following are the best-known courts of the Elemental Plane of Air.

Boreas: This gelid place is home to the North Wind, the Elemental Ruler of Court Boreas. The wind is always blowing and it is the strongest movement anyone will ever find here. The Borean courtiers are cold and calculating, immersing themselves in complex plans and plotting against each other. Boreas is among the most intellectual of the Eupnea courts but also among the most ruthless.

Noto: The Southern Wind is a festive and warm one, totally unlike Boreas. The sylphs sworn to Noto love the thrill of flight and are constantly curious about how other heavier creatures manage to take to the skies. Politicking in this court takes the form of clever pranks, with the highest-ranking elementals being the ones who can think of the best jokes on others. Elementals of Noto do not take life too seriously and enjoy the freedom of their windy nature.

Zephyr: The gentle West Wind is the most responsible among the Elemental Rulers of Air. Closely allied with some courts of Okeanos and Chthon, it nurtures what little life can grow on the floating islands of the Plane of Air, bringing rain and carrying the seeds from one patch of earth to another. Sylphs from Zephyr are gentle and helpful, standing at a middle point between the cavorting Noto and the intellectual Boreas.

Chthon, the Courts of Earth

The main city of the gnomides is impregnable, as it is essentially solid stone. A gigantic cave with walls covered with equally huge crystal growths is the centre of the city, with smaller caves situated around it with no tunnels to connect them. Elemental inhabitants move through the rock from cave to cave to conduct their business. Only creatures in the know are aware that any particular cave is part of Chthon, and several earth elementals guard the central cave to keep travellers from approaching. Xvator complement the guards, while gnomides of various professions fill the positions necessary for the city to work.

Axis: Virtually immobile, Axis is the most stable of all Elemental Courts. The core of the court's domains is a great pillar of adamantine, around which the gnomides gravitate in small caverns or parallel tunnels. The Axis courtiers maintain a series of portals to many Outer Planes as well as gates to the Material Plane. They pride themselves on keeping the world together, which might not be the truth, but at least they keep it well connected.

Geode: A collection of crystals coating a cavern system, Court Geode nurtures the creative side of its inhabitants. The gnomides keep the cavern's open spaces so that sound can resonate along the crystals, creating a strange music that only one with the patience of an earth elemental can appreciate. Geodites are artisans in every sense of the word and remain as some of the gentlest of the higher elementals.

Terrexa: As solid as earth can be, it stores unthought-of reserves of energy. The gnomides of Terrexa appear as any other of their kind: stolid, calm, and serene, but they are boiling inside, waiting for the right moment to unleash the fury of an earthquake, a landslide, or a cave-in. They associate closely with the Pyrean Halls from the Plane of Fire, as they together make volcanoes to puncture the barrier between planes.

Okeanos, the Courts of Water

Moving with the currents of the plane, the underwater city of Okeanos resembles a coral reef, but as one approaches all the protuberances take the shape of towers seemingly uninhabited but teeming with life. Undines welcome any and all creatures

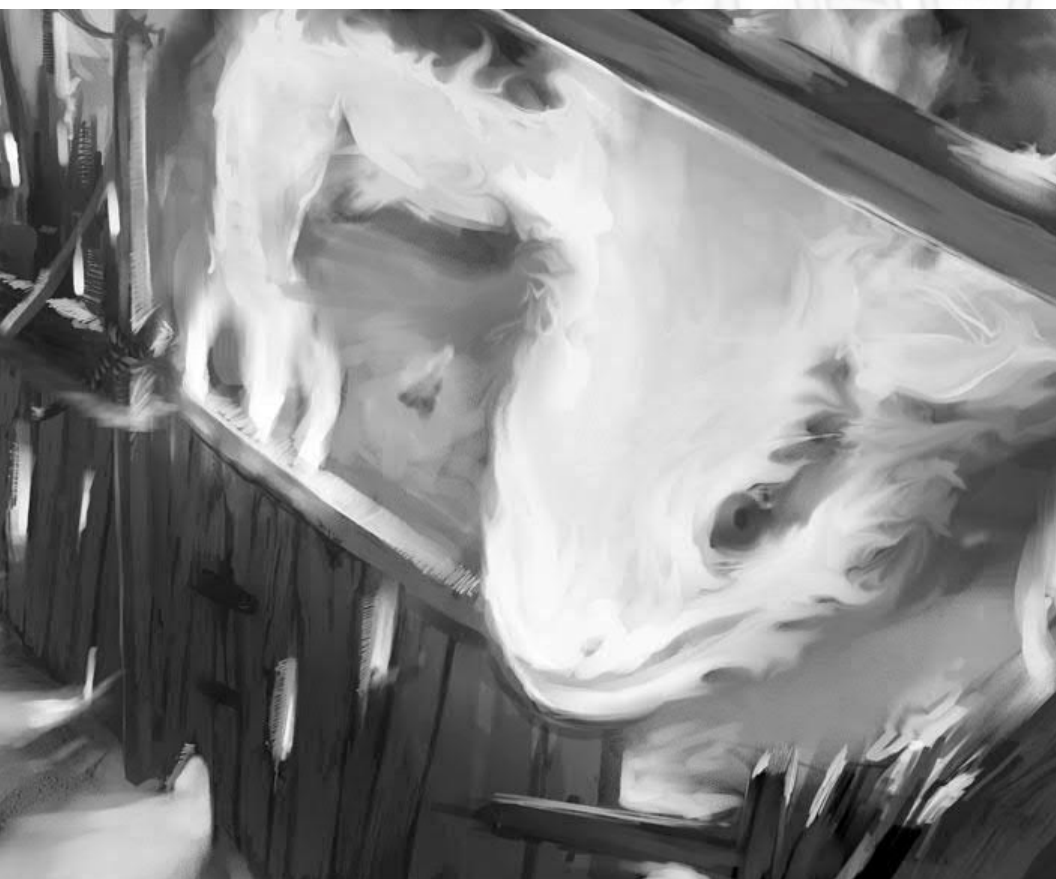
able to survive underwater and treat guests from the Material Plane with pomp and circumstance. The higher elementals use the ushkya as mounts, training them to accept riders from among their allies, including aquatic elves and tritons. Rumours tell that even mermen are welcomed, as long as they keep to themselves and do not bother the other guests.

The following are the best-known courts of the Elemental Plane of Water.

Fathom: When the water of the plane darkens, a traveller may be approaching the holdings of Court Fathom. The undines from this court are mysterious creatures, dedicated to the eternal quest for secrets and tangling them in enigmas. They archive every legend about the sea, rivers, lakes, and other bodies of water and have many gates to the deepest parts of the Material Plane.

Atlantis: A young court, as age goes in the Plane of Water, Atlantis took the name from the legendary lost city, as its elementals seek and collect all lost things, from the fabled city to small trinkets and childhood mementos. Its courtiers are whimsical and enigmatic, looking for a story for every new addition to their collection, which is not reserved to things lost at sea, or to just things either. Shipwreck victims may end up spending their afterlives in Atlantis with the beautiful undines, but they are given a choice.

Tethis: Water is relentless. If it is blocked it finds another way, and if there is no other way it *makes* its own. Tethan courtiers are patient and determined, able to invest terrible force with a smile on their faces. It is better not to cross an undine loyal to this court, as its hatred is sure to run deep and its revenge will be as brutal and definite as can be expected from an immortal being with all the time in the world.



ELEMENTAL MAGIC

Many of the spells in the *Legend Core Rulebook* are suitable for elementalists and campaigns that feature them. Whether the elementalists are adventurers or their nemesis makes little difference. Below are Common Magic spells and Sorcery Grimoires for each of the Order of the Four Elemental Ways. New sorcery spell descriptions, those marked with a *, are given under the entry for the applicable grimoire.

Common Magic

If the Games Master is using Common Magic in the setting then the below spells are taught by The Order of the Four Elemental Ways to its practitioners.

Countermagic, Countermagic Shield, Detect (Elemental Type)*, Protection and Second Sight are universal spells taught by all four of the Elemental Ways.

* Detect (Elemental Type) is an exception to the restrictions for elementalists regarding their opposing way. Elementalists may learn to detect any elementals, with most orders teaching how to detect their elemental opposites in preference to all others, particularly their own.

The Way of Whispering Winds (Air):	Skybolt and Speedart
The Way of Flaming Hearts (Fire):	Armoursmith's Boon, Cauterise, Dragons Breath, Extinguish, Fire Arrow, Fireblade, Ignite, Light and Warmth.
The Way of Immovable Mountains (Earth):	Bludgeon and Mason's Boon.
The Way of Flowing Rivers (Water):	Chill, Frostbite and Water Breath.

Sorcery Grimoires

The Way of Whispering Winds (Air)

Grimoire: Abjure (Air), Animate (Air), Banish (Earth Elemental), Cyclone*, Diminish (INT), Dominate (Air Elemental), Elemental Portal (Air)*, Enhance (INT), Fly, Neutralise Magic, Protective Ward, Smother, Telepathy, Wind Slam.

Cyclone

Concentration, Resist (Evade*special)

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 20 metres per round. The cyclone is three cubic metres per 10% of the caster's Sorcery (Whispering Winds) skill. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement requires the use of a Combat Action. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone; even if it comes back within range.)

Any creature of less than SIZ 25 that comes in contact with the cyclone must succeed on an opposed Evade test versus the sorcerer's grimoire skill or take 1D4 points of damage to all locations. Armour does not protect against this damage, though magical protection does. A creature of SIZ 18 or less that fails its first Evade test must succeed on a Difficult (-20%) Evade test or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1D6 points of damage each round to a random location on your turn. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released. The unfortunate victim is then subject to the appropriate falling damage and may have other issues to deal with, surviving being dropped in the ocean for example.

Elemental Portal (Air)

Concentration, Resist (Special, see text))

This spell creates a portal to the elemental plane, in this case, of Air. The sorcerer can create this portal vertically or horizontally. If created vertically it acts as a portal allowing the sorcerer and a number of guests to travel back forth between the planes for its duration. Only the sorcerer and those he designates as targets may pass through. A target tricked into entering the portal receives an opposed Perception test to realise they are in danger and then must succeed on a Difficult (-20%) Evade test to avoid stepping completely through.

If created horizontally, it creates a hole between the planes that allows one cubic metre of raw elemental energy per round to flow into the plane of origin for the duration of the spell. Creatures in the path of this energy can evade it, if harmful to them, with a successful Evade test.

Wind Slam

Concentration, Resist (Resilience)

Blasts of compressed air slam into the target battering them mercilessly, crushing even the strongest armour. If the target fails to resist, every Combat Action the sorcerer can inflict a random location with an amount of damage according to their Sorcery (Grimoire) skill.

1–20% 1D2 damage, 21–40% 1D4, 41–60% 1D6, 61–80% 1D8, 81–100% 1D10, 101–120% 2D6, 121–140% 1D6+1D8, 141–160% 2D8 and so on.

Armour provides no protection but magical defences (such as Countermagic Shield or Spell

Resistance) reduce rolled damage by the Magnitude they normally block (assuming the target fails its Resilience roll).

The Way of Burning Hearts (Fire)

Grimoire: Abjure (Water), Animate (Fire), Banish (Water Elemental), Damage Enhancement, Diminish (POW), Dominate (Fire Elemental), Elemental Portal (Fire)*, Enhance (POW), Flame Bolt*, Firestorm*, Glow, Immolate*.

Elemental Portal (Fire)

As Elemental Portal (Air) except the destination plane is the elemental plane of fire.

Flame Bolt

Autonomous, Resist (Evade, Parry–Shield)

This spell allows the caster to fire a single bolt of flame at each target. Each bolt does 1D8 damage plus one additional point of damage for each manipulation point spent on magnitude, thus the spell cast with a magnitude of two (one manipulation point) would deal 1D8+1 points of damage. The damage is fire and magical, armour protects against it normally. There must be at least one fire (natural or magical in nature) equal to or larger than a Large Flame within the spells range from which to draw the bolts.

Firestorm

Autonomous, Resist (Evade)

When a Firestorm spell is cast, the whole area, three cubic metres for every 10% of the casters Sorcery (Burning Hearts) skill, is shot through with sheets of roaring flame as a small Elemental Portal opens to the elemental plane of fire. The raging flames do not harm natural vegetation; any living creature within the area however, takes 1D6 points of fire damage per point of magnitude to a random location. A successful opposed Evade test halves the damage, a critical Evade test negates the damage entirely.

Immolate

Concentration, Resist (Resilience)

This spell causes the targets skin to blister and burn as if set on fire. If the target fails to resist, every Combat Action the sorcerer can inflict a random location with an amount of damage according to their Sorcery (Grimoire) skill.

1–20% 1D2 damage, 21–40% 1D4, 41–60% 1D6, 61–80% 1D8, 81–100% 1D10, 101–120% 2D6, 121–140% 1D6+1D8, 141–160% 2D8 and so on.

Armour provides no protection but magical defences (such as Countermagic Shield or Spell Resistance) reduce rolled damage by the Magnitude they normally block (assuming the target fails its Resilience roll).

The Way of Immovable Mountains (Earth)

Grimoire: Animate (Earth), Banish (Air Elemental), Crush*, Diminish (STR), Dominate (Earth Elemental), Earthquake*, Elemental Portal (Earth)*, Enhance (STR), Form/Set (Earth).

Crush

Concentration, Resist (Resilience)

This spell causes excruciating pain as the weight of the Earth crushes the struck location, potentially breaking bones and leaving the affected area as a lump of useless flesh. If the target fails to resist, every Combat Action the sorcerer can inflict a random location with an amount of damage according to their Sorcery (Grimoire) skill.

1–20% 1D2 damage, 21–40% 1D4, 41–60% 1D6, 61–80% 1D8, 81–100% 1D10, 101–120% 2D6, 121–140% 1D6+1D8, 141–160% 2D8 and so on.

Armour provides no protection but magical defences (such as Countermagic Shield or Spell Resistance) reduce rolled damage by the Magnitude they normally block (assuming the target fails its Resilience roll).

Earthquake

Autonomous, Resist (Special—see text)

When you cast Earthquake, an intense but highly localized tremor rips the ground. The spell affects an area three metres in diameter for every 10% of the casters Sorcery (Immovable Mountain) skill. The shock knocks creatures down, collapses structures, and opens cracks in the ground and more. The effect lasts for one round, during which time creatures on the ground can't move or attack. A sorcerer on the ground must make a Difficult (-20%) Persistence test or be unable to cast a spell. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an Earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 2D6 points of damage (average SIZ 10 above each creature) plus 1D6 points of falling damage per five metres in height to three random Hit Locations of any creature caught under the cave-in, pinning that creature beneath the rubble (see below). A successful Hard (-40%) Evade

test avoids the damage but the creature remains pinned. An Earthquake spell cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes damage as above and is pinned beneath the rubble (see below) except the Evade test to avoid the damage and being pinned is routine. Dependent on the situation however, those that succeed on their Evade tests may not be out of danger—cliffs are not a good place to be evading anything.

Open Ground: Each creature standing in the area must make a successful Athletics test save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (a Difficult (-20%) Evade test is required to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Armour Points do not reduce this damage. Any creature caught inside a collapsing structure takes damage as per the Cave, Cavern, or Tunnel scenario above. Games Masters may need to adjust the damage based on the size of the building and its construction, the damage given is for a masonry building.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a successful Evade test or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1D4 points of damage per minute to each struck location while pinned. If any location incurs sufficient damage to sustain a Serious or Major wound the creature must make Resilience rolls as appropriate.

Elemental Portal (Earth)

As Elemental Portal (Air) except the destination plane is the elemental plane of earth.

The Way of Flowing Rivers (Water)

Grimoire: Abjure (Water), Animate (Water), Banish (Fire Elemental), Damage Resistance, Diminish (CON), Dominate (Water Elemental), Desiccate*, Drown*, Enhance (CON), Elemental Portal (Water)*, Form/Set (Water), Whirlpool*

Drown

Autonomous, Resist (Resilience)

This spell fills the targets lungs with water taken from the atmosphere. A sorcerer may cast Drown on a target of up to 3 SIZ per 10% of his Sorcery (Flowing Rivers) skill.

If the target fails to resist he begins to drown, immediately suffering damage at the start of the following Combat Round and continues to drown for the duration of the spell.

Desiccate

Concentration, Resist (Resilience)

This spell causes flesh to wither and die as all moisture is removed from the targets struck location. If the target fails to resist, every Combat Action the sorcerer can inflict a random location with an amount of damage according to their Sorcery (Grimoire) skill.

1–20% 1D2 damage, 21–40% 1D4, 41–60% 1D6, 61–80% 1D8, 81–100% 1D10, 101–120% 2D6, 121–140% 1D6+1D8, 141–160% 2D8 and so on.

Armour provides no protection but magical defences (such as Countermagic Shield or Spell Resistance) reduce rolled damage by the Magnitude they normally block (assuming the target fails its Resilience roll).

Elemental Portal (Water)

As Elemental Portal (Air) except the destination plane is the elemental plane of water.

Whirlpool:

Concentration, Resist (Evade*special)

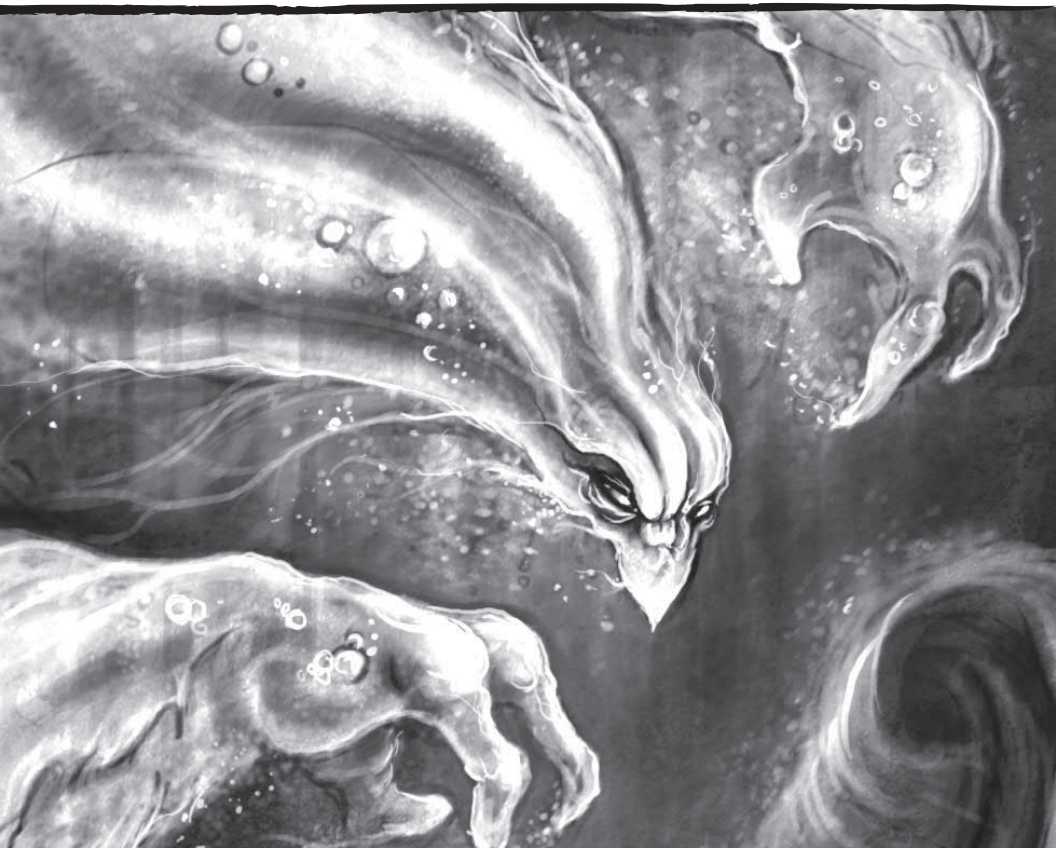
This spell functions as per the Cyclone spell above except it creates a whirlpool in a body of water.

Any creature of less than SIZ 25 that comes in contact with the Whirlpool must succeed on an opposed Swim test versus the sorcerer's grimoire skill or take 1D4 points of damage to all locations. Armour does not protect against this damage, though magical protection does. A creature of SIZ 18 or less that fails its Swim test must succeed on a Difficult (-20%) Resilience test or begin to drown. To escape the Whirlpool once caught requires a successful Hard (-40%) Swim test each round. Each round after the first, regardless of SIZ, all creatures caught in the Whirlpool must succeed on Difficult (-20%) Resilience test or begin to drown.

Ships and boats are handled somewhat differently. The captain, or person controlling the ship at the time, of any boat or ship that comes in contact with the Whirlpool must succeed on a Difficult (-20%) Boating or Shiphandling test as appropriate for his vessel versus the Sorcerers (Flowing Rivers) skill or be caught in the vortex. Once caught, to escape the Whirlpool requires a successful Hard (-40%) Boating or Shiphandling roll as appropriate. Each round a boat or ship is caught in the Whirlpool it takes 1D8 points of damage for every 10% of the sorcerer's Sorcery (Flowing Rivers) skill. The ships hull protects it from this damage, in the same manner as creatures are protected by Armour Points. Damage that exceeds the ships hull rating is applied against the ships Structure Points. Every full, five points of structural damage (per round) reduces the ships Seaworthiness Points by one. Once the ship's Seaworthiness falls to zero, its day is done. The vessel will begin to swamp, a process that takes one Combat Round for every metre of the ship's length. When a ship is fully swamped, it will sink.

If a ship's Structure Points are ever reduced to zero, the ship immediately begins to break apart. What remains is useful only as life rafts for the surviving crew.

The full rules for shiphandling can be found in *Arms of Legend*. The table nearby summarises the key data for the ships presented in *Arms of Legend*. If you are using the rules from *Pirates of Legend* in your campaign, substitute the ship information from that book.



Ship	Structure			Length	Skill*
	Hull	Points	Seaworthiness		
Barge	3	100	10	12m	Boating
Barque	4	350	25	100m	Shiphandling
Bireme	3	60	12	20m	Boating
Brigantine	4	250	15	30m	Shiphandling
Canoe; Hide (Dugout)	1 (2)	4 (6)	7	3	Boating +20%
Carrack	4	100	25	26m	Shiphandling
Cog	4	80	28	24m	Shiphandling +10%
Corvette	4	150	18	18m	Shiphandling
Fishing Boat	3	100	18	7.5m	Boating
Fluyt	4	200	20	30m	Shiphandling -10%
Frigate	5	250	20	40m	Shiphandling +10%
Galleon	5	350	20	50m	Shiphandling -10%
Indiaman	4	300	15	50m	Shiphandling -10%
Junk	3	75	20	25m	Shiphandling +10%
Longship	3	70	20	28m	Shiphandling +20%
Raft	1	50	10	6m	Boating -10%
Rowboat	2	15	15	3m	Boating
Schooner	4	180	20	30m	Shiphandling +10%
Small Trader	3	100	18	12m	Shiphandling
Snow	4	220	18	30m	Shiphandling -10%
Trireme	4	80	18	37m	Shiphandling
War Galley	3	40	12	27m	Shiphandling -10%
War Junk	4	15	15	50m	Shiphandling

* Skill bonuses and penalties are cumulative. Therefore the captain of a galleon making a difficult Shiphandling test would do so at -30%.

ELEMENTAL LORE

As with so many of the creatures depicted in fantasy role-playing games, elementals originate in folklore, myth and legend. In particular, given their strong otherworldly and magical associations, it is no surprise to find that the four elements derive from philosophical and religious sources.

This chapter takes a look at the origins of the elements and elementals in human thought, so as to give Games Masters and players alike a better idea of how the elementals might fit into the particular world they game in. This can be useful both for deciding on the 'real' cosmogony of your game world, and for devising religious or philosophical ideas (right or wrong) concerning that cosmogony.

The Greek Philosophers

The idea of the four elements as earth, air, fire and water derives from a number of early Greek philosophers, but Plato and Aristotle are the two who seem to have done the most to systematise this idea. They believed that everything in existence was composed of one or more of the elements, including all living creatures.

The Platonic Solids

For a gamer, perhaps one of the strangest and most intriguing concepts from the Greek philosophers is that each element is directly correlated to one of the Platonic Solids, the three-dimensional geometric shapes that are more familiar to us as d4s (fire), d6s (earth), d8s (air), and d20s (water). Each of these shapes, it was believed, gave its form to the atoms that made up that particular element and any elemental creatures formed from that element.

How you incorporate this into a game, if you incorporate it at all, is up to you. It might be stylistically neat to have specific element- or elemental-related tables use only dice of the elementally appropriate type. The very shapes of the dice you use to game with are directly related to the concepts of the elements, with the d4's tapering, flame-like silhouette, the d6's solid, cubic nature, the d8's expansive appearance and the d20's resemblance to the water-covered globe of Earth.

Another possibility is that the Platonic solids represent the true form of the appropriate elementals. Base elementals are also considered to always be in this form, since none of them have alternate forms in any case, though the Games Master can alter this if he prefers a more traditional fantasy-game look to all his elementals (or if he favours a

different philosophical or mythical viewpoint as to the nature of the elementals, such as the others listed in this chapter).

Quintessence

Aristotle postulated the idea of a fifth element, which became known as quintessence. It was thought of as the substance from which the heavens were made. Some theories suggested it was composed of a mixture of the other four elements. It is also occasionally correlated with the fifth of the Platonic solids, the dodecahedron (or d12, to you and me).

Later occultists regarded the quintessence as similar or identical to the element of spirit, which supposedly governs the other four elements and again is made up of all four. This is sometimes divided into 'Spirit Active' and 'Spirit Passive,' or positive and negative energy, giving six elements in total. Depending on the cosmogony of the Games Master's campaign, he may wish to create his own elementals representing aspects of the spirit or quintessence element combined with one of the four standard elements.

The Four Humours

The idea that everything in existence was made from one or more of the elements led to a theory in which illnesses were treated according to supposed imbalances in the elemental composition of the patient. The fit, healthy person was thought of as perfectly balanced, with equal parts from each of the four elements. All disease and illness was incorporated into this scheme, so that a person thought to be suffering an excess of fire might be given a water-oriented cure. This formed a fundamental part of Greek medicine, many of the theories of which were to continue to influence doctors and surgeons right through to medieval times and beyond.

The Hindu and Buddhist Elements

In the oldest Hindu texts, only three elements are mentioned: air, earth and fire. These are correlated with the castes of society, with fire representing the warrior aristocracy, air the scholars and priests, and earth the lower classes. A campaign with an ancient Hindu-style setting might impose restrictions as to which type of elemental may be summoned by which character, depending on his social caste.

Later Indian writings, with more of a Buddhist influence, incorporate the elements of water and eventually a fifth element. It seems likely that these additions were made due to some discourse between the Greek and Indian cultures of the time, given the close correlation the eventual five elements of Buddhism have with those of Greece. These five elements travelled around the world with Buddhism, and are incorporated into mystical and magical traditions as far as Japan.

The fifth element in Buddhist tradition is usually translated as 'Void,' and it is under this name that most people will have come across it, if at all. However, the original name *akasha* has a broader meaning, with hints of 'sky,' 'heaven,' and 'ether,' which

are quite close to the Greek conceptions of quintessence. In their Zen Buddhist form, the five elements form a part of Japanese martial arts tradition, with void typically signifying emptiness of mind prior to and during combat, rather than emptiness of space.

The Aztec Elements

Aztec tradition incorporates the elements into its creation myths, with the idea being that each element destroyed all life on Earth in one of four previous ages. This fits in quite well with fantasy notions of elementals as primordial and powerful beings, and is incorporated at the end of the creatures' chapter in the form of earth jaguars and wind serpents.

Each age was destroyed by the wrath of the gods, who had been angered by the inhabitants of the Earth ignoring their commands.

The First Sun: The world of the first sun was destroyed by great earth jaguars, which devoured it and its inhabitants completely. This represented a death by the element of Earth. Giants roamed the earth during the era of the first sun, as did scattered, animalistic humans.

The Second Sun: The world of the second sun was devastated by a terrible hurricane caused by wind serpents, which slew all its inhabitants. This represented a death by the element of Air. This world had been a time of airy beings of spirit, though there were also a few humans.

The Third Sun: The world of the third sun was consumed by flames, along with everything upon it. Clearly this was death by the element of Fire.

The Fourth Sun: The world of the fourth sun was drowned by a number of great waves causing a disastrous deluge that swept away all life. This represented a death by the element of Water.

The author J. G. Ballard described a similar series of world-deaths by the classical elemental forces in his four post-disaster novels, *The Wind from Nowhere*, *The Drowned World*, *The Burning World* and *The Crystal World*. Though these have a theoretically modern setting, the ideas of elemental transformation and destruction presented in them can be applied to great effect for Games Masters wishing to portray Aztec-style total devastation in a campaign.

The Chinese Elements

There are five elements in Chinese tradition, earth, fire, metal, water and wood. As with Western views of the elements, these are seen as metaphors and symbols running throughout life and creation, as well as being the literal elements of which things are made up. Thus as a parallel to the Greek view of disease as being derived from an imbalance in the Four Humours, Chinese traditional medicine makes extensive use of the elements and their relation to the human body in attempting to heal a variety of ailments.

As the primary focus of this book, the Four Elementals Ways, is based on Western tradition, the creatures' chapter provides two new Chinese elementals for those wishing to include the Chinese elements (metal and wood) in their game.

Judaism and Qabala

Qabala, the Judaic mystical tradition which is based around interpreting secret codes and messages in Biblical and other sacred texts, as well as around classifying every aspect of the universe, incorporates the four classical elements to a great extent. The very worldview of the qabalist incorporates the four elements at a fundamental level, with the entire universe being divided into the realms of Atziluth (fire), Briah (water), Yetzirah (air) and Assiah (earth).

Unlike the elemental planes, these elemental realms incorporate almost every possible supernatural region or mental state, from the heavens of Atziluth to the material world of Assiah. Atziluth is the world of abstract creation, where ideas, concepts, and even creatures are first conceived. Briah is the world of archetypes, where the abstract concepts of Atziluth begin to take on certain specific attributes depending on the eventual form of the creation. Yetzirah is the world of formation, in which the archetypes take on the form into which they will incarnate in the material world of Assiah. Assiah is the world we live in on a day-to-day basis.

Given all the above, in a Judaic style setting the earth elementals would need to be considered as living beneath the earth, rather than in some abstract extra planar space. Atziluth is quite literally the realm of supreme godhead, though major gods of one kind or another inhabit all three of the worlds above Assiah.

Alchemists & Astrologers: Medieval and Beyond

The scholars and magicians of medieval Europe seem to have been the first to expand on the idea of the four elements so as to devise a number of directly related entities, known naturally enough as elementals. They gave these creatures names, depending on the element they were associated with: gnomes or gnomides (earth), salamanders (fire), sylphs (air) and undines (water).

Full game statistics for these and the other 'higher' elemental types can be found in the Elemental Creatures chapter.

It was believed that the elementals could be deliberately manifested on the material plane at the behest of the magician, where they would perform various services and tasks at his command. Different elementals excelled at different tasks.

Furthermore, different elementals tended to have specific personalities, as appropriate to their elements. As was typical for the alchemists and astrologers of the time, each elemental was regarded both in an 'ill-dignified' way and a 'well-dignified' way, that is, each type had specific virtues and flaws which might or might not be manifested in any particular individual.

For the most part, elementals' personalities are strongly tied to the particular element they are built up from. It must always be borne in mind however that each type of elemental will be at least a little different from each other, so that a stopar will typically be more arrogant than most air elementals, for example. There is not a huge range of personalities within each type of elemental, however; so one stopar is likely to be much like any other.

Below are character descriptions of the elementals of Air, Earth, Fire and Water. They are general in nature rather than going in to detail about each elemental race. Game Masters are encouraged to build upon these archetypes to develop truly unique elemental characters and races.

Air

Sylphs and other air elementals are regarded as highly active, just like the wind. However, they can also be somewhat flighty, fickle, and frivolous. A sylph may change its mind— and its allegiance, if any—with barely a moment's thought.

Earth

Gnomides are regarded as having a precise and expert knowledge of all the mineral veins and buried treasures of the earth. It was for this that they were most commonly called up. Their very name derives from the Greek word 'gnosis' meaning 'knowledge,' though knowledge is not usually regarded as a characteristic of earth elementals! This knowledge, though, comes with a great desire to keep the gems and minerals exactly where they are. This attitude is often interpreted as materialism. Gnomides and other earth elementals are also considered to be extremely hard working, reliable and focused.

Fire

Royal salamanders and other fire elementals are believed to be highly energetic and exuberant, though this can sometimes shade over into anger and aggression. This is perhaps inevitable in a creature that has the potential to be so destructive! They have notoriously short tempers, and do not suffer fools gladly.

Water

For undines and other water elementals, the key word to describe their personalities is flexible. They are able to accommodate almost any point of view, or possibly several simultaneous points of view. This can make them useful allies, though its benefits are somewhat balanced by the extreme laziness that so many water elementals demonstrate. Used to being simply carried along by tide and current, they rarely seem interested in activity if they can possibly help it.



ELEMENTAL CREATURES

The fauna of the elemental planes falls into three broad categories, the primary two being; true elementals, base elementals and higher elementals; and elemental creatures, elemental versions of the material planes mundane and magical beasts. The third category, is made up of creatures from other realms that share an affinity with a particular element and choose to make their homes on that particular plane (fire breathing dragons living on the elemental plane of fire for example), and specific creatures that aren't true elementals (though they may share traits with them) or reflections of creatures from the material plane.

All creatures affiliated with a particular plane are vulnerable to attacks from creatures and spells from that planes opposite element. All such attacks and spells inflict double the listed damage.

Base Elementals

Base elementals are dimly intelligent entities that lack CHA or CON and are thereby immune to any effects that require Resilience rolls. An elemental's SIZ is represented as a volume rather than a number, as these nebulously formed creatures have no set proportions. For example, an elemental may be described as having a SIZ of three cubic metres. When a numerical value is needed for an elemental's SIZ, the elemental's normal Hit Points may be used as its SIZ. For example, if an elemental with 10 Hit Points climbed into a box and was lifted by an adventurer, its SIZ could be treated as if it was 10. Normally, however, salamanders and sylphs have little or no mass, composed as they are of fire and air.

As fixed INT creatures, base elementals tend to act on very basic instincts. They do not have the base physical needs biological entities have, such as eating, sleeping and reproducing and are usually inactive. If threatened, elementals will defend themselves or flee, otherwise they simply do what is natural for their form: undines flow to the lowest spot and sit there, sylphs float on the wind, gnomes stand immobile and salamanders lounge about setting fire to nearby objects. These are the elementals priests call forth from their deities with the Summon Elemental spell.

Base elementals, no matter their composition, may be struck and damaged with normal weapons, breaking up their construction and eventually disrupting the underlying matrix. Base elementals have only one Hit Location and no armour. When an elemental is reduced to zero Hit Points, the material being animated as its body immediately dissipates (or collapses, in the case of gnomes and undines) and its spirit

returns to the other world. The spirit may be summoned again to inhabit another vessel of the appropriate type.

Base elementals attack by engulfing their enemies and cannot be parried, only evaded. Failing to evade usually leads to being harmed by some secondary effect. A successful attack roll is always required to strike an elemental, even if one currently engulfs the striking character. Elementals do not parry or evade blows in combat, but are compensated by being naturally immune to most combat manoeuvres which might be used against them.

Base elemental characteristics, apart from DEX, are based upon the elementals SIZ. Refer to the table below to determine base elementals characteristics. Each point of SIZ equates to a volume of 1 cubic metre and costs 1 Magic Point.

Characteristic	Gnome	Salamander	Sylph	Undine
STR	1D6+6	1D6	2D6	2D6
DEX (fixed)	1D6	3D6	4D6	2D6
POW	1D6			
INT	1			
Hit Points	1D6+6			
Brawn & Damage Modifier	STR x2	NA	STR x2	STR x2

Gnomes

A gnome is an elemental of the earth, composed of soil and pebbles. A gnome cannot be summoned or travel through areas composed of solid rock. Instead gnomes move through the earth, travelling just below the surface and often leave a trail of disturbed soil that marks their passage. A gnome cannot leave the earth and when seen in the open, it appears to be a slow whirlpool of dirt.

Abilities

A gnome can open up pits in the soil, make tunnels and find buried objects. It can also be used for holding objects stuck into the dirt, keeping loose tunnel roofs from collapsing and forming mounds, ridges and ditches in the soil no larger than the elemental's volume.

A gnome can carry a person with it as it swims through the soil, provided it is strong enough to lift the person. The gnome cannot, however, provide air for that person and unless the person being carried has some magical means of breathing, he may suffocate during the trip. A gnome can only carry an unresisting passenger in this manner. A gnome can carry as many people as its STR can handle.

Combat

A gnome attacks by dragging its victims into the ground. It can swallow up targets of up to 10 points of SIZ for each cubic metre of its volume. If it can engulf over half the SIZ of an enemy, the victim is dragged down to its waist (or fore and hind quarters)

and cannot manoeuvre. A creature so trapped may make an opposed Athletics or Brawn test against the gnome's Brawn skill to break free. If the gnome can engulf the entire SIZ of an enemy, then he begins to suffocate. Escape requires the same opposed test but this time at a -20% penalty.

If the gnome is large enough, it may attack several enemies simultaneously, provided they are in close proximity to each other. Once a gnome has enveloped its victim, it may additionally crush them—inflicting the gnome's Damage Modifier to all Hit Locations engulfed every round. Armour protects against this damage.

The following is the entry for a gnome of three cubic metres.

GNOME

	Dice	Avg	1D20	Hit Location	AP/HP	<i>Combat Actions</i>	1
STR	3D6+18	29				<i>Damage Modifier</i>	+1D12
CON	—	—	1-20	Body	-/29	<i>Magic Points</i>	11
SIZ	3 cubic m	—				<i>Movement</i>	4m
INT	3	3				<i>Strike Rank</i>	+4
POW	3D6	11					
DEX	1D6	4					
CHA	—	—					

Armour: None

Traits: None

Vulnerability: All attacks from air based elementals, creatures and spells do double damage.

Notable Skills: Engulf 100%, Perception 30%, Persistence 43%

Salamanders

Salamanders are elementals of fire, composed of living, writhing flame. They must be summoned from an existing fire large enough to accommodate the salamander's SIZ. Once formed, a salamander can move about at will without being extinguished – except by a large amount of water or earth. A salamander does not even need fuel, though considering that setting things on fire is more or less the salamander's *raison d'être*, it is likely to ignite anything it can.

Abilities

A salamander will ignite any flammable object it touches. Given sufficient time it will heat (and eventually melt) metal, bake pottery or even crack stone. A salamander can be used to douse natural fires, so long as it has a volume equal to or greater than that of the fire. A salamander cannot quench other salamanders, nor can it extinguish a Fireblade spell or other magical flames. The salamander simply enters the fire and sucks

it into itself, incidentally healing itself a number of Hit Points equal to a round's worth of damage from the quenched fire.

Salamanders can float through the air at the same rate as they move on the ground. A salamander must touch an object to ignite it.

Combat

In combat, a salamander engulfs its foes in flame. It can swallow 10 SIZ points of an enemy per cubic metre of volume. For the sake of simplicity, if the salamander can envelop over half the SIZ of its victim then it has engulfed either the lower half of the body (both legs and the abdomen), or the upper half of the body (Chest, Arms and Head) if floating. If it can fully encompass its victim, then it affects all its Hit Locations. Every round, a salamander inflicts one point of damage per cubic metre on all locations it has engulfed. For example, a five cubic metre salamander can completely engulf a normal-size human and will inflict 5 Hit Points of damage every round to every one of the human's Hit Locations. Armour protects against this damage at half its usual AP value.

The following entry is for a salamander of three cubic metres.

SALAMANDER

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	
STR	3D6	11	1-20	Body	-/29	Damage Modifier	—
CON	—	—				Magic Points	11
SIZ	3 cubic m	—				Movement	8m
INT	3	3				Strike Rank	+7
POW	3D6	11					
DEX	3D6	11					
CHA	—	—					

Armour: None

Traits: None

Vulnerability: All attacks from water based elementals, creatures and spells do double damage.

Notable Skills: Brawn 58%, Engulf 100%, Perception 35%, Persistence 43%

Sylphs

Sylphs are elementals of the air and thus can be virtually anywhere that is not underwater. They are tangible, formed out of what feels like solidified air. Sylphs are always invisible, though a sylph that wishes to be seen may pick up loose dirt or incorporate smoke into its body to make itself visible. Sylphs have no fixed volume and SIZ is primarily used to determine how much damage the creature can inflict in combat.

Abilities

A sylph can carry objects or people with a total SIZ equal to or less than the sylph's STR. A sylph may also be used in indirect ways, for example creating a cooling breeze, scattering dead leaves over a trail or blowing dust into the eyes of enemies.

Combat

A sylph's primary form of attack is by enveloping and tossing its enemies. It can seize and lift a number of victims with a total SIZ equal to or less than the sylph's STR. The victims are thrown two metres (vertically) for every cubic metre of SIZ the sylph possesses. Normal falling rules are used to determine damage. If he cannot evade the attack, a victim can resist being lifted by a sylph by grabbing hold of a fixed object (such as a tree) and matching his Brawn against the sylph's in a standard opposed test. Alternatively, he may try to destroy the sylph through damage before the elemental can toss him into the air. A sylph can lift multiple targets by dividing its STR between them.

A sylph may also attack by hurling objects at its enemies. In the case of a flying creature, for example, picking it up and dropping it is likely to be ineffective. A sylph's chance to hit with a thrown object is always its DEX x 3. Damage is worked out normally depending upon the item the sylph hurls.

The following entry is for a sylph of three cubic metres.

SYLPH

	Dice	Avg	1D20	Hit Location	AP/HP	<i>Combat Actions</i>	2
STR	6D6	21	1-20	Body	-/20	<i>Damage Modifier</i>	+1D8
CON	—	—				<i>Magic Points</i>	11
SIZ	3 cubic m	—				<i>Movement</i>	20m
INT	3	3				<i>Strike Rank</i>	+9
POW	3D6	11					
DEX	4D6	14					
CHA	—	—					

Armour: None

Traits: None

Vulnerability: All attacks from earth based elementals, creatures and spells do double damage.

Notable Skills: 42%, Engulf 100%, Persistence 43%, Stealth 75%

Undine

Undines are elementals of the water, their bodies composed of a formless mass of liquid. An undine may form in any liquid that is at least 95% water, such as beer, diluted milk or diluted wine.

An undine moves overland like a huge, amorphous amoeba and moves through water like a rippling current. There is no difference between undines formed of fresh water and salt water.

Abilities

An undine can purify itself of sediment and insoluble substances by sitting and churning for a full Combat Round per cubic metre of the elemental. It cannot remove dissolved chemicals such as salt or miscible liquids such as alcohol in this way, though it could purge itself of dirt or oil. They can also be used to form fountains, make fluids flow against gravity – acting like a pump or form stable cavities in volumes of liquid.

An undine can carry objects or beings if its STR supports their SIZ, or conversely drag them under the surface of a large body of water. Sorcerers capable of summoning undines sometimes use them in the place of ships, sitting serenely atop the creature as it rushes through the water.

Combat

An undine can engulf 10 SIZ points of a creature for every one cubic metre of volume the elemental possesses. An undine attacks by enveloping its victim and on each successive Combat Action forcing itself into the victim's lungs. If the victim fails to evade being engulfed, he must succeed in an opposed test of his Resilience verses the undine's Brawn skill, to prevent it forcing itself into his lungs. If he fails, the victim cannot hold his breath and immediately begins to suffocate. Even if the undine is unable to force itself into the victim's lungs, it may still cut its victim off from oxygen, though in this case the victim can hold his breath.

An undine may attempt to suffocate water-breathing creatures by drawing oxygen away from their gills, a tactic that results in the usual drowning rules. Evading an undine in the water requires the use of the Swim skill instead of Evade.

The following entry is for an undine of three cubic metres.

UNDINE

	Dice	Avg
STR	6D6	21
CON	—	—
SIZ	3 cubic m	—
INT	3	3
POW	3D6	11
DEX	2D6	7
CHA	—	—

1D20	Hit Location	AP/HP
1–20	Body	-/20

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D8
<i>Magic Points</i>	11
<i>Movement</i>	12m
<i>Strike Rank</i>	+5

Armour: None

Traits: None

Vulnerability: All attacks from fire based elementals, creatures and spells do double damage.

Notable Skills: Brawn 42%, Engulf 100%, Persistence 43%, Stealth 45%

Higher Elementals

Higher elementals are the sentient denizens of the Elemental Planes, capable of building a civilization hidden from the regular planar pathways. While several steps above simple elementals, these creatures still reflect their element to the fullest, with all the wildness and unpredictability of their lesser cousins. The fact that they are intelligent and opinionated makes them even more dangerous.

The higher elementals organise themselves into courts, bowing to their version of nobility and under the command of the Elemental Rulers (these beings are deliberately left vague for Game Masters to describe as best fits their own cosmologies). They are aware of the rest of the planes, thanks to the outsiders that have taken residence near their homes, and find a way to visit them often, especially the Material Plane.

Combat

Each elemental has its own way of fighting. Royal salamanders and gnomides are more likely to jump into melee rather than rely on their allies and magical abilities, while sylphs and undines do exactly the opposite, relying on skill and allies before committing to direct combat. In any case, they are rarely found alone, usually being together with others of their kind or protected by lesser elementals.

Higher Elemental Traits

All higher elementals possess the following traits.

Alternate Form: Higher elementals can assume a humanoid form at will while visiting other planes. This form resembles the elemental's features in flesh, acting more like a suit for Material Plane visits than a disguise. This ability is similar to the *shapechange* spell but allows only one specific humanoid form and higher elementals have access to

all of their powers in any of their forms. Details of the forms for each elemental type are listed in their descriptions.

Magic Sense: This allows higher elementals to perceive the magical aura of other creatures. A successful Perception test reveals the current Magic Points and any extant spells or magical effects upon another creature or object.

Poison Immunity: The creature is immune to all poisons.

Additional general traits, primarily combat abilities, are listed below. These additional traits need not be restricted to higher elementals; they can also be applied to the various other denizens of the elemental planes to create a wide variety of elemental based creatures. Creature specific traits are listed in their entries.

Burn: Those hit by the creatures unarmed attack take an automatic 1d6 extra points of fire damage. Creatures hitting the creature with unarmed attacks take fire damage as though hit by the creature's attack.

Extrusion: A metal elemental can extrude a variety of shapes from its body, allowing it to choose between any one-handed, close combat weapons. The default weapons are a Heavy Mace and a Longsword. Metal elementals can change weapons, as part of any action, be it movement or a Combat Action.

Fire Resistant: Creatures with this trait ignore non-magical fire damage.

Flaming Aura: Any creature within close combat range must succeed on a Resilience check or suffer 1D6 points of damage to a random Hit Location each round from the intense heat.

Flood: Once per round, at the cost of a combat action, when standing near a large body of water, the creature can call a large wave that hits everyone standing 20 metres from the waterline. The creature stands at the centre of this wave, which reaches 10 metres to each side. All affected must roll an opposed Athletics test versus the creature's Unarmed skill to maintain their balance. If the opposed test is lost the target falls prone and is pushed back 1D12 metres. Standing up requires the creature to succeed on an un-opposed Athletics test to regain their balance and costs one Combat Action.

Metal Absorption: Any time a metal elemental is struck or touched by a metal object, it can draw said object into its body. It heals a number of Hit Points equal to the AP of the item. A creature wielding the object can attempt an opposed Brawn test to avoid having the object drawn in.

Natural Invisibility: All Perception tests, except those preceded by a successful casting of *Detect Elemental (Element)**, to detect the elemental are Hard (-40%).

Tremor: Once every 1D4 rounds the creature, by expending a Combat Action can make the ground tremble beneath them up to 20 metres away. Creatures must make a

difficult (-20%) Evade test or be knocked prone. The shaking is so violent that creatures inside the area that fail their Evade test suffer 1d4 points of damage to a random Hit Location. Armour does not reduce this damage.

Water Burst: Once per round at the cost of Combat Action, the creature can shoot a powerful stream of water at one enemy standing up to 20 metres away. The burst causes 3D4 points of damage, and the target must make an Evade check; a successful check halves the damage and allows the target to remain standing, otherwise the target falls prone and takes full damage.

Wind Slam: Once per round at the cost of Combat Action, the creature can shoot a powerful, invisible jet of wind at one enemy standing up to 20 metres away. The slam causes 3D4 points of damage, and the target must make an Evade check; a successful check halves the damage and allows the target to remain standing, otherwise the target falls prone and takes full damage.

New Combat Manoeuvre

Combustion: Fire elementals with the Burn trait can elect to use the Combustion combat manoeuvre either offensively or defensively. Opponents must succeed on an opposed Evade test versus the fire elementals attack or parry roll or be set on fire. The fire burns for 1d4 rounds and is treated as a Large Flame, which deals 1D4 points of damage to the struck location each round until extinguished. A burning creature can use a Combat Action to put out the flame.

Higher elementals, unlike their base brethren, have variable characteristics for STR, SIZ, INT, DEX, POW and CHA. Like their base brethren they have no CON score, being creatures composed entirely of elemental matter and are immune to effects that require resilience rolls. The table below outlines the characteristics for each type of higher elemental where X is the number of Magic Points spent on characteristics, for example a three Magic Point gnomide would have a STR score of 3D6+6. Games Masters are encouraged to set reasonable limits on the number of Magic Points to be used for characteristics.

Characteristic	Gnomide	Royal Salamander	Sylph	Undine
STR	XD6+6	XD6	XD6	XD6+6
SIZ	XD6+6	XD6	XD6	XD6
INT	XD6	XD6+6	XD6	XD6
DEX	XD6	XD6+6	XD6+6	XD6
POW	XD6	XD6	XD6+6	XD6+6
CHA	XD6			
Hit Points	XD6+6			

Similarly to base elementals, higher elementals do not have Hit Locations, only general Hit Points. When reduced to zero or less on the material plane their underlying matrix dissipates and they return to their native plane unscathed, however, being reduced to zero or less on their native plane destroys them completely.

Hit Locations

If you wish to use Hit Locations for Higher Elementals when in humanoid form on the material plane use their general Hit Points to calculate the location value. Each of the example Higher Elementals below have 17 general Hit Points therefore the Hit Points per location would be: Each Leg 4, Abdomen 5, Chest 6, Each Arm 3 and Head 4.

Skills

All higher elementals have the advanced skills Elemental Mastery and Summon Elemental at their total Magic Point cost x 10%. When summoning, a higher elemental can only summon a base elemental (or other elemental creature) with a maximum Magic Point cost of one-quarter of its remaining Magic Points. Other advanced skills and traits are purchased at a cost of one Magic Point per skill or trait. As mentioned in the Elemental Summoning chapter, higher elementals common and advanced skills are increased from a pool of skill points equal to twice the sorcerers Summon skill. No single skill can receive more than three times its base value.

All higher elementals that use sorcery have Elemental Native as their grimoire with spells appropriate to that element as noted in the descriptions below. Their Manipulation skill is three times their POW plus 10%.

The examples that follow are all seven Magic Point summonings by an elemental with a Summoning skill of 75%.

When immobile, in or against their particular element (standing in front of a rock face for a gnomide, or in front of a fire for a royal salamander for example), Stealth checks for higher elementals are treated as Easy (+40%).

Gnomide

The civilization builders from the Plane of Earth, gnomides are industrious and reliable, accused rightly of stubbornness as they rarely change their mind once they commit to anything. They are squat and stocky, with stone skin that ranges from grey to black, depending on the kind of rock it is made of. Their features are rough and vague; their faces have more suggestions of facial features than the real thing. Gnomides are master crafters, taking what comes from the earth and fashioning it into anything, be it metal or stone.

Combat

Gnomides are not known for clever tactics, brutal assault works for them just fine. If they use weapons, they are made from the strongest metals and the toughest stone.

Alternate Form: The humanoid form of a gnomide is a dwarf.

Sorcery (Elemental Native): Animate (Earth), Earthquake*, Form/Set (Earth).

Royal Salamander

Royal salamanders consider themselves the 'true' salamanders, looking at base elementals of the same name as nothing more than servants. Royal salamanders are humanoid torches, their clothing made of coloured flame and their words coming out with smoke. These elementals have volatile tempers and spend their energy in exquisite works of art or in devastating acts of destruction.

Combat

Royal salamanders love to fight and throw themselves into battle with joyous abandon. They are quick and strong and prefer unarmed combat to using weapons, as every limb is capable of dealing great damage. If losing ground, a royal salamander will back off and attack using Elemental Mastery effects.

Alternate Form: The humanoid form of a royal salamander is a human with red or coppery blond hair.

Sorcery (Elemental Native): Animate (Fire), Flame Arrow*, Fire Storm*.

Sylph

These higher elementals are proof that scholarly pursuits are boring and stale. The sylphs are always in search of new knowledge, be it arcane lore or casual gossip. They share all they learn with each other and with others depending on each sylph's whims. Sylphs resemble waifish females, their light-tinted skin tones still discernible in their translucent form. They wear long robes made of clouds that trail behind them as they fly. They speak in soft whispers and laugh like the rain, but for all their gentleness, their patience is a hair's breadth from infinite, and when exhausted they strike with the force of the hurricane.

Combat

Sylphs prefer to talk before committing to combat and attack from afar unless it proves disadvantageous. Excellent tacticians, they work together to complement each other with precise efficiency, never letting combat drag on for longer than absolutely necessary.

Alternate Form: The humanoid form of a sylph is a human woman with light and delicate features.

Sorcery (Elemental Native): Animate (Air), Damage Resistance, Palsy, Whirlwind*.

Undine

Undines are an enigma given shape, their character contradictory for its gentleness and violence, dedicated to nurturing all forms of life but sometimes wiping out entire settlements when angry. They are wise and know the truth behind many mysteries, but they are not as free with their knowledge as the sylphs. They also take female form, but they are sensuous and dark, moving with fluid grace. Their bodies are slightly transparent, refracting the light that falls on them, but their features are still clearly distinguishable.

Combat

The fury of an undine fighting is terrifying to behold, as they seek to annihilate anything that dares stand in their way. Just after the battle is done, they return to their calm and gracious demeanour. They prefer to attack from range, tricking their opponents into making mistakes or opening their defences.

Alternate Form: The humanoid form of an undine is a slightly tanned human or elven woman with blue-black hair and deep green or blue eyes. Additionally, once per day undines can take the shape of a sea serpent with a +6 bonus to SIZ, this transformation lasts for an hour. All skills and other attributes based on SIZ are increased appropriately.

Summon Elemental: In addition to the standard rules for higher elementals summoning base elementals Undines can also summon one ushkya.

Sorcery (Elemental Native): Animate (Water), Drown*, Treat Wounds, Whirlpool*

Elemental Creatures

Like base and higher elementals, all creatures with word 'Elemental' in their statistic block lack CON and are therefore immune to all effects that require a Resistance Roll. Unlike their elemental brethren however, their underlying elemental matrix is significantly weaker; they have locational Hit Points based on STR+SIZ rather than STR+CON. When a hit location is reduced to zero or less on the material plane the creature's elemental matrix dissipates and the creature returns to its home plane unharmed, if this occurs on its home plane then the creature is irrevocably destroyed.

Sorcerers of the appropriate way can summon any elemental creature—not just elementals—the Magic Point cost for doing so is the average of the number of dice used to calculate its characteristics plus one Magic Point for each Trait and Advanced Skill the creature possesses; the Danbach below would therefore cost seven magic points to summon.

GNOMIDE

	Dice	Avg	1D20	Hit Location	AP/HP	<i>Combat Actions</i>	2
STR	3D6+6	17				<i>Damage Modifier</i>	+1D4
CON	—	—	1-20	Body	6/17	<i>Magic Points</i>	11
SIZ	3D6+6	17				<i>Movement</i>	4m
INT	3D6	3				<i>Strike Rank</i>	+4
POW	3D6	11					
DEX	3D6	7					
CHA	3D6	—					

Armour: Natural. No Armour Penalty

Traits: Alternate Form*, Earth Sense, Formidable Natural Weapons, Magic Sense, Poison Immunity, Tremor*

Vulnerability: All attacks from air based elementals, creatures and spells do double damage.

Notable Skills: Athletics 28%, Brawn 64%, Evade 42%, Evaluate 42%, Influence 22%, Perception 37%, Persistence 43%, Stealth 22%, Unarmed 58%

Magical Skills: Elemental Mastery 70%, Summon Elemental 70%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Fists	M	M	1D3+1D4	Stun Location	As for Body

Combat Styles:

Unarmed 62%

ROYAL SALAMANDER

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	3
STR	3D6	11	1-20	Body	3/17	Damage Modifier	—
CON	—	—				Magic Points	11
SIZ	3D6	11				Movement	8m
INT	3D6+6	17				Strike Rank	+17
POW	3D6	11					
DEX	3D6+6	17					
CHA	3D6	11					

Armour: Flaming Hide. No Armour Penalty

Traits: Alternate Form*, Breathe Flame (1D8, 1/hour), Burn*, Magic Sense, Poison Immunity

Vulnerability: All attacks from water based elementals, creatures and spells do double damage.

Notable Skills: Athletics 48%, Evade 54%, Influence 52%, Insight 28%, Perception 43%, Persistence 43%, Stealth 34%, Unarmed 58%

Magical Skills: Elemental Mastery 70%, Manipulation 43%, Sorcery (Elemental Native) 54%, Summon Elemental 70%

Advanced Skills: Acrobatics 53%

Grimoire (Elemental Native): Animate (Fire), Flame Arrow*, Fire Storm*

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Fists	M	S	1D3+1D6	Grip, Combustion	As for Body

Combat Styles:

Unarmed 58%

SYLPH, HIGHER

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	3
STR	3D6	11				Damage Modifier	—
CON	—	—	1–20	Body	2/17	Magic Points	17
SIZ	3D6	11				Movement	8m (20m fly)
INT	3D6	11				Strike Rank	+15
POW	3D6+6	17					
DEX	3D6+6	17					
CHA	3D6	11					

Armour: Natural. No Armour Penalty

Traits: Alternate Form*, Magic Sense, Poison Immunity, Wind Slam*

Vulnerability: All attacks from earth based elementals, creatures and spells do double damage.

Notable Skills: Dance 58%, Evade 34%, Influence 28%, Insight 43%, Perception 43%, Persistence 61%, Stealth 28%, Unarmed 58%

Magical Skills: Elemental Mastery 70%, Summon Elemental 70%

Advanced Skills: Acrobatics 48%, Lore (Any) 42%, Seduction 42%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Fists	M	S	1D3	Stun Location	As for Body

Combat Styles

Unarmed 58%

UNDINE, HIGHER

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	2
STR	3D6+6	17	1-20	Body	3/17	Damage Modifier	+1D2
CON	—	—				Magic Points	17
SIZ	3D6	11				Movement	8m (20m swim)
INT	3D6	11				Strike Rank	+11
POW	3D6+6	17					
DEX	3D6	11					
CHA	3D6	11					

Armour: Natural. No Armour Penalty

Traits:

Vulnerability: All attacks from fire based elementals, creatures and spells do double damage.

Common Skills: Evade 22%, First Aid 52%, Insight 43%, Perception 43%, Persistence 61%, Unarmed 58%

Advanced Skills: Healing 48%

Magical Skills: Elemental Mastery 70%, Manipulation 61%, Sorcery (Elemental Native) 42%, Summon (Elemental) 70%

Grimoire (Elemental Native): Animate (Water), Drown*, Treat Wounds, Whirlpool*

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Fists	M	S	1D3+1D2	Grip	As for Body

Combat Styles:

Unarmed 58%

Danbach

Danbach are small, humanoid elementals native to the elemental plane of fire. Whilst small, their bodies burn with intense heat and they are wreathed in searing flames. Danbach are short and stocky, generally between 1-1.2 metres tall, and weigh on average 80 kilograms.

Danbach are typically the workers of the elemental plane fire, subservient to the Royal Salamanders who treat them as little more than slaves, and often charged with any menial task or labour.

Combat

Danbach are not aggressive creatures and will usually run from a fight, particularly against creatures that are immune to fire. However, when backed into a corner they are quite formidable and dangerous, against foes with no protection from heat and flames they are outright deadly.

Stopar

Stopar are creatures native to the Elemental Plane of Air. They sometimes serve sorcerers, who summon them to perform specific tasks, usually involving spying or assassination.

A summoned stopar undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of kilometres away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and will do what it can to thwart its instructions in such cases.

Stopars have an amorphous form and are naturally invisible. A successful casting of a *Detect Elemental (Air)** spell shows only a dim outline of a cloud, while a critical casting reveals a roiling cloud of vapour.

Combat

A stopar attacks with its Gale Blast, an intense blast of wind that pounds a single target within 20 metres of the stopar. To defend against this attack the target must first succeed on a Difficult (-20%) Perception test, otherwise the target is unaware of the attack and is considered to have automatically rolled a Failure.

A stopar can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to reduce its Hit Points to zero or less.

Ushkya

Ushkya are powerful horses made of water that live in the Plane of Water or in the deep oceans of the Material Plane, sometimes riding waves into brief forays inland. Their bodies have the countenance of a heavy warhorse, but their deep blue and translucent bodies give them away as natives of the Plane of Water. Their manes and tails are white as foam. Undines use them as mounts when they do not allow them to roam freely. They can be captured by sea-dwelling creatures like sea elves and mermen and trained as mounts, but the water horse always finds a way to escape.

Combat

Ushkya are not aggressive but are known to entice lonely travellers to ride them, masquerading as a magnificent but otherwise normal horse. If attacked on land, the ushkya fights while looking to retreat to the water, where it tries to cripple the attacker and run away. It only lets loose its flood ability when facing more than one creature.

TRAITS:

Lure Rider: The ushkya convinces a single creature that it should ride it and then gallops inside the water to give the unwary traveller the joyride of his life before returning him to shore. This effect can be resisted with a successful opposed Persistence test.

Water Dependency: The ushkya must remain in the water or no further than 20 metres from the waterline. For every hour it spends out of the water the ushkya must succeed on a Resilience check or suffer one level of fatigue until it returns to the water.

Affiliated Creatures

The elemental planes are home to many creatures that share an affinity with a particular plane, not just elementals. Most of these creatures find their way to the elemental planes by accident; however, some of them arrive by design, carving out their own territories. Usually, unless the interloper poses a threat to the elemental inhabitants, the elemental rulers allow these creatures to stay learning as much from them as possible.

Airhawk

An Airhawk is an unusual creature that has found a home on the elemental plane of air. Its origins are unknown, however, sylph scholars postulate it may have been bred to serve as amount for a race forgotten in antiquity.

An Airhawk has a sinuous, winged, reptilian body covered in feather-like fur, a barbed tail and the head and claws of a monstrous hawk. Its tail is capable of firing a bolt of lightning. An average specimen (11 to 40 years old) is about three metres long from beak to tail, with a wingspan of about 5 metres and a weight of about 50 kilograms.

DANBACH

	Dice	Avg
STR	3D6+6	17
CON	—	—
SIZ	4D6	14
INT	2D6	7
POW	3D6	11
DEX	3D6	11
CHA	3D6	11

1D20	Hit Location	AP/HP
1-3	Right Leg	2/7
4-6	Left Leg	2/7
7-10	Abdomen	2/8
11-12	Chest	2/9
13-15	Right Arm	2/6
16-18	Left Arm	2/6
19-20	Head	2/7

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D4
<i>Magic Points</i>	11
<i>Movement</i>	6m
<i>Strike Rank</i>	+9

Armour: Flaming Hide. No Armour Penalty

Traits: Burn, Flaming Aura, Poison Immunity, Night Sight

Vulnerability: All attacks from water based elementals, creatures and spells do double damage.

Common Skills: Athletics 48%, Brawn 51%, Culture (Own) 44%, Evade 42%, Perception 48%, Persistence 43%, Unarmed 58%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Fists	M	S	1D3+1D4+1D6	Grip, Combustion	As for Body

Combat Styles

Flaming Fist 58%

STOPAR

	Dice	Avg	Hit			<i>Combat Actions</i>	
STR	4D8+4	22	1D20	Location	AP/HP		3
CON	—	—	1-3	Right Leg	2/9	<i>Damage Modifier</i>	+1D8
SIZ	4D8+2	20	4-6	Left Leg	2/9	<i>Magic Points</i>	13
INT	3D8+2	14	7-10	Abdomen	2/10	<i>Movement</i>	6m (20m fly)
POW	2D8+4	13	11-12	Chest	2/11	<i>Strike Rank</i>	+16
DEX	4D8	18	13-15	Right Arm	2/8		
CHA	—	—	16-18	Left Arm	2/8		
			19-20	Head	2/9		

Armour: Natural. No Armour Penalty.

Traits: Natural Invisibility

Vulnerability: All attacks from earth based elementals, creatures and spells do double damage.

Common Skills: Perception 57%, Persistence 49%, Stealth 92%, Unarmed 70%

Advanced Skills: Track 74%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP	Range
Gale Blast	M	-	1D8+1D8	Stun Location	-	20m

Combat Styles:

Gale Blast 70%

USHYKA

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	2
STR	2D6+22	29	1-3	Right Leg	—	Damage Modifier	+1D10
CON	—	—	4-6	Left Leg	—	Magic Points	11
SIZ	2D6+22	29	7-10	Abdomen	—	Movement	10m (20m swim)
INT	2D6	7	11-12	Chest	—	Strike Rank	+9
POW	3D6	11	13-15	Right Arm	—		
DEX	2D6+3	10	16-18	Left Arm	—		
CHA	—	—	19-20	Head	—		

Armour: Natural. No Armour Penalty

Traits: Flood*, Lure Rider*, Night Sight, Poison Immunity, Water Dependency*.

Vulnerability: All attacks from fire based elementals, creatures and spells do double damage.

Common Skills: Athletics 80%, Brawn 50%, Evade 30%, Persistence 43%, Stealth 42%, Unarmed 60%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Hooves	L	M	1D6+1D10	-	As for Leg

Combat Styles

Kick 60%

AIRHAWK

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	3
STR	4D6+3	17	1-3	Right Leg	3/7	Damage Modifier	+1D4
CON	4D6+3	17	4-6	Left Leg	3/7	Magic Points	11
SIZ	4D6+3	17	7-8	Body	3/8	Movement	6m (20m fly)
INT	11	11	9-11	Breast	3/9	Strike Rank	+16
POW	3D6	11	12	Tail	3/7		
DEX	6D6	21	13-15	Right Wing	3/6		
			16-18	Left Wing	3/6		
			19-20	Head	3/7		

Armour: Thick hide. No Armour Penalty.

Traits: Flying

Vulnerability: All attacks from earth based elementals, creatures and spells do double damage.

Common Skills: Brawn 64%, Evade 72%, Perception 82%, Persistence 43%, Resilience 61%, Stealth 72%, Unarmed 48%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Bite	M	S	1D4+1D4	Bleed	As for Head
Claw	M	S	1D8+1D4	Impale	As for Leg
Lightning	M	-	2D8+1D4	-	Range: 20m

Combat Styles:

Tooth and Nail 68%, Lightning 72%

Combat

Airhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is a bolt of lightning, fired from the tail. The bolt can be fired once per round as a Combat Action. As with any ranged attack, the target can Evade, however, Evade tests for targets wearing metal armour, using metal shields or weapons is Difficult (-20). The bolt cannot be parried. Natural and worn armour offers no protection from the bolts damage but magical protection does. An Airhawk can also attack with its beak and claws but it prefers to stay out of reach.

Giants

Various races of giants have found homes on the elemental planes. The elemental rulers tend to leave them alone as for the most part they pose little threat to their rule. Where they came from originally and why remains a mystery. Some say the majority of them are wanderers; fleeing from persecution on their home planes. Others, that due to the affinity these giants have with particular elements, certain members of each species were relocated to preserve their race. Whether that relocation was by divine intervention or by their own actions no one knows.

Giants are unsubtle when it comes to a fight and relish melee combat. They favour massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favourite ranged weapon is a big rock.

Adult giants are accomplished rock throwers and can hurl rocks weighing up to twice their STR score in kilograms with ease. The effective range for a thrown rock is one half the giants CON score.

Rock Catching: A giant can catch rocks of a size he can throw (or projectiles of similar shape and size).

Once per round, a giant that would normally be hit by a rock can make an opposed Evade test to catch it. If he gains a level of success over his opponent he may immediately throw it back at the cost of a Combat Action, much like the Riposte Combat Manoeuvre. A giant cannot catch a rock he has just thrown. The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Earth Giants

Earth giants prefer thick leather garments, dyed in shades of brown and grey to match the stone around them. An average earth giant is four metres tall.

Combat

Earth giants fight from a distance whenever possible, but if they can't avoid melee, they use gigantic clubs chiselled out of stone. A favourite tactic of earth giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

Skills: A stone giant treats Stealth tests as Easy (+40%) when standing immobile in rocky terrain.

Earth Giant Elders

Earth giant elders often have learnt a smattering of magic over the course of their long lives.

Typical Common Magic spells are; Bludgeon, Detect (Substance, usually precious stones and metals), Endurance, Mason's Boon, Strength.

Sorcery is very rare among earth giants; however, occasionally there are those learn the Art, albeit with a limited grimoire.

Sorcery (Earth Mother): Animate (Earth), Damage Enhancement, Form/Set Earth, Palsy.

Elder's magical skills are typically no more than three times their base value.

Flame Giants

Flame giants have bright orange hair. An average adult male is four metres tall with a barrel-like chest.

Flame giants wear sturdy cloth or leather garments coloured red, orange, yellow, or black. Warriors are covered head-to-toe in blackened steel plate armour. Female flame giants are generally shorter and lighter (-6 SIZ) but no less fierce in battle. The statistics below are for a flame giant warrior.

Combat

Flame giants heat their rocks in a nearby fire, geyser, or lava pools, so that they deal extra fire damage. They favour huge, Fireblade enhanced (included below) Great swords in melee. They are also fond of grabbing smaller opponents and tossing them somewhere very hot.

Ice Giant

An ice giant's hair can be light blue or dirty yellow, and its eyes usually match its hair colour. Ice giants dress in skins and pelts, along with any jewellery they own. Ice giant warriors add chain coats and metal helmets decorated with horns or feathers.

An average adult male is five metres tall and of muscular build. Females are slightly shorter and lighter (-6 SIZ) than males but are otherwise identical.

Combat

Ice giants usually start combat at a distance, throwing rocks until they run out of ammunition or the opponent closes, then wading in with their enormous battle-axes. They are much more barbaric than their kin and certainly more hostile.

A favourite tactic is to lay an ambush by hiding buried in the snow at the top of an icy or snowy slope, where opponents will have difficulty reaching them.

Ice giants keep tundra wolves as pets and often use them when hunting.

Tundra Wolf

Bred in ages past from regular wolves, the method now lost to time, by ice giants as hunting partners and companions, tundra wolves are bigger, tougher and meaner versions of standard wolves. They average one and a half metres in length, stand at one and a half metres tall at the shoulder and weigh in excess of 80 kilograms.

Combat

Tundra wolves typically hunt in packs. Their size, cunning, and formidable breath weapon allow them to hunt and kill creatures much larger than themselves. A pack usually circles an opponent, each wolf attacking in turn to exhaust it. If they're in a hurry, tundra wolves try to trip their foes.

Breathe Frost: Functions as per the Breathe Flame trait in *Monsters of Legend* except the damage is cold damage rather than fire. A tundra wolf's Breathe Frost ability deals 1D8 damage and is usable once every 1D4 rounds.

Freezing Bite: A winter wolf deals 1D4 points of additional cold damage every time it bites an opponent.

Skills: Due to their natural colouration tundra wolves treat Stealth tests as Easy (+40%) in areas of ice and snow. A tundra wolf treats opposed Perception tests against creatures it has been tracking as Simple (+20%).

Cloud Giants

Cloud giants' skin ranges in colour from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males average six metres in height, with females being slightly smaller (-6 SIZ).

Cloud giants dress in the finest clothing available and wear jewellery. To many, appearance indicates station: The better the clothes and the finer the jewellery, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favourite).

Combat

Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favourite tactic is to circle the enemies, barraging them with rocks while the giants with magical abilities confound them with spells. The statistic block below for is an average cloud giant with no magical ability.

EARTH GIANT

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	2
STR	6D6+22	43	1-3	Right Leg	4/16	Damage Modifier	+2D10
CON	4D6+22	36	4-6	Left Leg	4/16	Magic Points	11
SIZ	6D6+22	43	7-10	Abdomen	4/17	Movement	8m
INT	3D6	11	11-12	Chest	4/18	Strike Rank	+13
POW	3D6	11	13-15	Right Arm	4/15		
DEX	3D6+3	14	16-18	Left Arm	4/15		
CHA	2D6	7	19-20	Head	4/16		

Armour: Thick skin. No Armour Penalty.

Traits: Earth Sense, Formidable Natural Weapons, Rock Catching

Vulnerability: All attacks from air based elementals, creatures and spells do double damage.

Common Skills: Athletics 87%, Brawn 116%, Evade 58%, Persistence 43%, Resilience 118%, Unarmed 87%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Fists	L	L	1D8+2D10	Stun Location	As for Arm
Rocks	H	-	2D6+2D10	Stun Location	10/40

Range: 18m

Combat Styles:

Smash (Fists) 87%, Catch This (Thrown Rocks) 58%

FLAME GIANT

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	
STR	6D6+22	43	1-3	Right Leg	6/16	Damage Modifier	+2D10
CON	4D6+22	36	4-6	Left Leg	6/16	Magic Points	11
SIZ	6D6+22	43	7-10	Abdomen	6/17	Movement	12m
INT	3D6	11	11-12	Chest	6/18	Strike Rank	+7
POW	3D6	11	13-15	Right Arm	6/15		
DEX	3D6+3	14	16-18	Left Arm	6/15		
CHA	3D6	11	19-20	Head	6/16		

Armour: Plate, Helm, Breastplate, Vambraces and Greaves. -6 Armour Penalty

Traits: Fire Resistant*, Formidable Natural Weapons, Rock Catching

Vulnerability: All attacks from water based elementals, creatures and spells do double damage.

Common Skills: Athletics 87%, Brawn 86%, Culture (Own) 52%, Evade 58%, Lore (Regional) 52%, Perception 52%, Persistence 43%, Resilience 118%, Unarmed 87%

Magical Skills: Common Magic 66%, Fireblade

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Fists	H	VL	2D10+2D10+1D6	Bleed, Impale, Sunder	6/10
Rocks	H	-	2D6+2D10+1D6	Stun Location	10/40

Range: 18m

Combat Styles

Flaming Great sword 87%, Catch This (Thrown Rocks) 58%

ICE GIANT

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	2
STR	7D6+22	47	1-3	Right Leg	2/20	Damage Modifier	+2D12
CON	5D6+22	40	4-6	Left Leg	2/20	Magic Points	11
SIZ	7D6+22	47	7-10	Abdomen	5/21	Movement	12m
INT	3D6	11	11-12	Chest	5/22	Strike Rank	+11
POW	3D6	11	13-15	Right Arm	5/19		
DEX	2D6+3	10	16-18	Left Arm	5/19		
CHA	3D6	11	19-20	Head	6/18		

Armour: Leather Trews, Chainmail Coat and Plate Helm. -4 Armour Penalty

Traits: Formidable Natural Weapons

Vulnerability: All attacks from fire based elementals, creatures and spells do double damage.

Common Skills: Athletics 87%, Brawn 94%, Culture (Own) 52%, Evade 20%, Lore (Regional) 52%, Perception 52%, Persistence 43%, Resilience 130%, Stealth 51%, Unarmed 87%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Great Axe	H	VL	1D12+2+2D12	Bleed, Sunder	4/10
Rocks	H	-	2D6+2D10+1D6	Stun Location	10/40

Range: 18m

Combat Styles

Kick 60%

TUNDRA WOLF

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	2
STR	3D6+3	15	1-3	Right Leg	3/7	Damage Modifier	+1D2
CON	3D6+6	17	4-6	Left Leg	3/7	Magic Points	11
SIZ	2D6+6	13	7-10	Abdomen	3/8	Movement	10m
INT	9	9	11-12	Chest	3/9	Strike Rank	+12
POW	3D6	11	13-15	Right Arm	3/6		
DEX	3D6+3	14	16-18	Left Arm	3/6		
			19-20	Head	3/7		

Armour: Fur, Hide. No Armour Penalty

Traits: Breathe Frost (1D8, 1D4 rounds), Freezing Bite, Night Sight

Vulnerability: All attacks from fire based elementals, creatures and spells do double damage.

Common Skills: Athletics 88%, Evade 68%, Perception 75%, Persistence 43%, Resilience 61%, Stealth 83%, Unarmed 78%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Bite	M	T	1D8+1D2+1D4	Bleed, Trip Opponent	As Head
2 x Claws	M	M	2D4+1D2	Bleed	As Legs

Combat Styles

Fang & Claw 78%

CLOUD GIANT

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	3
STR	9D6+22	54	1-3	Right Leg	4/20	Damage Modifier	+2D12
CON	6D6+22	43	4-6	Left Leg	4/20	Magic Points	11
SIZ	9D6+22	54	7-10	Abdomen	4/21	Movement	12m
INT	3D6	11	11-12	Chest	4/22	Strike Rank	+14
POW	3D6	11	13-15	Right Arm	4/19		
DEX	3D6+6	17	16-18	Left Arm	4/19		
CHA	3D6+6	17	19-20	Head	4/18		

Armour: Tough Hide

Traits: Formidable Natural Weapons, Rock Catching

Vulnerability: All attacks from earth based elementals, creatures and spells do double damage.

Common Skills: Athletics 71%, Brawn 138%, Culture (Own) 52%, Evade 64%, Lore (Regional) 52%, Perception 52%, Persistence 43%, Resilience 139%, Unarmed 101%

Advanced Skills: Play Instrument 64%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Huge Morningstar	H	VL	2D8+2D12	Stun Location	4/10
Rocks	H		2D6+2D12	Stun Location	10/40
Range: 18m					

Combat Styles

Bash (Huge Morningstar) 101%, Catch This (Thrown Rocks) 64%

Common Magic is the prevalent form of magic used by cloud giants and is generally used only by clan leaders and elders. Sorcery is rare and strictly the purview of an elder who only teaches it only to mature offspring.

Common Magic typically 54%: Befuddle, Demoralise, Frostbite.

Sorcery (Clan Magic) typically 66%: Animate (Air), Diminish (INT), Hinder, Holdfast, Tap (INT), Manipulation (typically) 66%.

Chinese Elementals

Chinese mythology does not have a place for the element of air, but does incorporate two other elements in addition to earth, fire and water. These are metal and wood. For games with a Chinese or pseudo-Chinese setting, use earth, fire and water elementals as described above along with the new metal and wood elementals, known as Ferrans' and Arborans' respectively, presented below.

Ferran

Metal elementals are the embodiment of metal, with all the strength and flexibility of that element. Most seem to be made from liquid iron or steel, since these are the most common metals in use by humanity (and the appearance and form of an elemental are always to some extent shaped by the expectations of the observer), though in some regions brass or bronze versions are also found. In any case, all metal elementals are capable of absorbing all types of metal, whatever they appear to be made from themselves.

Combat

Metal elementals wade into combat with enthusiasm, slicing, smashing and stabbing their foes while trusting to their supernaturally tough metal bodies to shrug off or even absorb most attacks. They prefer to wield two weapons, usually a Heavy Mace and Longsword (see Extrusion below).

Alternate Form: The humanoid form of a ferran is a human in full plate armour.

Aboran

Wood elementals are made from living wood. They resemble trees, though no specific earthly variety; a successful Lore (Flora or Nature) test, for non-elementalists, adds it critical value to Perception tests (see below under Skills). They are the only higher elemental not to have the Alternate Form trait.

Combat

Wood elementals will advance to melee range as rapidly as possible (which is not very rapidly, given their movement speed), making full use of their powerful close-range attacks. They often employ ambush tactics, standing stock-still as though trees, waiting for their unsuspecting foes to pass by.

FERRAN

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	4
STR	3D6+6	17	1-20	Body	6/17	Damage Modifier	+1D2
CON	—	—				Magic Points	11
SIZ	3D6	11				Movement	6m
INT	3D6	11				Strike Rank	+14
POW	3D6	11					
DEX	3D6+6	17					
CHA	3D6	11					

Armour: Metal Body, No Armour Penalty

Traits: Alternate Form*, Extrusion*, Magic Sense, Metal Absorption*, Poison Immunity

Common Skills: Brawn 58%, Evaluate 52%, Perception 52%, Persistence 43%, Unarmed 64%

Advanced Skills: Craft (Weaponsmith) 58%, Elemental Mastery 70%, Engineering 52%, Summon Elemental 70%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Heavy Mace (1H)	L	L	1D8+1+1D2	Stun Location, Sunder	As Body
Longsword (1H)	M	L	1D8+1D2	Bleed, Impale	As Body

Combat Styles:

Double Trouble (2 x Close Combat Weapons) 64%

ARBORAN

	Dice	Avg
STR	3D6	11
CON	—	—
SIZ	3D6+6	17
INT	3D6	11
POW	3D6+6	17
DEX	3D6	11
CHA	3D6	11

1D20	Hit Location	AP/HP
1-20	Body	3/17

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	17
<i>Movement</i>	6m
<i>Strike Rank</i>	+11

Armour: Wooden Body, No Armour Penalty

Traits: Magic Sense, Poison Immunity, Rooted, Splinters

Vulnerability: All attacks from fire based elementals, creatures and spells do double damage.

Common Skills: Brawn 58%, Insight 58%, Perception 58%, Persistence 61%, Unarmed 66%

Advanced Skills: Disguise 52%, Elemental Mastery 70%, Summon Elemental 70%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Branch	M	L	1D8+1D2	Impale	As for Body

Combat Styles:

Branch Slam 66%

Splinters: A successful attack by an arboran leaves splinters in the wound. If the arborans' success level grants it a Combat Manoeuvre, the splinters are large enough to Impale the target. Treat the splinters as one size category smaller than the arborans' branch to calculate the skill penalty, in the example below, the splinters would be considered small and inflict a 10% skill penalty.

Rooted: Instead of moving in a round a wood elemental may root itself in the ground, or uproot itself. It may do this an unlimited number of times per day. A rooted wood elemental is immune to the effects of Bash Opponent and all knockback effects as if it were using the Standfast Combat Manoeuvre. Furthermore, Armour Points increase to six. A rooted wood elemental may not move.

Sun Regeneration: In direct natural sunlight a rooted arboran regenerates three Hit Points to all locations per round.

Skills: A wood elemental treats Stealth tests and Disguise tests, if disguised as tree, as Easy (+40%) when in any forest or wooded area. If rooted (see above) these tests become Very Easy (+60%).

Aztec Elementals

The Aztec elementals of earth and air have the below trait in common.

Astral Travel: An earth jaguar or wind serpent can travel to the astral plane or return to the elemental plane of earth up to five times per day. Doing so is a full-round manoeuvre.

Earth Jaguar

These large, stony-bodied cats are about four metres long and weigh around 400 kilograms. They roam the elemental plane of earth, hunting and destroying smaller earth elementals and travellers for sport rather than for food. In this role, they act somewhat like an 'immune system' and 'recycling system' rolled into one, for the benefit of the greater good of the plane; effectively, they break down matter into its smallest possible components, so it can be absorbed into the raw material of the plane, even if it did not originate there.

Earth jaguars traditionally also roam the astral plane, close to the elemental plane of earth. Here they search for the souls of the dead, travelling on their way from the material plane to their final resting place. They drain and eventually steal these souls, for their own secretive magical purposes or to pass on to their superiors.

Earth jaguars regard themselves as on a par with the noblest of all earth elementals, though most dwell outside the cities of the elemental plane of earth, preferring the great stony wildernesses and deep rocky veins of that place. In terms of temperament, they share most of the qualities of other earth elementals, including patience and greed.

These latter two qualities can make them both effective and efficient hunters. As with any other cat, an earth jaguar that catches its prey may well toy with it, once it is sure the prey is sufficiently subjugated or otherwise defeated. This might afford travellers a chance to petition the earth jaguar to take them to their king for judgement, rather than destroying them outright. Earth jaguars value gems and precious metals, and so an earth jaguar found in its home may at the Games Master's discretion have a horde of such treasure equivalent in value to its POW x 1000 Gold Crowns.

At the Games Master's discretion, a sorcerer may summon an earth jaguar in place of a gnomide (albeit at higher Magic Point cost) subject to the rules for summoning. It is more than likely a sorcerer will have to prove his worth by first performing a great service for the benefit of the earth jaguars before they will allow themselves to be summoned.

Combat

Earth jaguars do not attack with a pounce, as do their more mundane counterparts, but with a highly controlled yet bull-like charge. Often an earth jaguar will burst out from the earth to make this charging attack.

Earth Glide: An earth jaguar can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Rake: When an earth jaguar grips with its bite attack it may attempt to rake the victim on its next Combat Action. It makes an attack with its claws, which if successful, does an extra 2D6 damage. A rake attack cannot be parried as the earth jaguar has closed with its opponent, refer the Weapon Reach – Closing and Disengaging rules in the *Legend Core Rulebook*.

Rushing Charge: If an earth jaguar charges a foe and hits with its bite attack it gains an immediate, additional Combat Action which it uses to make a Rake attack.

Soul Stealer: If an earth jaguar establishes a hold, it can attempt to draw out its target's very soul. This attack has no effect on creatures that do not have a soul distinct from their body (including elementals). This attack drains one point of the victims POW for every 10% of the earth jaguars Bite skill. The POW drain continues until the victim is either; dead (POW drops to zero or below), breaks free with an opposed Athletics, Brawn or Unarmed test or resists with a successful opposed Persistence test each round the grip is maintained.

Skills: Earth jaguars, like most predatory cats, are innately stealthy; this is reflected in their high Stealth skill. Due to their familiarity with their environment, whilst on the elemental plane of earth, they treat all Perception and Stealth tests as Easy (+40%) checks while on the elemental plane of earth. Earth jaguars treat Athletics tests for balancing and climbing as Simple (+20).

Wind Serpents

Wind serpents are powerful, servants of fate from the elemental plane of air. Charged with certain crucial magical tasks with regard to humanity, they are both life-bringers and death-bringers, always acting according to the predestined fates revealed to them before the world began. Whatever a wind serpent does, it is for a specific purpose.

Wind serpents are normally 10 metres in length.

At the Games Master's discretion, a sorcerer may summon a wind serpent in place of a sylph (albeit at higher Magic Point cost) subject to the rules for summoning. It is more than likely a sorcerer will have to prove his worth by first performing a great service for the benefit of the wind serpents before they will allow themselves to be summoned.

The wind serpent god-king, Ehecatl, is said to have been the first life-giver, the creator of all living things on the material plane, before returning to his windy home on the elemental plane of air. He also destroyed humanity and the material plane once, blowing the land apart with great hurricanes and transforming the surviving humans into monkeys.

Combat

Wind serpents are not particularly aggressive, but will fight with everything at their disposal if forced into combat. They will devote time to healing any allies if necessary, even at the cost of injury to themselves. Any wind serpent that believes it is its day to die will sacrifice itself for a greater cause if need be.

Breath of Life: A wind serpent may as a full-round manoeuvre breathe life into the mouth and nose of any creature. This heals 1D4 damage per 10% of the wind serpents Healing Skill. The wind serpent may do this up to seven times per day.

Tail Lash: A wind serpent that hits with its tail deals an additional 2D6 electrical damage. Creatures affected by the electrical damage are also stunned for 1D4 rounds. A successful opposed Resilience test versus the wind serpents attack roll negates the stunning effect.

EARTH JAGUAR

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	2
STR	3D6+12	23	1-3	Right Hind Leg	6/11	Damage Modifier	+1D2
CON	—	—	4-6	Left Hind Leg	6/11	Magic Points	11
SIZ	3D6+18	29	7-9	Hindquarters	6/12	Movement	10m
INT	8	8	10-12	Forequarters	6/13	Strike Rank	+12
POW	3D6+3	14	13-15	Right Front Leg	6/10		
DEX	3D6+12	23	16-18	Left Front Leg	6/10		
CHA	—	—	19-20	Head	6/11		

Armour: Stone, No Armour Penalty

Traits: Astral Travel, Earth Glide, Rake, Rushing Charge, Soul Stealer

Vulnerability: All attacks from air based elementals, creatures and spells do double damage.

Common Skills: Athletics 66%, Brawn 72%, Evade 66%, Perception 22%, Persistence 52%, Stealth 71%, Unarmed 76%

Advanced Skills: Survival 44%, Track 68%

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Bite	L	T	1D8+1D12	Grip	As for Head
2 x Claws	L	T	2D6+1D12	Bleed	As for Front Leg

Combat Styles

Stealthy Hunter (Bite & Claws) 76%

WIND SERPENT

	Dice	Avg	1D20	Hit Location	AP/HP	Combat Actions	4
STR	3D6	11	1-4	Tail	0/7	Damage Modifier	+1D4
CON	—	—	5-8	Abdomen	0/8	Magic Points	29
SIZ	3D6+12	23	9-12	Chest	0/9	Movement	8m (20m fly)
INT	3D6+6	17	13-14	Right Wing	0/6	Strike Rank	+20
POW	3D6+18	29	15-16	Left Wing	0/6		
DEX	3D6+12	23	17-20	Head	0/7		
CHA	—	—					

Armour: No Armour Penalty

Traits: Astral Travel, Breath of Life, Magic Sense, Poison Immunity, Tail Lash, Wind Slam

Vulnerability: All attacks from earth based elementals, creatures and spells do double damage.

Common Skills: First Aid 70, Influence 30%, Insight 76%, Perception 46%, Persistence 97%, Unarmed 66%

Magical Skills: Manipulation 97%, Sorcery (Ehecatls' Chosen) 70%

Grimoire (Ehecatls' Chosen): Animate (Air), Damage Resistance, Dominate (Human), Neutralise Magic, Palsy, Restoration, Treat Wounds, Whirlwind*.

Weapons

Type	Size	Reach	Damage	Combat Manoeuvre	AP/HP
Tail	L	L	2D6+3+1D4+2D6	—	As for Tail

Combat Styles

Tail Lash 64%, Wind Slam 76%



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