

ELEMENTALS

Elementals are collections of pure earth, water, air, or fire, animated by concentrated mana. They are not technically living, but are sentient. They do not speak, but understand draconic (earth and fire) and runic (water and air). They are single-minded when not being controlled and just crush, freeze, or burn things. When under someone else's control, elementals have to be given very clear, direct commands, as they will easily revert to their natural behaviors. Greater elementals can create lesser ones over time, generating many of them to go on destructive rampages.

Elementals can be found just about anywhere when they occur naturally, which is usually in terrain of an appropriate type. When lesser elementals are found in groups, they are usually controlled by a greater elemental. Greater elementals are very intelligent; they just do not have complex goals or any social structure. Elementals can also be summoned with arcane or draconic rituals. Lesser elementals are fairly easy to control, but greater elementals are almost impossible to control (and will take control of any nearby lesser elementals).

LESSER EARTH ELEMENTAL (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D4	D4	D16	D16	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D20	2	2	20

ATTACKS AND ABILITIES

SLAM: D16, AE1, Knockdown

UNLIVING, DARKSIGHT, IMMOVABLE, TUNNELING, DRACONIC

GREATER EARTH ELEMENTAL (7TH RANK)

STR	DEX	INT	PRE	FOR	REF
D20	D8	D8	D20	D20	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D20	D24	3	4	40

ATTACKS AND ABILITIES

SLAM: D20, AE1, Knockdown

UNLIVING, DARKSIGHT, IMMOVABLE, TUNNELING, DRACONIC

LESSER WATER ELEMENTAL (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D8	D4	D16	D16	D6
MOVE	ATT	DEF	AP	MP	HP
SWIM	D16	---	3	2	20

ATTACKS AND ABILITIES

FROST BLAST: D16 vs. FOR, AE1, R4

UNLIVING, FORMLESS, DARKSIGHT, AMPHIBIOUS, FROST IMMUNITY, RUNIC

GREATER WATER ELEMENTAL (7TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D12	D8	D20	D20	D10
MOVE	ATT	DEF	AP	MP	HP
SWIM	D20	---	4	4	40

ATTACKS AND ABILITIES

FROST BLAST: D20 vs. FOR, AE1, R4

UNLIVING, FORMLESS, DARKSIGHT, AMPHIBIOUS, FROST IMMUNITY, RUNIC

LESSER AIR ELEMENTAL (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D12	D4	D16	D16	D8
MOVE	ATT	DEF	AP	MP	HP
FLY	D16	---	4	2	20

ATTACKS AND ABILITIES

LIGHTNING BOLT: D16, R4

UNLIVING, FORMLESS, DARKSIGHT, LIGHTNING IMMUNITY, RUNIC

GREATER AIR ELEMENTAL (7TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D16	D8	D20	D20	D12
MOVE	ATT	DEF	AP	MP	HP
FLY	D20	---	5	4	40

ATTACKS AND ABILITIES

LIGHTNING BOLT: D20, R4

UNLIVING, FORMLESS, DARKSIGHT, LIGHTNING IMMUNITY, RUNIC

LESSER FIRE ELEMENTAL (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D4	D16	D4	D16	D16	D10
MOVE	ATT	DEF	AP	MP	HP
FLY	D16	---	5	2	20

ATTACKS AND ABILITIES

FLAME BLAST: D16 vs. FOR, AE1, R4

UNLIVING, FORMLESS, DARKSIGHT, FIRE IMMUNITY, DRACONIC

GREATER FIRE ELEMENTAL (7TH RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D20	D8	D20	D20	D16
MOVE	ATT	DEF	AP	MP	HP
FLY	D20	---	6	4	40

ATTACKS AND ABILITIES

FLAME BLAST: D20 vs. FOR, AE1, R4

UNLIVING, FORMLESS, DARKSIGHT, FIRE IMMUNITY, DRACONIC