

AIR ELEMENTAL

Habitat: Air Elemental Plane
Height: 84’’
Weight: Ethereal
Diet: n/a
Lifespan: Immortal
Group: 1

ATTRIBUTES

20 STR * EYE 08 INT 12 END
 10 STA * HRG 12 AUR 40 MOV
 * DEX * SML 11 WIL
 * AGL

SKILLS

66 INITIATIVE 60 SENSITIVITY
 60 DODGE 60 TELEPATHY
 60 LYAHVI 60 TELEKINESIS

ARMOUR

Immune to mundane weapons.

GREAT AIR ELEMENTAL

Habitat: Air Elemental Plane
Height: 102’’
Weight: Ethereal
Diet: n/a
Lifespan: Immortal
Group: 1

ATTRIBUTES

28 STR * EYE 12 INT 16 END
 14 STA * HRG 16 AUR 40 MOV
 * DEX * SML 12 WIL
 * AGL

SKILLS

78 INITIATIVE 80 SENSITIVITY
 80 DODGE 80 TELEPATHY
 80 LYAHVI 80 TELEKINESIS

ARMOUR

Immune to mundane weapons.

NOTES AIR ELEMENTALS

Appearance:

Air Elementals looks like either a humanoid with a male human upper body and a tornado instead of a lower body or purely like a tornado.

Movement:

All Air Elementals are natural flyers (and cannot stumble).

Wind Push:

Make a strength contest test with the target, if the Air Elemental wins, the target is pushed 2d6+STR feet away. This will cause half normal falling damage (unless the target hits a wall, etc.).

Vortice:

An Air Elemental “grapple” a target to suffocate it.

Other:

An Air Elemental can of cause stir up dirt to blind a target or to confuse. An Air Elemental is translucent and be seen, unless in a storm. An Air Elemental can “rest” in windy weather, recovering one FL or IL each minute. It will take 1 IL each round if it has no connection with air.

FIRE ELEMENTAL

Habitat: Fire Elemental Plane
Height: 78’’
Weight: Ethereal
Diet: n/a
Lifespan: Immortal
Group: 1

ATTRIBUTES

13 STR * EYE 07 INT 12 END
 10 STA * HRG 12 AUR 28 MOV
 12 DEX * SML 12 WIL
 14 AGL

SKILLS

72 INITIATIVE 60 SENSITIVITY
 70 DODGE 60 TELEPATHY
 60 PELEAHN 72 BURN 7F/4F

ARMOUR

Immune to mundane weapons.

GREAT FIRE ELEMENTAL

Habitat: Fire Elemental Plane
Height: 96’’
Weight: Ethereal
Diet: n/a
Lifespan: Immortal
Group: 1

ATTRIBUTES

18 STR * EYE 09 INT 16 END
 14 STA * HRG 16 AUR 16 MOV
 08 DEX * SML 13 WIL
 08 AGL

SKILLS

84 INITIATIVE 80 SENSITIVITY
 40 DODGE 80 TELEPATHY
 80 PELEAHN 84 BURN 9F/6F

ARMOUR

Immune to mundane weapons.

NOTES FIRE ELEMENTALS

Appearance:

Fire Elementals looks like either a great salamander (lizard) or a humanoid, in its salamander form it has no dexterity.

Movement:

All Fire Elementals must have contact with fire or solid ground or they start to drift.

Burn:

A Fire Elemental can burn it’s target by touching them. The impact is half it’s STR ethereal fire or one-third is STR mundane fire.

Fire Balls:

A Fire Elemental can also form a fire ball and launch it towards a victim, treat this as a thrown attack (use taburi). This kind of fireballs do not explode and only damage the body part that is hit.

Other:

A Fire Elemental can “rest” in an ethereal fire or mundane fire. He will recover one FL or IL per round resting. If a Fire Elemental loses it’s contact with fuel/fire he will receive a one FL for every two rounds spent without fuel/fire. Fire Elementals are very aggressive.

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EARTH ELEMENTAL

Habitat: Earth Elemental Plane
Height: 90’’
Weight: Ethereal (body: 2 tons)
Diet: n/a
Lifespan: Immortal
Group: 1

ATTRIBUTES

24 STR * EYE 07 INT 12 END
10 STA * HRG 12 AUR 16 MOV
10 DEX * SML 11 WIL
08 AGL

SKILLS

55 INITIATIVE 60 SENSITIVITY
40 DODGE 60 TELEPATHY
60 FYVRIA 60 UNARMED 6B

ARMOUR

Immune to mundane weapons.

GREAT EARTH ELEMENTAL

Habitat: Earth Elemental Plane
Height: 108’’
Weight: Ethereal (body: 3 tons)
Diet: n/a
Lifespan: Immortal
Group: 1

ATTRIBUTES

36 STR * EYE 10 INT 16 END
14 STA * HRG 16 AUR 12 MOV
10 DEX * SML 12 WIL
06 AGL

SKILLS

65 INITIATIVE 80 SENSITIVITY
30 DODGE 80 TELEPATHY
80 FYVRIA 65 UNARMED 9B

ARMOUR

Immune to mundane weapons.

NOTES EARTH ELEMENTALS

Appearance:

An Earth Elemental looks like a humanoid. Since an Earth Elemental ethereal body is filled with dirt, sand, and stone it is also a “physical” creature.

Movement:

An Earth Elemental normally walk on ground, but it can also walk in earth – movement rate when doing this is double. It takes the elemental one round to “climb” up to surface or to “climb down”.

Unarmed:

An Earth Elemental attacks with his fists..

Converting Earth:

An Earth Elemental can change the earth – more loosened up or more dense. This can start a landslide or make people to sunk in to the earth. It takes one round to change the earth one step (i.e. from compact earth to mud, etc.).

Other:

An Earth Elemental can “rest” if surrounded by earth. It will recover one FL or IL for every minute resting. It will receive a M1 every round, if it ever loses it’s contact with earth. All attacks on an Earth Elemental must make a Weapon Quality test every time they hit.

WATER ELEMENTAL

Habitat: Water Elemental Plane
Height: 68’’
Weight: Ethereal
Diet: n/a
Lifespan: Immortal
Group: 1

ATTRIBUTES

16 STR * EYE 08 INT 12 END
10 STA * HRG 12 AUR 06 MOV
10 DEX * SML 12 WIL
06 AGL

SKILLS

60 INITIATIVE 60 SENSITIVITY
30 DODGE 60 TELEPATHY
60 LYAHVI 60 CRUSH 8B

ARMOUR

Immune to mundane weapons.

GREAT WATER ELEMENTAL

Habitat: Water Elemental Plane
Height: 68’’
Weight: Ethereal
Diet: n/a
Lifespan: Immortal
Group: 1

ATTRIBUTES

24 STR * EYE 11 INT 16 END
14 STA * HRG 16 AUR 03 MOV
08 DEX * SML 13 WIL
03 AGL

SKILLS

70 INITIATIVE 80 SENSITIVITY
15 DODGE 80 TELEPATHY
80 LYAHVI 70 CRUSH 12B

ARMOUR

Immune to mundane weapons.

NOTES WATER ELEMENTALS

Appearance:

A Water Elemental looks like a humanoid made up with ethereal water. It is almost invisible in water.

Movement:

A Water Elemental can walk on land, but not good. If in water, it’s AGI and MOV is tripled. It cannot stumble while in water.

Crush:

A Water Elemental can partially freeze itself to ethereal ice and attack a hex adjacent to it, this is very lethal. This attack is not very fast and the Water Elemental can receive no TA when doing so.

Drown:

A Water Elemental can “grapple” a target, drowning him, if this “grapple” occur totally in water (e.g. under water) it’s strength is doubled.

Other:

A Water Elemental cannot move very far from water, it receive one FL for every two rounds away from water. A Water Elemental can “rest” while in water. It will recover one FL or IL for every minute resting.