



ROLEMASTER™

FIRE and ICE™ The Elemental Companion Addendum



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FIRE AND ICE: THE ELEMENTAL COMPANION™ ADDENDUM

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John Ross, and all ICE fans everywhere: Thanks for
keeping the faith!

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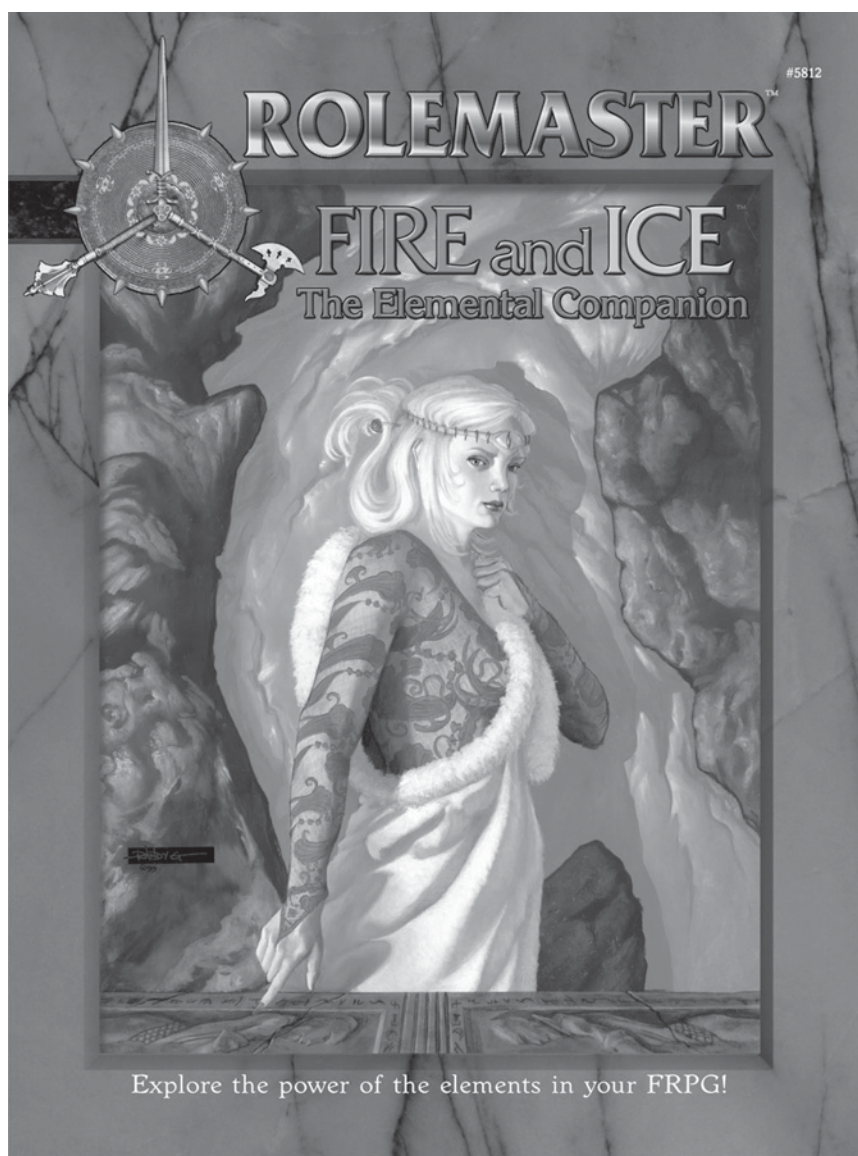
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INTRODUCTION

Welcome to the *Fire & ICE The Elemental Companion Addendum*. Our dedicated authors produced so much material for *Fire & ICE* that we could not fit it all into one book! Normally, such material would often be gone and never see the light of day. On the other hand, we did not want to deprive you, the reader, of such wonderful material and actually including it the book would have raised the price by a marked amount.

Thus this solution was born. Any material removed was brought here, reformatted and reshaped into a cohesive whole from the many snippets left upon the cutting room floor.

Enjoy!





PROFESSIONS

2.1

ELEMENTAL EXPLORER

The Elemental Explorer travels the planes in search of adventure and excitement. Of all the professions, the Elemental Explorer is the most versed in traveling the planes. He is an Essence/Mentalism Hybrid.

Christus smiled as the fire flowed around him. The Plane of Fire, was a hostile, terrible place. For Christus however, it was like a second home. He strengthened the spells protecting him and started off in search of an Elemental looking for a deal.

Prime Stats: Empathy and Presence

ELEMENTAL EXPLORER SPELL LISTS

Like all hybrid spell users, the Elemental Explorer gains 6 base spell lists. The Elemental Explorer is a generalist, like the Magician. He can also take closed and open lists at a higher cost.

Elemental Facades: Allows the Explorer to take guises appropriate to his locale or to avoid detection.

Elemental Links: Allows caster to link to an element and use its energy without intimate knowledge of its workings.

Elemental Planar Summons: Allows the caster to summon elemental creatures who exist on the same plane as the caster.

Elemental Survival: Protects the target from the dangers of the planes.

Elemental Travel: Allows the Explorer to travel the various planes of existence.

Traveler: Allows caster to apply mundane skills in elemental locales as well as speaking with the locals.

PROFESSION BONUSES

Awareness Group	+10	Power Awareness	+10
Lore • Magical	+10	Power Manipulation	+10
Outdoor Group	+5	Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	9	Outdoor • Environment	3
Armor • Medium	10	Power Awareness	2/5
Artistic • Active	2/6	Power Manipulation	3/9
Artistic • Passive	2/6	Power Point Development ...	6
Athletic • Brawn	6	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3	Self Control	5
Awareness • Perception	6	Special Attacks	15
Awareness • Searching	3	Special Defenses	60
Awareness • Senses	2/6	Subterfuge • Attack	15
Body Development	15	Subterfuge • Mechanical ...	7
Combat Maneuvers	18	Subterfuge • Stealth	6
Communication	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	2/5	Technical • Vocational	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	9
Lore • Magical	1/4	Weapon • Category 2	20

Lore • Obscure	2/5	Weapon • Category 3	20
Lore • Technical	2/7	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown. The player should assign one of the categories to each of the weapon categories above.

Everyman Skills: Time Sense, Direction Sense, Dragon Lore

Occupational Skills: Planar Lore

Restricted Skills: None

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open List (21+)	6/6/6	Closed List (21+)	8/8

TRAINING PACKAGES

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Elemental Scholar: 23
Elemental Wanderer: 27
Fire Mage: 29
Ice Mage: 29
Light Mage: 29
Storm Mage: 21
Water Mage: 28
Guild Elemental: 14



2.2 VARIANT SPECIALISTS

This section is presented to show how this book can be taken a step farther in your own game. It presents a variant specialist, a mage who is not an Elementalist, but not exactly a Magician anymore either.

There is a lot of capacity for adaptation left in the Magician profession. Variant specialists are all magicians, harnessing magical, not high, elements. They merely have a different set of spell lists and maybe a special skill or two.

2.2.1 • THE STORM MAGE

The Storm Mage is a Magician variant that has taken intense interest in the nature of the weather. Instead of spell lists like Fire law, Earth Law, and Wind Law, they have their own set of lists that expand upon the manipulation of the weather and the wind.

The Storm Mage is the sailor's best friend. Where the Water Mage can only affect the sea itself (hardly useful) and the Air Mage can only cause localized effects on the air (better), the Storm Mage can affect the weather itself.

The Storm Mage has no scourge, but his special skills are not particularly unbalancing, so the lack of restricted skills is not a great matter.

SPELL LISTS

Like all Magicians, the Storm Mage gains 6 base spell lists. The general nature of these spell lists is described below. He can also take closed and open lists at a higher cost.

Ice Law: Manipulating ice and cold (including Elemental attacks).

Light Law: Manipulating light and electricity (including Elemental attacks).

Storm Law: Spells for creating severe storms (including Elemental attacks).

Storm's Protections: Spells for protection from harsh weather.

Water Law: Manipulating water and other fluids (including Elemental attacks).

Weather Mastery: The manipulation of, and joining with, natural weather patterns.

Skill Costs: the Storm Mage uses the skill costs of the Magician.

TRAINING PACKAGES

Air Mage: 28
Earth Mage: 28
Elemental Crafter: 27
Elemental Scholar: 25
Elemental Wanderer: 27
Fire Mage: 28
Ice Mage: 29
Light Mage: 29
Storm Mage: 19
Water Mage: 27
Guild Elementalist: 12





TRAINING PACKAGES

3.1

ELEMENTAL WANDERER (L)

Where the Elemental Scholar studies the planes, the Wanderer has actually been there. Whereas the Scholar's knowledge is purely academic, the Wanderer's is purely practical. The Elemental Wanderer travels the planes in search of adventure and knowledge, and no one knows the planes better than he does.

Time to Acquire: 95 Months

Starting Money: Normal

Special:

Weapon (+10 non-magical)	30
Book (+10 non-magic to a specific lore)	20
Book (+10 non-magic to a specific lore)	20
A token recognized by the Elementals of one plane	50

Category or Skill	# of Ranks
Awareness • Searching skill category	1
Observation	1
Lore • General skill category	5
Choice of up to five Region Lores	5 (total)
Lore • Magical skill category	3
Planar Lore	3
Outdoor • Environmental skill category	3
Choice of up to 3 skills	3 (total)

Stat Gains: Constitution

Lifestyle Skills: Planar Lore

Professional Qualifier: One Elemental spell list [-3 to cost]

COST BY PROFESSION

Elementalist	31	Elemental Traveler	27
Elemental Priest	31	Elemental Champion	27
Elemental Explorer	27	Storm Mage	27

3.2

ELEMENTAL SCHOLAR (L)

The Elemental Scholar studies the various elemental planes. He is well-versed in the dangers and details of the planes. Though he may never go there, himself, he knows as much as anyone can, from behind a desk.

Time to Acquire: 95 Months

Starting Money: Normal

Special:

Patron Guild (provides financial support)	40
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30
Book (+10 non-magic to a specific lore)	30

Category or Skill	# of Ranks
Lore • General skill category	4
Choice of up to four Region Lores	4 (total)
Lore • Magical skill category	4
Planar Lore	4
Lore • Obscure skill category	2
Dragon Lore	2
Scientific/Analytical • Basic skill category	2
Research	2

Stat Gains: Memory

Lifestyle Skills: Planar Lore

Professional Qualifier: Positive Memory bonus [-2 to cost]

COST BY PROFESSION

Elementalist	25	Elemental Traveler	23
Elemental Priest	26	Elemental Champion	29
Elemental Explorer	23	Storm Mage	25



3.3

GUILD ELEMENTALIST (V)

The Guild Elemental was trained inside the guild. He has worked in the libraries and halls of a powerful institute of learning.

Time to Acquire: 53 Months

Starting Money: Normal

Special:

Favor from the Guildmaster	40
Rival	50
Friends with other student	40
Black market contact (mostly answers to tests)	40
Friend at local library	30
Friend at local tavern	100

Category or Skill	# of Ranks
Lore • Magical skill category	2
Planar Lore	2
Power Awareness skill category	2
Attunement	1
Reading Runes	1
Science/Analytical • Basic skill category	1
Research	1
Spells • Own Realm, Training Package skill category	0
Enchanted Robes spell list	1
Urban skill category	1
Choice of one skill	1

Stat Gains: None

Professional Qualifier: Elemental TP Lifestyle [-1 to cost]

COST BY PROFESSION

Elementalist	13	Elemental Traveler	14
Elemental Priest	17	Elemental Champion	17
Elemental Explorer	23	Storm Mage	25



ELEMENTAL SPELL LISTS

4.1

CLOSED ELEMENTAL LISTS

Note: Certain Closed Elemental Lists may also be used as Closed Essence Lists. These spell lists are indicated accordingly.

LESSER AIR MASTER

2. **Wind Focus** — Target is buffeted by focused strong winds. All actions made by target are at -50.
3. **Breezes** — Causes a light breeze (up to 20' per round) as long as the caster concentrates.
4. **Levitate** — Allows target to move up and down vertically 10' per round. It does not confer the ability to move horizontally; that must be achieved through other means.
5. **Airwall** — Creates a wall of dense churning air up to 10' x 10' x 3'. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
6. **Dust Devil I** — A dust devil forms in front of the caster and races towards target. Those in the path of the dust devil have a 50% chance of getting hit. Target and those who get in its path must resist or take a 'B' unbalancing critical.
7. **Slumber Mist** — By concentrating, the caster can remove most of the oxygen in the area of effect. After three rounds of concentration, all targets in the area of effect must make an RR each round in the area of effect or fall asleep (1 round per 10 failure). All fire spells in the area suffer a -20 penalty (or at 20% less effective in the case of non-attack spells).
8. **Rapid Breezes** — Caster forces the air in the area to move quickly in one direction. This will cause gases to clear and will give a -20 to all missile attacks in the area that are not aimed in the same exact direction of the wind. Missile attacks fired in the same direction as the wind gain a +20 bonus.
9. **Stun Cloud I** — Creates a 5' R cloud of charged, gas particles. This cloud delivers a 'C' Electricity critical to all within the area of effect on the first and second rounds; a 'B' on the third and fourth rounds; and an 'A' on the fifth and sixth rounds (after 6 rounds, the cloud dissipates.) This cloud drifts with the wind. The cloud takes one round to form (so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical). It will then stay formed for six rounds.
10. **Stabilize** — Targeted personal effects are made resistant to the effects of wind. Attacks and maneuvers by target have the penalties caused by wind or wind based spells, reduced by 50.
11. **Air Stop I** — Stops all generalized air movement (e.g., wind) up to winds of 30 mph; cuts stronger winds by 30 mph.
12. **Dust Devil II** — As *Dust Devil I*, except 'C' Unbalancing criticals are delivered.
13. **Stun Cloud II** — As *Stun Cloud I*, except radius is 10'.
14. **Calm Winds** — As *Stabilize*, except it affects all within a 10' radius.
15. **Vacuum I** — Creates a 5' R near-vacuum. Anyone inside the radius must make a successful resistance roll (RR) or take a 'B' Impact critical as air leaves the radius and comes back in.
17. **Air Stop II** — As *Air Stop I*, except radius is 20'.
18. **Dust Devil III** — As *Dust Devil I*, except target takes an 'E' Unbalancing critical.
19. **Slumber Cloud** — As *Slumber Mist*, except for the duration, and it drifts with the wind.

CLOSED ELEMENTAL LIST 4.1.1

LESSER AIR MASTERY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Wind Focus	1 target	C	100'	F
☐ 3)	Breezes	10' R/lvl	C	10'/lvl	E
☐ 4)	Levitate	1 target	1 min/lvl	10'	U
☐ 5)	Airwall	10' x 10' x 3'	C	100'	E
☐ 6)	Dust Devil I	1 tgt. + special	—	50'	F
☐ 7)	Slumber Mist	5' R/lvl	C	5'/lvl	F
☐ 8)	Rapid Breezes	10' R	1 rnd/lvl	100'	U
☐ 9)	Stun Cloud I	5' R	6 rnds	10'	E
☐ 10)	Stabilize	1 target	1 min/lvl	10'	U
☐ 11)	Air Stop I	10' R	C	100'	F
☐ 12)	Dust Devil II	1 tgt. + special	—	50'	F
☐ 13)	Stun Cloud II	10' R	6 rnds	20'	E
☐ 14)	Calm Winds	10' R	1 min/lvl	self	U
☐ 15)	Vacuum I	5' R	—	100'	F
☐ 16)					
☐ 17)	Air Stop II	20' R	C	100'	F
☐ 18)	Dust Devil III	1 tgt. + special	—	100'	F
☐ 19)	Slumber Cloud	1' R/lvl	1 min/lvl	5'/lvl	F
☐ 20)	Cyclonic Blast	20' R	—	100'	E
☐ 25)	Stun Cloud IV	20' R	6 rnds	40'	E
☐ 30)	Wind Storm	1 mile R/lvl	1 min/lvl	self	E
☐ 50)	Hard Wind	300' x 25' R	1 rnd/lvl	300'	E

20. **Cyclonic Blast** — Caster summons a 20-foot radius, intense burst of air on target point. Results are determined on the Cold Ball Table delivering Unbalancing criticals instead of Cold criticals.

25. **Stun Cloud IV**— As *Stun Cloud I*, except radius is 20'.

30. **Wind Storm** — Caster calls forth a windstorm with the maximum wind speeds equal to twice his level, and an intensity according to his desires. Effects will vary according to circumstance (and GM's discretion).

50. **Hard Wind** — Caster outstretches arms and a hard wind comes forth from them, fanning out till it has 25' R at 300'. All within the cone receive a 'B' Impact critical.



CLOSED ELEMENTAL LIST 4.1.2

LESSER EARTH MASTERY



Lvl	Spell Name	Area of Effect	Duration	Range	Type
☐ 1)	Identify Earth	10' R	1 rnd./lvl.	10'/lvl.	U
☐ 2)	Enchanted Rope	10'/lvl	C	touch	U
☐ 3)					
☐ 4)	Loosen Earth	100 cu'	P	100'	F
☐ 5)	Oxidize	1 metal object	P	100'	F
☐ 6)					
☐ 7)	Earth Fingers	special	1 rnd./lvl	10'	E
☐ 8)	Earthwall	10' x 10' x 3'	1 min./lvl	100'	E
☐ 9)	Cracks Call	10' x 10' x 10'	—	100'	F
☐ 10)	Remove Oxidation	special	P	touch	U
☐ 11)	Repair	1 object	P	touch	U
☐ 12)	Corridor	3' x 6' x 1' / lvl.	1 round/lvl	touch	U
☐ 13)	Stonewall	10' x 10' x 1'	1 min./lvl	100'	E
☐ 14)					
☐ 15)	Earthen Spikes	20' x 20'	10 min./lvl	100'	E
☐ 16)	Earth Merge	1 target	10 min./lvl	touch	F
☐ 17)	Stone/Earth	100 cu'	P	100'	E
☐ 18)					
☐ 19)	Earthwall True	10' x 10' x 3'	P	100'	E
☐ 20)	Earth Sight	caster	10 min./lvl	self	U
☐ 25)	Protect Stone	special	1 hr./lvl(C)	touch	U
☐ 30)	Unearth	100 cu'	P	100'	F
☐ 50)	Restructure Stone	special	P	touch	E

LESSER EARTH MASTERY

- Identify Earth** — Caster is able to identify earth, stone, earth, metal, gems, etc. Caster will know the approximate weight, type, composition and value of object within +/- 20%.
- Enchanted Rope** — If caster holds one end of a rope he can cause it to move up to its length (with the area of effect) in any direction and to tie itself in knots (it cannot attack or tie up a living being).
- Loosen Earth** — Loosens 100 cu' of earth to the consistency of plowed ground.
- Oxidize** — Item must make a resistance roll or it rusts. Item's Breakage Factor is reduced by the amount of failure.
- Earth Fingers** — Fingers of earth erupt from the ground. These fingers attack as a +0 Medium Grapple every round that the caster concentrates on them. Caster may use their Targeting skill as their Offensive Bonus.
- Earthwall** — Creates a wall of earth up to 10' x 10' x (3' at the base, 1' at the top). This wall can be dug through.
- Cracks Call** — Any previous cracks or flaws in material, up to 10' x 10' x 10' section, will extend to their limit.
- Remove Oxidation** — This spell allows the caster to completely remove rust or other types of oxidation damage from a metal or stone object. Item is restored to its previous state (i.e., pock marks or weakness caused by rust is removed).
- Repair** — The caster may mend a break in small (up to 2 pounds) inorganic object or multiple breaks, rips or cracks in a larger (up to 10 pounds) organic object. All component parts of the object must be within a 10' radius.
- Corridor** — Caster is able to open a passageway through stone that is 3 ft x 6 ft and 1 foot long per level. Passageway slowly seals at a rate of 1 foot per second from the point of origin at the end of the duration.

13. **Stonewall** — As *Earth Wall*, except wall is up to 10' x 10' x 1' of stone. It can be chipped through.

15. **Earthen Spikes** — This spell causes the area of effect to bristle with hundreds of 6" to 12" sharp edges and blades. The exact composition of these spikes will depend on the material from which the ground is made. The area of effect must be placed horizontally on a surface (i.e. it cannot be placed on walls or ceilings). Most animals and creatures cannot be induced to walk through the area. Anyone moving through the area must make a maneuver roll (at least Extremely Hard difficulty) for every 5' moved through. Anyone who falls inside the area of effect suffers 1d10 'A' puncture critical strikes.

16. **Earth Merge** — Target merges with earth for the duration. Target cannot hear, say or perceive anything. Target may emerge before the duration is over if he wishes, canceling the spell.

17. **Stone/Earth** — Changes 100 cubic feet of stone to packed earth or vice versa. This change is gradual (taking three rounds for complete change).

19. **Earthwall True** — As *Earth Wall*, except the duration is permanent.

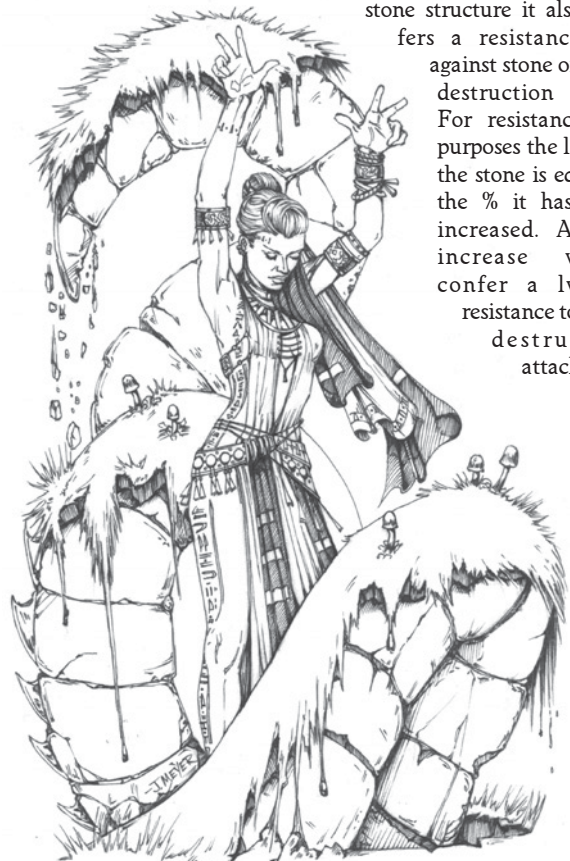
20. **Earth Sight** — Caster can see into or through 100' of earth, stone or metal.

25. **Protect Stone** — Causes target earth, stone or metal item, construct, building or Elemental to have the amount of damage they are capable of taking increased by 50%. If the caster concentrates the target may be healed 1 hit per round for the duration. This spell is not cumulative and can be dispelled.

30. **Unearth** — Disintegrates (i.e., nothing is left) 100 cubic feet of earth or stone.

50. **Restructure Stone** — This spell restructures stone or earth to make it more resistant to damage. Target earth or stone of up to 100 cu' per level of caster has its total hits increased by 2% per casting of this spell up to maximum of 20%; this effect is permanent. If the structure is damaged this spell can also repair damage at a rate of 4% of its total hits per casting. Once

this spell has been cast on a stone structure it also confers a resistance roll against stone or earth destruction spells. For resistance roll purposes the level of the stone is equal to the % it has been increased. A 10% increase would confer a lvl 10 resistance to earth destruction attacks.



LESSER FIRE MASTERY

2. **Boil Liquid** – For each level of the caster, one cubic foot of liquid can be heated to boiling at a rate of 1 cubic foot per round.
3. **Fire Touch** – Caster's hand is enveloped by flame for this round. If caster touches something, it will cause the flame to leap to the item touched. This ignites any combustibles and can deliver an 'A' Heat critical.
4. **Wood Fires** – Causes any wood to ignite and burn. All wood ignited must be within 1' of the caster's palm.
5. **Shelter Flame** – This spell protects fires in the radius from wind and rain, requiring 3 times the amount from either source to put out the fire.
6. **Conceal Smoke** – Eliminates all smoke within the radius for the duration. Spell must be centered on an immobile point.
7. **Extinguish Fire** – All natural fires within the 10' radius of this spell are extinguished.
8. **Wall of Fire** – Creates an opaque wall of fire (up to 10' x 10' x 6'). Anyone passing through takes an 'A' Heat critical (no RR).
9. **Flaming Floor** – Caster causes a 10'x10' surface to be on fire. Those stepping on the surface take an 'A' Heat critical. Surface does not need to be flat. Flames only reach 6 inches above the floor.
10. **Fire Bolt I** – A bolt of fire is shot from the palm of the caster. Resolve attack on the Fire Bolt Table.
11. **Efficient Fuel** – Fires in the radius burn fuel more efficiently; fuel lasts five times as long. This spell must be centered on an immobile point.
13. **Call Flame** – As *Wall of Fire*, except it creates a cube of flame (up to 10' x 10' x 10'). The cube takes a complete round to form and be effective. Anyone passing through (or caught inside) the cube takes a 'C' Heat critical.
14. **Fan of Flame** – A sheet of fire is shot from the caster's hands spreading out in a fan shape. Fan is 1' at its base, 10' long, and 10' wide at its ending. All caught in the area of the fan take an attack on the Fireball Table.



CLOSED ELEMENTAL LIST 4.1.3

LESSER FIRE MASTERY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
□ 1)					
□ 2)	Boil Liquid	1 cu/lvl	C	10'	F
□ 3)	Fire Touch	special	1 rnd/lvl	touch	E
□ 4)	Wood Fires	1' R	–	self	F
□ 5)	Shelter Flame	5' R	10 min/lvl	10'	U
□ 6)	Conceal Smoke	5' R	10 min/lvl	10'	U
□ 7)	Extinguish Fire	10' R	–	10'	U
□ 8)	Wall of Fire	10' x 10' x 6"	1 rnd/lvl	100'	E
□ 9)	Flaming Floor	10' x 10'	1 rnd/lvl	100'	E
□ 10)	Fire Bolt I	1 target	–	100'	E
□ 11)	Efficient Fuel	5' R	24 hrs	10'	U
□ 12)					
□ 13)	Call Flame	10' x 10' x 10'	1 rnd/lvl	10'	E
□ 14)	Fan of Flame	1'x10' fan	–	self	E
□ 15)					
□ 16)	Fire Ball	10' R	–	100'	E
□ 17)	Ignite	5' R/lvl	P	5'/lvl	E
□ 18)					
□ 19)	Circle Aflame	10' R	1 rnd/lvl	self	E
□ 20)	Enveloping Flames	2' R	–	self	E
□ 25)	Fire Bolt III	1 target	–	300'	E
□ 30)	Create Fire I	5' R/lvl	5 rnds/lvl	10'	E
□ 50)	Fire Strike II	2 10' R Balls	–	100'	E

16. **Fire Ball** – A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10' R area. Resolve attack on the Fire Ball Table.

17. **Ignite** – The caster may designate a type of light source to ignite or extinguish (e.g., candles, torches, fireplaces and lanterns, etc.). This spell will affect all of the light sources of the specified type(s) within the area of effect.

19. **Circle Aflame** – As *Wall of Fire*, except "wall" is 10' high and forms a 10' R circle (6" thick) with the caster at the center (the wall will not move with the caster).

20. **Enveloping Flames** – Flames flare out from caster's body. All within 2' of caster take an attack on the Fireball Table.

25. **Fire Bolt III** – As *Fire Bolt I*, except range is 300'.

30. **Create Fire I** – Caster creates a 3-foot high column of fire. The column then starts moving outwards to become a circle of fire with a 6-inch thickness. Flames move at a rate of 1 foot per round. All combustibles in contact with the flames are ignited. Any being who comes in contact with the flames suffers an 'A' Heat critical.

50. **Fire Strike II** – As *Fire Ball*, except two balls are shot from the palm and are targeted independently.



CLOSED ELEMENTAL LIST 4.1.4

LESSER ICE MASTERY



Lvl	Spell Name	Area of Effect	Duration	Range	Type
☐ 1)	Gauge Temperature*	caster	C	self	U
☐ 2)	Ice Running	1 target	—	10'	U
☐ 3)	Freeze Liquid	1 cu'/lvl	C	10'	F
☐ 4)	Shape Ice	1' R/lvl	C	touch	U
☐ 5)	Cool Solid	1 cu'/lvl	24 hr	10'	F
☐ 6)	Numbing	1 target	1 rnd/5 failure	100'	F
☐ 7)	Wall of Cold	10' x 10' x 1'	1 rnd/lvl	100'	E
☐ 8)					
☐ 9)	Reduce Temperature*	5' R/lvl	10 min/lvl	10'	E
☐ 10)	Chill Solid	1 cu'/lvl	1 min/lvl(C)	10'	F
☐ 11)	Ice Sculpture	2' x 2' x 2'	10 min/lvl	touch	U
☐ 12)	Ice Bolt	1 target	—	100'	E
☐ 13)					
☐ 14)	Cold Ball	20' R	—	100'	E
☐ 15)	Freeze I	1 target	—	100'	F
☐ 16)	Wall of Ice	10' x 10' x 2'	P	100'	E
☐ 17)					
☐ 18)	Call Cold	10' x 10' x 10'	1 rnd/lvl	10'	E
☐ 19)	Frost Spell	1' R/lvl	1 min/lvl	10'	E
☐ 20)	Circle of Cold	20' R	1 rnd/lvl	self	E
☐ 25)	Water/Ice	10 cu'/lvl	P	100'	U
☐ 30)	Mass Numbing	1 tgt/lvl	1 rnd/5 failure	100'	F
☐ 50)	Triad of Ice	3 targets	—	100'	E

LESSER ICE MASTERY

1. **Gauge Temperature** — Caster knows the exact temperature of the area within 10 feet.
2. **Ice Running** — Target may run on ice or snow as if he was level, dry ground with good traction.
3. **Freeze Liquid** — For every level of the caster, 1 cubic foot of liquid is cooled to freezing at a rate of 1 cubic foot per round. This will not drop a liquid's temperature below -20°F (thus, liquids with a freezing point below -20°F will not freeze).
4. **Shape Ice** — As long as the caster concentrates he may sculpt ice as if it were the consistency of clay. Ice hardens to its natural state when the caster ceases concentrating. Ice will not melt from the heat of the caster's hands while this spell is in effect.
5. **Cool Solid** — Any solid, inanimate, nonmetallic material can be cooled to -20°F, at a rate of 1 cubic foot per round of concentration.
6. **Numbing** — Targets limbs are numbed. Loss of feeling causes a penalty of 20 to all actions.
7. **Wall of Cold** — Creates a clear wall of intense cold (up to 10' x 10' x 1'). Anyone passing through this wall takes an 'A' Cold critical (no RR).
9. **Reduce Temperature** — Temperature within the radius is reduced by up to 1° per level of the caster.
10. **Chill Solid** — As *Cool Solid*, except material can be cooled to -200°F, at a rate of 50°F per round. The caster must concentrate to decrease the temperature (without concentration, the material will remain at its current temperature for the duration of the spell).
11. **Ice Sculpture** — Caster can sculpt an inanimate item of ice to duplicate something within sight. Ice Sculpture is an exact duplicate and can perform the same tasks for which the original was intended through the duration of this spell (GM discretion.)

Example: Byron has been thrown in prison and while sitting in his cell he sees the guard's keys hanging in the hallway. Byron creates an Ice Sculpture of the keys and lets himself out of the cell after determining which key to use.

12. **Ice Bolt** — A bolt of ice is shot from the palm of the caster. Resolve attack on the Ice Bolt Table.
14. **Cold Ball** — A 1' diameter ball of cold is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 20' R area. Resolve attack on the Cold Ball Table.
15. **Freeze I** — This spell attempts to completely freeze the target's body. If the target fails his RR by 1-10, he takes an 'A' Cold critical; by 11-20, he takes a 'B' Cold critical; by 21-30, he takes a 'C' Cold critical; by 31-40, he takes a 'D' Cold critical; by 41-74, he takes an 'E' Cold critical. If he fails by more than 75, he is dead (frozen to a solid block).
16. **Wall of Ice** — Summons a wall of ice up to 10'x10'x(2' at base, 1' at top). It can be melted through or chipped through or toppled (if not against a solid surface).
18. **Call Cold** — As *Wall of Cold*, except it creates a cube of cold (up to 10' x 10' x 10'). The cube takes a complete round to form and become effective. Anyone passing through (or caught inside) the cube takes a 'C' Cold critical.
19. **Frost Spell** — Cold is summoned to the area of effect. All moisture in the area is turned to frost. Plants that are in the area for more than 10 rounds suffer the effects of natural frost (death to smaller plants and stunted yearly growth for others including loss of fruit if it is the spring time). Fog cannot exist in the area of this spell (turns to frost).
20. **Circle of Cold** — As *Wall of Cold*, except "wall" is 10' high and forms a 10' R circle (6" thick) with the caster at the center (the wall will not move with the caster).
25. **Water/Ice** — For every level of the caster, it changes 10 cubic feet of water to ice, instantly.
30. **Mass Numbing** — As *Numbing*, except it affects one target per level.
50. **Triad of Ice** — Three bolts of ice are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60' of each other; and they are visible to the caster). Caster may apply his directed spell skill (Ice Bolt) to only one of the attacks (the others get a +0 OB).



LESSER LIGHT CONTROL

2. **Projected Light** — Beam of light (like a flashlight) springs from the caster's palm. This light has a 50' effective range. If the caster closes his fist, the light will "turn off;" when the fist is opened, the light will come back on (so long as the duration of the spell has not expired).

3. **Flare** — A colored flare is shot from the caster's palm extending out 100'. Flare illuminates a 10' R surrounding itself. Flare falls at a rate of 10' per round. Color of light may be chosen by the caster at the time of casting.

4. **Shock Bolt I** — A bolt of intense, charged light is shot from the palm of the caster. Attack is resolved on the Shock Bolt Attack Table.

5. **Light I** — Lights a 10' R area about the point touched. If the point is on a mobile object or being, it will move with the object/being. See *Spell Law*, section 7.1.17.

6. **Nightvision** — Target can see 100' on a normal night as if it were daylight. See Section 7.1.19 of *Spell Law*.

7. **Shade** — All shadows in the area of effect deepen. This results in a +25 bonus to hiding maneuvers and +10 to stalking maneuvers.

8. **Dancing Lights** — Caster creates up to 1 globe per level of twinkling, dancing lights; those viewing the lights must resist at +20 or stare in fascination at dazzling patterns.

9. **Sudden Light** — Causes a 10' R burst of intense light. All those in the area of effect are stunned 1 round per 5 failure.

10. **Fantastic Lights** — Creates a series of aerial light explosions (akin to fireworks) for up to 1 round per level of the caster.

11. **Dark I** — As *Light I*, except the radius is as dark as night.

12. **Light V** — As *Light I*, except radius can be up to 50' (radius can be changed by concentrating for one round).

14. **Shock Bolt III** — As *Shock Bolt I*, except range is 300'.

15. **Photonic Orb** — An orb of coruscating light is shot at target. Target must resist or be blinded 1 round per 5% failure.

16. **Dark V** — As *Dark I*, except radius can be up to 50' (radius can be changed by concentrating for one round).

17. **Darkvision** — As *Nightvision*, except any darkness can be seen through. Also, no light is needed for this spell to work.

19. **Fettered Bolt** — A bolt of concentrated light is shot from caster's palm. Resolve attack on the Shock Bolt Table. If target takes at least a single concussion hit of damage then target must resist (no BAR) this spell or take an 'A' Electricity critical 1 round per 10% failure. Resistance rolls are modified by the critical attained on the Shock Bolt

Critical Result	RR Modifier
No Critical	+50
A Critical	+30
B Critical	+15
C Critical	-10

20. **Waiting Light** — This spell is cast in conjunction with any *Light* or *Dark* spell (i.e. this spell is cast and then the light/dark spell is cast within 1 minute). It can delay the action of that spell for up to 24 hours. It can be triggered by one of the following (decided by caster at the time of casting): time period, specific movements, specific sounds, touch, violent actions in the area, etc.

25. **Utterlight** — As *Light I*, except radius is 100', the light also nullifies all magically created darkness. Magical darkness will return when this spell's duration expires.

30. **Utterdark** — As *Dark I*, except radius is 100', and no nonmagical light in the radius can exist. Lights in the radius will return when this spell's duration expires.

CLOSED ELEMENTAL LIST 4.1.5

LESSER LIGHT CONTROL

Lvl	Spell Name	Area of Effect	Duration	Range	Type
□ 1)					
□ 2)	Projected Light	50' beam	10 min/lvl	selfE	
□ 3)	Flare	10' R	1rnd/lvl	100'	E
□ 4)	Shock Bolt I	1 target	—	100'	E
□ 5)	Light I	10' R	10 min/lvl	touch	E
□ 6)	Nightvision	1 target	10 min/lvl	10'	U
□ 7)	Shade	100' R	10 min/lvl	touch	E
□ 8)	Dancing Lights	1 globe/lvl	1 rnd/lvl	100'	F
□ 9)	Sudden Light	10' R	—	100'	F
□ 10)	Fantastic Lights	20' R	1 rnd/lvl	300'	E
□ 11)	Dark I	10' R	10 min/lvl	touch	E
□ 12)	Light V	50' R	10 min/lvl	touch	E
□ 13)					
□ 14)	Shock Bolt III	1 target	—	300'	E
□ 15)	Photonic Orb I	1 target	—	100'	F
□ 16)	Dark V	50' R	10 min/lvl	touch	E
□ 17)	Darkvision	1 target	10 min/lvl	10'	U
□ 18)					
□ 19)	Fettered Bolt	1 target	—	100'	E(F)
□ 20)	Waiting Light	varies	varies	100'	E
□ 25)	Utterlight	100' R	1 min/lvl	touch	E
□ 30)	Utterdark	100' R	1 min/lvl	touch	E
□ 50)	Banish Shadow	1 target	varies	100'	F

50. **Banish Shadow** — [RR Mod: -10] Target shadow (either a shadow creature or *Shadow Spy*, *Shadow Servant*, or *Shadow Mage*) is banished to the Elemental Plane of Light, painfully ripping it from the target's body (if from a spell caster.) Shadow creatures that are banished this way may not return and may be slain (GM discretion). A shadow from one of the spells on the *Dark Mastery* list will be gone for 1 day per 10% failure. During that time the owner of the shadow does not have a shadow and may not cast the *Shadow Spy*, *Shadow Servant*, or *Shadow Mage* spells. Additionally, target loses 25% of his remaining hits and 25% of his remaining power points in addition to other penalties provided by the *Shadow* spell's description.



CLOSED ELEMENTAL LIST 4.1.6

LESSER WATER MASTERY



Lvl	Spell Name	Area of Effect	Duration	Range	Type
☐ 1)	Cleanse Water	1 cu'/lvl	P	10'	U
☐ 2)	Condensation	1 cu' of water	P	touch	E
☐ 3)	Steam	1' R	1 rnd/lvl	5'	E
☐ 4)	Fog	10' R/lvl	P	100'	E
☐ 5)	Water Lungs	1 target	10 min/lvl	10'	U
☐ 6)	Waterwall	10' x 10' x 1'	C	100'	E
☐ 7)	Wave I	10' R/lvl	—	10'	F
☐ 8)	Water Bolt I	1 target	—	100'	E
☐ 9)	Aquatic Presence	5' R/lvl	C	self	U
☐ 10)	Unfog	10' R/lvl	P	100'	F
☐ 11)	Water Vision	1 target	10 min/lvl	10'	U
☐ 12)	Water Master I	caster	10 min/lvl	self	U
☐ 13)					
☐ 14)	Sink	1 target	1 rnd/5% failure	100'	F
☐ 15)	Fog Vision	1 target	10 min/lvl	10'	U
☐ 16)	Calm Water	100' R	C	100'	F
☐ 17)	Redirect Stream/Current	12' R	1 min/lvl	10'/lvl	E
☐ 18)	Water Bolt III	1 target	—	300'	E
☐ 19)					
☐ 20)	Water Wall True	10' x 10' x 1'	1 min/lvl	100'	E
☐ 25)	Generate Fog	10' R/lvl	10 min/lvl (P)	10'/lvl	E
☐ 30)	Call Rain	100' R/lvl	10 min/lvl	100'/lvl	E
☐ 50)	Dam	30' sq./lvl	10 min/lvl	100'	E

LESSER WATER MASTERY

- Cleanse Water** — Destroys any contaminants and dissolved material, such as pollution or poisons, in target water making it drinkable. This does not prevent the water from being contaminated later.
- Condensation** — Condenses 1 cubic foot of water from the surrounding air. Water gradually condenses into caster's hands and may be funneled into any suitable receptacle.
- Steam** — Creates a small area of steam. Contact with steam will cause an 'A' Heat critical. Generally used to cook crustaceans and sterilize goods.
- Fog** — Creates dense fog within up to 10' R per level of the caster. See section 7.1.19 in *Spell Law*, for more details.
- Water Lungs** — Target can breathe water, but not air, for the duration of this spell.
- Waterwall** — Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.
- Wave I** — Causes a wave of water to move away from the caster across the surface of a body of water. The wave is large enough to capsize small boats (i.e., a canoe or small rowboat) and give swimmers a -50 to their Swimming maneuvers.
- Water Bolt I** — A bolt of water is shot from the caster's palm. Resolve attack on the Water Bolt Attack Table.
- Aquatic Presence** — Caster is aware of all creatures/beings within one body of water as long as they are in range of this spell. Approximate location is known as well. (Fishermen pay handsomely for this spell.)
- Unfog** — Disperses any fog in the area of effect. If all of a fog is not dispersed (i.e. the fog covers a greater area than the area of effect for this spell), the fog will refill the area of effect at a rate of 10' R every 1-5 minutes.

11 **Water Master I** — Caster is able to control all water within 1' of caster. If in a body of water caster can specify his level of buoyancy (can float or sink like a proverbial rock). Movement in water is double normal and penalties for other actions are halved.

12. **Water Vision** — Target can see up to 100' even in murky water.

14. **Sink** — Target must resist or be constantly pulled under by surrounding water (humanoid). Target must make a Very Hard Swimming Maneuver to stay above water. Note: it will take all the swimmer's effort to stay afloat. Movement in any direction other than up or down is incidental (GM discretion).

15. **Fog Vision** — Target can see up to 300' in heavy fog.

16. **Calm Water** — Water within the radius is calmed. Waves are cut by 20' in center and less towards the perimeter.

17. **Redirect Stream/Current I** — Caster opens a portal in a nearby stream (within 100' of caster) or current and redirects its flow to any point within range. Generally used to put out fires, however the caster may direct it at a target each round to deliver an 'A' Unbalancing critical. A Very Hard Agility maneuver can avoid the stream of water.

18. **Water Bolt III** — As *Water Bolt I*, except range is 300'.

20. **Water Wall True** — As *Water Wall*, except for the duration.

25. **Generate Fog** — Creates dense fog within 10' R per level of the caster each round for the duration of the spell. Fog that is blown away or destroyed is replaced the following round. See section 7.1.19 in *Spell Law*, for more details.

30. **Call Rain** — If there are any clouds in the sky, it rains (outdoors) for the duration of the spell.

50. **Dam** — Caster causes water to bond together and form a dam of up to 30' square feet per level (in any combination of length and width). For the duration of the spell, flowing water will build up against the dam or flood around it as dictated by natural forces.



4.2 PROFESSIONAL BASE LISTS

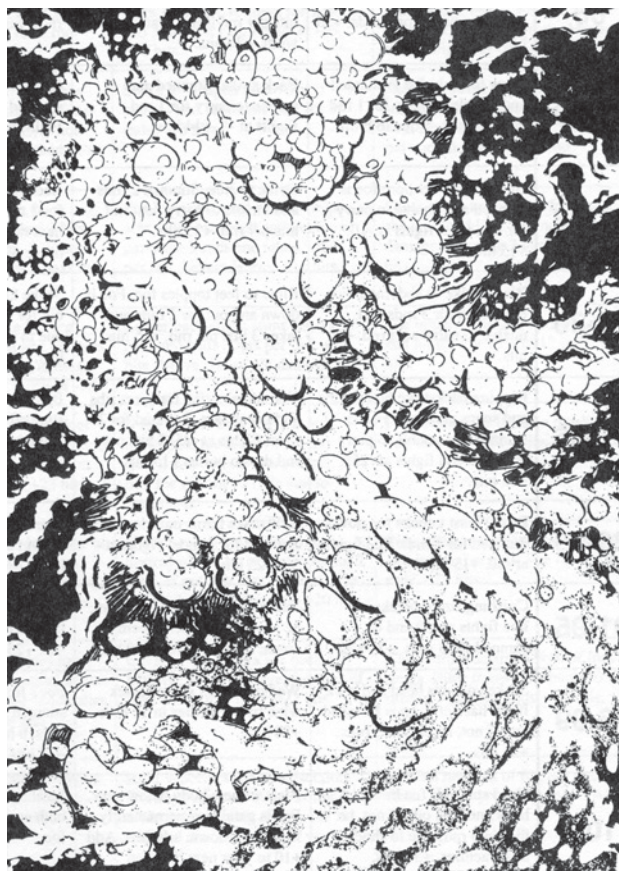
ELEMENTAL FACADES

1. **Study Elemental Form** – Caster studies and memorizes the appearance and mannerisms of an elemental being, for later use in a *Change* type spell. The caster can only have as many forms studied as he has levels.
2. **Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
3. **Change to Kind** – Caster can alter his entire body to that of another humanoid race (no increase in mass). This cannot be a specific person. See section 7.1.11 in *Spell Law*. Gamemaster may want to restrict form to that of an elemental race or have the form changed to reflect one of the elements (i.e., if the caster wanted to change into a Dwarf, the Dwarf might always be subject to the effects of static electricity).
4. **Unseen I** – A single object is made invisible (1 garment, 1 naked body, etc.) until 24 hrs pass, the object is struck by a violent blow (being hit by a weapon, falling, etc.), or the object makes a violent move (i.e., an attack).
5. **Misfeel Kind** – Caster appears to be of any race he chooses with regard to magical or mental detections.
6. **Invisibility I** – As *Unseen I*, except everything within 1' of the target is invisible as long as it is within 1' R and none of the *Unseen* termination conditions occur. See section 7.1.10 in *Spell Law*.
7. **Misfeel Calling** – As *Misfeel Kind*, except profession may be misrepresented.
9. **Displacement I** – Caster appears to be offset from his actual location; all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses the caster, the chance of “no effect” for that foe goes down by 5%.
10. **Change** – As *Change to Kind*, except caster can assume any organic form within $\frac{1}{2}$ and 2x his mass. The caster does not obtain any special abilities. See section 7.1.11 in *Spell Law*.
11. **No Sense** – As *Invisibility I*, except caster is also undetectable by smell or sound.
12. **Mystical Tongue** – [RR mod: -50] Caster can speak mentally with any sentient being; and to the being it will seem as if the caster was speaking in the being's own language.
13. **Misfeel Power** – As *Misfeel Kind*, except level can be misrepresented (ranging from first level to twice actual level).
14. **Invisibility Sphere** – As *Invisibility I*, except radius is 10'.
15. **Impersonation Change** – As *Change*, except a specific being can be duplicated if the being has been *Studied*.
16. **Merging** – Caster can merge into any inanimate, solid material. While merged, the caster cannot move or perceive. When the caster emerges, he can emerge from any side or face of the material. The caster cannot move “through” any material greater in width than his own body.
17. **Unpresence** – Caster has no “presence” (for the purposes of presence detection spells).
18. **Displacement III** – As *Displacement I*, except base chance of missing is 30%.
19. **Changing** – As *Change*, except caster can alter forms at will, by concentrating for one round/change.
20. **Passing** – Caster can pass through 1' per level of any inorganic material at the rate of 2' per minute.
25. **Great Change** – As *Change*, except for duration.
30. **Nondetect** – Caster and objects on his person cannot be detected by any “Detect...” spells.
50. **Impersonation Change True** – As *Impersonation Change*, except that it will last until the caster cancels the spell (or it is dispelled).

ELEMENTAL EXPLORER BASE LISTS 4.2.1

ELEMENTAL FACADES

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Study Elemental Form	caster	–	300'	I
☐ 2)	Blur	caster	1 min./lvl.	self	U
☐ 3)	Change to Kind	caster	10 min./lvl.	self	U
☐ 4)	Unseen I	1 object	24 hr	touch	E
☐ 5)	Misfeel Kind •	caster	C	self	E
☐ 6)	Invisibility I	1 target	24 hr	touch	E
☐ 7)	Misfeel Calling •	caster	C	self	E
☐ 8)					
☐ 9)	Displacement I	caster	1 min./lvl.	self	E
☐ 10)	Change	caster	10 min./lvl.	self	U
☐ 11)	No Sense	1 target	24 hr	touch	E
☐ 12)	Mystical Tongue	1 target	C	20'	Fm
☐ 13)	Misfeel Power •	caster	C	self	E
☐ 14)	Invisibility Sphere	1 target	24 hr	touch	E
☐ 15)	Impersonation Change	caster	10 min./lvl.	self	U
☐ 16)	Merging	caster	10 min./lvl.	self	U
☐ 17)	Unpresence	caster	C	self	E
☐ 18)	Displacement III	caster	1 min./lvl.	self	E
☐ 19)	Changing	caster	10 min./lvl.	self	U
☐ 20)	Passing	caster	1 min./lvl.	self	U
☐ 25)	Great Elemental Change	caster	1 day/lvl.	self	U
☐ 30)	Nondetect	caster	1 min./lvl.	self	U
☐ 50)	Impersonation Change Truecaster		unlimited	self	U





PROFESSIONAL BASE LISTS 4.2.2

ELEMENTAL LINKS



Lvl	Spell Name	Area of Effect	Duration	Range	Type
☐ 1)	Elemental Link*	caster	1 rnd./lvl.	self	U
☐ 2)					
☐ 3)	Shock Bolt I	1 target	—	100'	E
☐ 4)	Link Typing	caster	C	10' R/lvl	U
☐ 5)	Water Bolt I	1 target	—	100'	E
☐ 6)	Stun Cloud I	5' R	6 rnds	10'	E
☐ 7)	Wall of Fire/Cold	10' x 10' x 1'	1 rnd./lvl	100'	E
☐ 8)	Linking Shockbolt	1 target	—	300'	E
☐ 9)	Fire Bolt	1 target	—	100'	E
☐ 10)	Ice Bolt	1 target	—	100'	E
☐ 11)	Linking Waterbolt	1 target	—	300'	E
☐ 12)	Cold Ball	20' R	—	100'	E
☐ 13)	Fire Ball	10' R	—	100'	E
☐ 14)	Linking Stuncloud	5' R	—	10'	E
☐ 15)	Stun Cloud II	10' R	6 rnds	20'	E
☐ 16)	Vacuum	5' R	—	100'	F
☐ 17)	Link Disruption	1 target	—	100'	F
☐ 18)	Linking Firebolt	1 target	—	300'	E
☐ 19)	Linking Icebolt	1 target	—	300'	E
☐ 20)	Link Feedback	1 target	—	100'	F
☐ 25)	True Link*	caster	1 min./lvl.	self	U
☐ 30)	Link Surge	1 target	—	100'	F
☐ 50)	Long Link	caster	1 hr./lvl.	self	U

ELEMENTAL LINKS

- Elemental Link** — Caster links with a single element for the duration. Caster may not use any class 'E' spells on this list without being linked to the appropriate element. Caster can link to only a single element.
- Shock Bolt I** — A bolt of intense, charged light is shot from the palm of the caster. Attack is resolved on the Shock Bolt Attack Table.
- Link Typing** - Detects any elemental links in the area of effect and the element to which it is linking.
- Water Bolt I** — A bolt of water is shot from the caster's palm. Resolve attack on the Water Bolt Attack Table.
- Stun Cloud I** — Creates a 5' R cloud of charged gas particles. This cloud delivers a 'C' Electricity critical to all within the area of effect on the first and second rounds; a 'B' on the third and fourth rounds; and an 'A' on the fifth and sixth rounds (after 6 rounds, the cloud dissipates). This cloud drifts with the wind. The cloud takes one round to form (so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical). It will then stay formed for six rounds.
- Wall of Fire/Cold** — Creates an opaque wall of fire (up to 10' x 10' x 6'). Anyone passing through it takes an 'A' Heat critical (no RR). Alternatively this spell can be used to create a clear wall of intense cold (up to 10' x 10' x 1'). Anyone passing through this wall takes an 'A' Cold critical (no RR).
- Linking Shockbolt** — As *Elemental Link* and *Shock Bolt I*, except link is established at the same time the Shock Bolt is released. Link is to Elemental Light.
- Fire Bolt I** — A bolt of fire is shot from the palm of the caster. Resolve attack on the Fire Bolt Table.
- Ice Bolt I** — A bolt of ice is shot from the palm of the caster. Resolve attack on the Ice Bolt Table.

- Linking Waterbolt** — As *Elemental Link* and *Water Bolt I*, except link is established at the same time the Water Bolt is released. Link is to Elemental Water.
- Cold Ball** — A 1' diameter ball of cold is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 20' R area. Resolve attack on the Cold Ball Table.
- Fire Ball** — A 1' diameter ball of fire is shot from the palm of the caster. Upon reaching its target, it explodes to affect a 10' R area. Resolve attack on the Fire Ball Table.
- Linking Stun Cloud** — As *Elemental Link* and *Stun Cloud I*, except link is established at the same time the Stun Cloud is released. Link is to Elemental Air.
- Stun Cloud II** — As *Stun Cloud I*, except radius is 10'.
- Vacuum I** — Creates a 5' R near vacuum. Anyone inside the radius must make a successful resistance roll (RR) or take a 'B' impact critical, as air leaves the radius and comes back in.
- Link Disruption** - Target must resist or its elemental link is broken and target cannot link to an element for 1 round per 10% failure.
- Linking Fire Bolt** — As *Elemental Link* and *Fire Bolt I*, except link is established at the same time the Fire Bolt is released. Link is to Elemental Fire.
- Linking Ice Bolt** — As *Elemental Link* and *Ice Bolt I*, except link is established at the same time the Ice Bolt is released. Link is to Elemental Ice.
- Link Feedback** — Target with an active elemental link must make a RR or take a 'C' critical of the elemental type to which they are linked. Link is broken.
- True Link** — As *Elemental Link*, except duration is 1 minute per level of the caster and this spell costs no power points.
- Link Surge** — As *Link Feedback*, except target takes an 'E' critical.
- Long Link** — As *Elemental Link*, except duration is 1 hour per level of the caster and this spell costs no power points.

Special Notes

Elemental Explorers do not specialize in an element and as such can't manipulate the element the same way a Magician or Specialist does. However, by linking to an elemental plane, they are able to summon High Elemental Material without large skill or power requirements.



ELEMENTAL PLANAR SUMMONS

2. **Charm Elemental I** – Target Type I Elemental (with at least 50 corruption points) must resist or think that the caster is its good friend, though it is under no obligation to help the caster. Target may resist again if caster does anything to betray the friendship.
3. **Repel Elemental I** – [RR Mod: -20] Target Type I Elemental is forced to flee from the caster for one round per 5% failure.
4. **Summon Elemental I** – Allows caster to summon a Type I Elemental that exists on the plane that the caster is currently on. Elemental will proceed to travel towards the caster at its greatest speed. It will generally take anywhere from 10-100 minutes for the Elemental to arrive. Once it arrives it will present itself in front of the caster at a distance of 10' for two rounds; then it will either leave or attack. GM needs to determine which Elementals are on the plane and which one is summoned.
5. **Item Lore I** – Target Type I Elemental is forced to depart with its knowledge about one object from its plane. Accuracy is approximately 15%. Caster must know the language of the Elemental or have a spell activated that allows him to speak with the Elemental or this spell will essentially have no effect. Target will then leave the caster and will not attack the caster for 5 minutes.
6. **Elemental Barrier I** – [RR Mod: -20] Caster creates an area that repels all Type I Elementals from one element. Area is 10' around point specified by the caster. Any Type I Elementals from the element specified that try to cross the barrier must resist or fail to cross and cannot cross until the spell expires. Failure delivers 10% of the creature's remaining hits in damage.
7. **Location I** – Target Type I Elemental must reveal the location of one location, object, or being if it knows where it is. Chance that the Elemental knows is 25% if the thing sought for is on the same plane, if not chance is only 1%. If the Elemental knows, the Elemental will lead the caster to what it is he seeks. Target will then leave the caster and will not attack the caster for 5 minutes.
8. **Query I** – Target Type I Elemental is forced to depart with its knowledge about one subject relevant to its plane. Accuracy is approximately 15%. Caster must know the language of the Elemental or have spell activated that allows him to speak with the Elemental or this spell will essentially have no effect. Target will then leave the caster and will not attack the caster for 5 minutes.
9. **Bond of Friendship I** – Caster and target Type I Elemental enter into a mutual assistance pact. Elemental will stay with caster as long as the caster treats the Elemental with respect and kindness. In return the Elemental will help the caster if the Elemental thinks he's in trouble and may enter into combat on the caster's behalf, although it is under no obligation to do so (GM's are encouraged to have well treated Elementals be willing to fight and have poorly treated ones stay out of fights all together).
10. **Charm Elemental III** – As *Charm Elemental I*, except it can affect up to Type III Elementals.
11. **Repel Elemental III** – As *Repel Elemental I*, except it can affect up to Type III Elementals.
12. **Summon Elemental III** – As *Summon Elemental I*, except caster can specify which type of Elemental to summon up to Type III.
13. **Item Lore III** – As *Lore I*, except it can affect up to Type III Elementals. Accuracy is relative to Type: Type I: 15%; Type II: 35%; Type III: 55%.
14. **Elemental Barrier III** – As *Elemental Barrier I*, except it can affect up to Type III Elementals.
15. **Location III** – As *Location I*, except it can affect up to Type III Elementals. Chance of knowing location is relative to Type: Type I: 25%; Type II: 40%; Type III: 55%.

ELEMENTAL EXPLORER BASE LISTS 4.2.3

ELEMENTAL PLANAR SUMMONS

Lvl	Spell Name	Area of Effect	Duration	Range	Type
□ 1)					
□ 2)	Charm Elemental I*	1 target	varies	10'/lvl	F
□ 3)	Repel Elemental I*	1 target	1 rnd/5 fail	10'/lvl	F
□ 4)	Summon Elemental I	1 target	varies	10'/lvl	E
□ 5)	Item Lore I*	1 target	varies	5'/lvl	F
□ 6)	Elemental Barrier I	10' R	1 min./lvl.	10'/lvl	F
□ 7)	Location I*	1 target	varies	10'	F
□ 8)	Query I*	1 target	varies	10'	F
□ 9)	Bond of Friendship I	1 target	P	10'	F
□ 10)	Charm Elemental III*	1 target	varies	10'/lvl	F
□ 11)	Repel Elemental III*	1 target	1 rnd/5 fail	10'/lvl	F
□ 12)	Summon Elemental III	1 target	varies	10'/lvl	E
□ 13)	Item Lore III*	1 target	varies	5'/lvl	F
□ 14)	Elemental Barrier III	10' R	1 min./lvl.	10'/lvl	F
□ 15)	Location III*	1 target	varies	10'	F
□ 16)	Query III*	1 target	varies	10'	F
□ 17)	Bond of Friendship III	1 target	P	10'	F
□ 18)	Charm Elemental V*	1 target	varies	10'/lvl	F
□ 19)	Repel Elemental V*	1 target	1 rnd/5 fail	10'/lvl	F
□ 20)	Summon Elemental V	1 target	varies	10'/lvl	E
□ 25)	Elemental Barrier V	10' R	1 min./lvl.	10'/lvl	F
□ 30)	Knowledge Opening*	1 target	varies	10'	F
□ 50)	Bond of Friendship V	1 target	P	10'	F

16. **Query III** – As *Query I*, except it can affect up to Type III Elementals. Chance of having knowledge on the subject is relative to the type of Elemental it is: Type I: 15%; Type II: 30%; Type III: 45%.
17. **Bond of Friendship III** – As *Bond of Friendship I*, except it can affect up to Type III Elementals.
18. **Charm Elemental V** – As *Charm Elemental I*, except it can affect up to a Type V Elementals.
19. **Repel Elemental V** – As *Repel Elemental I*, except it can affect up to Type V Elementals.
20. **Summon Elemental V** – As *Summon Elemental I*, except caster can specify which type of Elemental to summon up to Type V.
25. **Elemental Barrier V** – As *Elemental Barrier I*, except it can affect up to Type V Elementals.
30. **Knowledge Opening** – As *Item Lore I*, *Location I* or *Query I* (chosen at time of casting), except it can affect up to Type V Elementals. If lore about an item or object is desired then accuracy of information is relative to type: Type I: 15%; Type II: 35%; Type III: 55%; Type IV: 70%; Type V: 85%. If a location is desired then chance of knowing location is relative to type: Type I: 25%; Type II: 40%; Type III: 55%; Type IV: 70%; Type V: 85%. If information relative to the being's elemental plane is desired then chance of having knowledge on the subject is relative to the type of Elemental it is: Type I: 15%; Type II: 30%; Type III: 45%; Type IV: 60%; Type V: 75%.
50. **Bond of Friendship V** – As *Bond of Friendship I*, except it can affect up to Type V Elementals.

Special Notes

A spell caster may only have as many levels of bonded creatures as the caster has levels.



ELEMENTAL EXPLORER BASE LISTS 4.2.4

ELEMENTAL SURVIVAL



Lvl	Spell Name	Area of Effect	Duration	Range	Type
☐ 1)	Resist Element	one target	10 min./lvl.	10'	U
☐ 2)	Air Survival I	one target	10 min./lvl.	10'	U
☐ 3)	Water Survival I	one target	10 min./lvl.	10'	U
☐ 4)	Light Survival I	one target	10 min./lvl.	10'	U
☐ 5)	Fire Survival I	one target	10 min./lvl.	10'	U
☐ 6)	Earth Survival I	one target	10 min./lvl.	10'	U
☐ 7)	Ice Survival I	one target	10 min./lvl.	10'	U
☐ 8)	Air Survival II	one target	1 hr./lvl.	10'	U
☐ 9)	Water Survival II	one target	1 hr./lvl.	10'	U
☐ 10)	Light Survival II	one target	1 hr./lvl.	10'	U
☐ 11)	Fire Survival II	one target	1 hr./lvl.	10'	U
☐ 12)	Earth Survival II	one target	1 hr./lvl.	10'	U
☐ 13)	Ice Survival II	one target	1 hr./lvl.	10'	U
☐ 14)	Mass Survival I	1 tgt./lvl.	10 min./lvl.	10'	U
☐ 15)	Air Survival True	one target	1 day./lvl.	10'	U
☐ 16)	Water Survival True	one target	1 day./lvl.	10'	U
☐ 17)	Light Survival True	one target	1 day./lvl.	10'	U
☐ 18)	Fire Survival True	one target	1 day./lvl.	10'	U
☐ 19)	Earth Survival True	one target	1 day./lvl.	10'	U
☐ 20)	Ice Survival True	one target	1 day./lvl.	10'	U
☐ 25)	Mass Survival II	1 tgt./lvl.	1 hr./lvl.	10'	U
☐ 30)	Survival Pocket	20' R	1 hr./lvl.	100'	U
☐ 50)	Mass Survival True	1 tgt./lvl.	1 day./lvl.	10'	U

ELEMENTAL SURVIVAL

1. **Resist Element** – Target is protected from all natural forms of one element (chosen at casting time); +10 to RRs vs the chosen element, and -10 to Elemental attacks of the chosen element.
2. **Air Survival I** – Target's body and equipment are made immune to the negative effects of the Elemental Plane of Air. Transformation makes the plane as hospitable as his own (i.e. there are still dangers). Attacks from creatures native to the plane do not deliver any criticals associated with their elemental make-up. Instead the attack is considered to be a physical one (i.e. a Firebolt on the Elemental Plane of Fire would be considered a physical attack, akin to someone throwing a rock at high speed. A GM might decide that it attacks on the Ice Bolt table doing Impact or Krush criticals). Elemental attacks that come from the target's plane of existence are only partially affected because of their impure form and different make-up; reduce critical severities by two (however don't modify damage). Target is immune to High Elemental attacks made of air and gains a +30 to resist True Elemental attacks.
3. **Water Survival I** – As *Air Survival I*, except it applies only to the Elemental Plane of Water.
4. **Light Survival I** – As *Air Survival I*, except it applies only to the Elemental Plane of Light.
5. **Fire Survival I** – As *Air Survival I*, except it applies only to the Elemental Plane of Fire.
6. **Earth Survival I** – As *Air Survival I*, except it applies only to the Elemental Plane of Earth.
7. **Ice Survival I** – As *Air Survival I*, except it applies only to the Elemental Plane of Ice.
8. **Air Survival II** – As *Air Survival I*, except duration is 1 hour per level of the caster.

9. **Water Survival II** – As *Water Survival I*, except duration is 1 hour per level of the caster.
10. **Light Survival II** – As *Light Survival I*, except duration is 1 hour per level of the caster.
11. **Fire Survival II** – As *Fire Survival I*, except duration is 1 hour per level of the caster.
12. **Earth Survival II** – As *Earth Survival I*, except duration is 1 hour per level of the caster.
13. **Ice Survival II** – As *Ice Survival I*, except duration is 1 hour per level of the caster.
14. **Mass Survival I** – As *Air Survival I*, except it affects any single elemental plane chosen at the time of casting. Spell affects one target per level of the caster.
15. **Air Survival True** – As *Air Survival I*, except duration is 1 day per level of the caster.
16. **Water Survival True** – As *Water Survival I*, except duration is 1 day per level of the caster.
17. **Light Survival True** – As *Light Survival I*, except duration is 1 day per level of the caster.
18. **Fire Survival True** – As *Fire Survival I*, except duration is 1 day per level of the caster.
19. **Earth Survival True** – As *Earth Survival I*, except duration is 1 day per level of the caster.
20. **Ice Survival True** – As *Ice Survival I*, except duration is 1 day per level of the caster.
25. **Mass Survival II** – As *Mass Survival I*, except duration is 1 hour per level of the caster.
30. **Survival Pocket** – As any of the spells on this list from levels 8-13, except it affects all within 20' of a static point specified by the caster. Most Elementals native to the plane will avoid this area and must make a resistance roll to cross the barrier.
50. **Mass Survival True** – As *Mass Survival I*, except duration is 1 day per level of the caster.

Special Notes

Other spells may provide immunity to the damaging effects of an element; however, unlike the Elemental Survival spells, they do not allow a person to breathe the "air" of an elemental plane as their own or drink the "water" of an elemental plane as their own.



ELEMENTAL TRAVELS

2. **Detect Elemental Link** — Caster is aware of any links to any elemental plane within the radius.
3. **Detect Elemental Gate** — Caster is aware of any gates or portals within the radius.
5. **Alarm** — If the caster is about to enter a plane that would physically harm him in some way (e.g., extreme temperatures, no oxygen, etc.), this spell will give him a mental warning, but will not tell him what would harm him.
6. **Alien Presence** — Caster is aware of any being from another plane of existence within his range.
7. **Elemental Link** — Caster establishes a small link to the elemental plane of the caster's choice. No being or object may pass through this link; it used for mental contact only (e.g., by using the various *Mind Tongue* spells).
8. **Dismiss** — Target object is transported to a random location on the elemental plane of the caster's choice. If the object is held by someone, it gets a resistance roll based on the holder's level; otherwise its resistance roll is based on its bonuses and/or special capabilities.
9. **Elemental Travel I** — Caster travels to a random location on the elemental plane of the caster's choice.
11. **Determine Hazards** — As *Alarm*, except caster knows the precise cause for alarm.
13. **Elemental Travel II** — As *Elemental Travel I*, except caster can affect any target that is willing.
15. **Elemental Link True** — As *Elemental Link*, except duration is 1 hour per level of the caster.
16. **Elemental Gate** — Caster opens a Gate between his current plane and the elemental plane of his choice. If he is on an elemental plane, the Gate may be opened to his plane of origin. The Gate is one way and the arrival location is completely random. If the caster is within ten feet of the Gate the caster can close the Gate if it's within the duration. The Gate will close at the end of its duration.
17. **Forced Elemental Travel** — As *Elemental Travel II*, except an unwilling target may be affected. Target may make a resistance roll each round to return from the elemental plane.
20. **Elemental Journey** — As *Elemental Travel I*, except caster may transfer to one plane per round.
25. **Elemental Gate True** — As *Elemental Gate*, except for duration.
30. **Mass Elemental Journey** — As *Elemental Journey*, except it can affect one target per five levels of the caster.
50. **Banish** — As *Forced Elemental Travel*, except target cannot return to the caster's plane for a year.

ELEMENTAL EXPLORER BASE LISTS 4.2.5

ELEMENTAL TRAVELS

Lvl	Spell Name	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Detect Elemental Link	100' R	C	self	U
☐ 3)	Detect Elemental Gate	100' R	C	self	U
☐ 4)					
☐ 5)	Alarm	caster	12 hrs	self	U
☐ 6)	Alien Presence*	10' R/lvl.	C	self	U
☐ 7)	Elemental Link	1" R	10 min/lvl.	self	U
☐ 8)	Dismiss	1 object	—	10'	F
☐ 9)	Elemental Travel I	caster	—	self	U
☐ 10)	Elemental Link	1" R	10 min/lvl	self	U
☐ 11)	Determine Hazards	1 link	—	self	U
☐ 12)					
☐ 13)	Elemental Travel II	1 target	—	10'	U
☐ 14)					
☐ 15)	Elemental Link True	1" R	1 hr./lvl.	10'	U
☐ 16)	Elemental Gate	10' R	5 min	10'	E
☐ 17)	Forced Elemental Travel	1 target	—	100'	F
☐ 18)					
☐ 19)					
☐ 20)	Elemental Journey	caster	24 hrs	self	U
☐ 25)	Elemental Gate True	10' R	1 hr./lvl.	10'	F
☐ 30)	Mass Elemental Journey	1 tgt./5 lvls.	24 hrs	10'	U
☐ 50)	Banish	1 target	—	500'	F



TRAVELER

Lvl	Spell Name	Area of Effect	Duration	Range	Type
1)	Presence • *	caster	C	10'/lvl.	U
2)	Speech II	10'	C	self	P
3)	Stone Lore	1 stone	—	10'	U
4)	Plant Lore	1 plant	—	10'	U
5)	Mind Tongue II	100'	C	self	P
6)	Animal Lore	1 animal	—	10'	U
7)	Speech V	10'	C	self	P
8)	Knowledge I	caster	—	self	U
9)	Mind Tongue V	100'	C	self	P
10)	Xeno-Lore I	1 target	24 hrs.	10'	U
11)	Sentient Lore	1 being	—	10'	U
12)	Dimension Lore I	caster	24 hrs.	self	U
13)	Knowledge II	caster	—	self	U
14)	Xeno-Lore II	1 target	24 hrs.	10'	U
15)	Speech VII	caster	C	self	U
16)	Dimension Lore II	caster	24 hrs.	self	U
17)	Knowledge III	caster	24 hrs.	self	U
18)	Mind Tongue III	100'	C	self	U
19)	Xeno-Lore VII	1 target	24 hrs.	10'	U
20)	Dimension Lore III	caster	24 hrs.	self	U
25)	Knowledge True	caster	24 hrs.	self	U
30)	Xeno-Lore True	1 target	24 hrs.	10'	U
50)	Dimension Lore True	caster	24 hrs.	self	U

TRAVELER

1. **Presence** — Caster is aware of the presence of all sentient/thinking beings within his range.
2. **Speech II** — Caster is able to communicate with any being with the equivalent language rank of 2.
3. **Stone Lore** — Caster learns the nature and history of any 1 piece of un-living, solid, non-intelligent material.

4. **Plant Lore** — Caster learns the nature and history of any living thing with “plant-intelligence”.
5. **Mind Tongue II** — As *Speech I*, except caster speaks directly to the mind of any 1 being.
6. **Animal Lore** — Caster learns the nature and history of any 1 being with “animal-intelligence”.
7. **Speech V** — As *Speech V*, except the equivalent language rank of 5.
8. **Knowledge I** — For one question/topic, caster has the equivalent of a +25 total skill bonus in the appropriate lore/knowledge skill.
9. **Mind Tongue V** — As *Speech V*, except caster speaks directly to the mind of any 1 being.
10. **Xeno-Lore I** — Target is able to use one of his lore/knowledge skills as if he were a native of the plane he is currently occupying.
11. **Sentient Lore** — Caster learns the nature and history of any 1 sentient/thinking being.
12. **Dimension Lore I** — As *Xeno-Lore I*, target is able to use any skill as if the target is a local to the region.
13. **Knowledge II** — As *Knowledge I*, except bonus is 50.
14. **Xeno-Lore II** — As *Xeno-Lore I*, except target gains the use of two lore/knowledge skills.
15. **Speech VII** — As *Speech II*, except language rank is VII.
16. **Dimension Lore II** — As *Dimension Lore I*, except target gains the use of two skills.
17. **Knowledge III** — As *Knowledge I*, except bonus is 70.
18. **Mind Tongue VII** — As *Speech VII*, except caster speaks directly to the mind of any 1 being.
19. **Xeno-Lore III** — As *Xeno-Lore III*, except target gains the use of three skills.
20. **Dimension Lore III** — As *Dimension Lore I*, except target gains the use of three skills.
25. **Knowledge True** — As *Knowledge I*, except bonus is 90.
30. **Xeno-Lore True** — As *Xeno-Lore I*, except target gains the use of five lore/knowledge skills.
50. **Dimension Lore True** — As *Dimension Lore I*, except target gains the use of five skills.



4.3 STORM MAGE BASE LISTS

1. **Reduce Humidity** – This spell may be required before the use of any of the spells that deal with sand on the list (GM discretion). It will reduce the humidity in the area by 50%.
2. **Air Bolt** – A concentrated blast of air strikes foe, attacking on the Air Bolt Table. This spell gets a +30 if it is moderately windy.
3. **Sand Strike** – Target must resist or be partially hindered (-40) by dust in his eyes for 1 rnd per 10% failure.
4. **Lesser Cross Winds** – Winds swirl rapidly around target location. These winds make missile fire difficult, giving a -20 to all missile attacks in the area; this must be cast outdoors.
5. **Storm Wall** – A wall of black clouds forms reducing missile fire and attacks through the clouds by -50. Anyone passing through the wall will take an "A" Electricity critical.
6. **Hail Strike** – Causes a large hailstone to fall from some nearby clouds striking a single opponent. This strike is resolved on the Ice Bolt Table delivering Krush criticals. All shield bonuses are negated and all helm bonuses are doubled.
7. **Dust Storm** – The dust causes all within the area to be at -20 as dirt and sand strike the eyes, nose and mouth; the weather must be relatively dry for this spell to work.
8. **Hail Storm** – Causes golf ball size hail to strike the area attacking all within it on the Fire Ball Table taking Krush criticals.
9. **Call Lighting** – Calls down a bolt of lighting from a nearby cloud, striking a nearby target. The results are resolved on the Lightning Bolt Table.
10. **Air Blast** – A focused blast of air strikes opponent. This attacks on the Air Bolt Table– delivering both Impact and Unbalancing criticals of equal severity. If it is windy this spell gains an additional +30 to its OB.
11. **Freezing Rain** – This spell will work only if it is raining. Anyone caught within the radius takes an attack at -10 on the Cold Ball Table.
12. **Greater Storm Wall** – As *Lesser Storm Wall*, except area of effect is 10' x 10' x 2' per level.
13. **Lesser Gale** – [RR mod +10] Causes all within the area of effect to make a RR modified by their Agility or take an Unbalancing critical based on the severity of failure.

Failure	Critical
01-10	'A'
11-20	'B'
21-30	'C'
31-40	'D'
41+	'E'

14. **Call Lightning II** – As *Call Lightning*, except there are two lighting strikes (bolts); only one can use the caster's directed spells bonus.
15. **Cross Winds** – As *Minor Cross Winds*, except for area of effect, and the penalty to missile attack is -50.
17. **Hail Storm II** – As *Hail Storm*, except for area of effect.
18. **Dust Storm True** – As *Dust Storm*, except for area of effect and duration.
19. **Call Lightning III** – As *Call Lightning II*, except there are three bolts; only one gets the caster's directed spells bonus.
20. **Freezing Rain True** – As *Freezing Rain*, except for area of effect and range.
25. **Gale** – As *Lesser Gale*, except for area of effect and range.
30. **Hail Storm III** – As *Hail Storm*, except for area of effect and range.
50. **Storm Mastery** – Allows the caster to use any spell on this list at a rate of one per round.

STORM MAGE BASE LISTS 4.3.1

STORM LAW

Lvl	Spell Name	Area of Effect	Duration	Range	Type
☐ 1)	Reduce Humidity*	50' R	–	100'	E
☐ 2)	Air Bolt	1 target	–	50'	E
☐ 3)	Sand Strike	1 target	–	30'	F
☐ 4)	Lesser Cross Winds †	30' R	1 rnd/lvl	50'	E
☐ 5)	Storm Wall §	10' x 10' x 1'	1 min/lvl	10'	E
☐ 6)	Hail Strike ‡	1 target	–	100'	E
☐ 7)	Dust Storm	30' R	1 rnd/lvl	50'	E
☐ 8)	Hail Storm I ‡	15' R	–	50'	E
☐ 9)	Call Lightning †	1 target	–	100'	E
☐ 10)	Air Blast	1 target	–	150'	E
☐ 11)	Freezing Rain §	30' R	–	100'	E
☐ 12)	Greater Storm Wall #	special	1 min/lvl	20'	E
☐ 13)	Lesser Gale	40' R	–	40'	F
☐ 14)	Call Lightning II †	1 target	–	150'	E
☐ 15)	Cross Winds †	50' R	1 rnd/lvl	100'	E
☐ 16)					
☐ 17)	Hail Storm III ‡	30' R	–	200'	E
☐ 18)	Dust Storm True	50' R	1 rnd/lvl	100'	E
☐ 19)	Call Lightning III †	1 target	–	200'	E
☐ 20)	Freezing Rain True §	50' R	–	300'	E
☐ 25)	Gale	60'	–	60'	F
☐ 30)	Hail Storm True ‡	50' R	–	300'	E
☐ 50)	Storm Mastery	varies	1 rnd/lvl	varies	U

† = These spells must be cast outdoors.

§ = These spells require clouds or fog.

‡ = These spells require clouds or an overcast sky.



STORM MAGE BASE LISTS 4.3.2

STORM'S PROTECTIONS

Lvl	Spell Name	Area of Effect	Duration	Range	Type
1	Wind Break	1 target	10 min/lvl	10'	U
2	Resist Cold	1 target	10 min/lvl	10'	U
3	Resist Heat	1 target	10 min/lvl	10'	U
4	Rain Protection	1 target	10 min/lvl	10'	U
5	Light Resistance	1 target	10 min/lvl	10'	U
6	Wind Barrier	10' R	10 min/lvl	10'	U
7	Cold Shield	10' R	10 min/lvl	10'	U
8	Heat Shield	10' R	10 min/lvl	10'	U
9	Rain Shield I	10' R	10 min/lvl	10'	U
10	Light Shield	10' R	10 min/lvl	10'	U
11	Extend Duration	one spell	+1 hour	spec.	U
12	Protection From Storms	1 target	10 min/lvl	10'	U
13	Nullify Wind	1 target	10 min/lvl	10'	U
14	Cold/Heat Armor	1 target	10 min/lvl	10'	U
15	Light Armor	1 target	10 min/lvl	10'	U
16	Rain Shield II	20' R	10 min/lvl	10'	U
17	Storm Shield	10' R	10 min/lvl	10'	U
18	Extend Duration II	one spell	+3 hours	spec	U
19	Suppress Wind	10' R	10 min/lvl	10'	U
20	Suppress Heat/Cold	10' R	10 min/lvl	10'	U
25	Suppress Light	10' R	10 min/lvl	10'	U
30	Extend Duration True	one spell	+30 min/lvl	10'	U
50	Suppress Storm	10' R	10 min/lvl	10'	U

14. **Cold/Heat Armor** – As either *Resist Cold* or *Resist Heat* (chosen at time of casting), except it also decreases concussion hit damage by half, and decreases critical strikes by one level (e.g. 'A's receive a -50, 'B's become 'A's, 'C's become 'B's, etc.).
15. **Light Armor** – As *Light Resistance*, except it also decreases concussion hit damage by half, and decreases critical strikes by one level (e.g. 'A's receive a -50, 'B's become 'A's, 'C's become 'B's, etc.).
16. **Rain Shield II** – As *Rain Shield I*, except radius is 20'.
17. **Storm Shield** – As *Protection From Storms*, except it affects everyone within 10' of the target.
18. **Extend Duration II** – As *Extend Duration I*, except duration is extended by 3 hours.
19. **Suppress Wind** – As *Nullify Wind*, except it affects everyone within 10' of the target.
20. **Suppress Heat/Cold** – As *Cold/Heat Armor*, except it affects everyone within 10' of the target.
25. **Suppress Light** – As *Light Armor*, except it affects everyone within 10' of the target.
30. **Extend Duration True** – Duration of the next spell from this list that is cast within 3 rounds has the duration extended by 30 minutes per level of the caster.
50. **Suppress Storms** – Acts as *Rain Protection*, *Nullify Wind*, *Cold Armor*, *Heat Armor* and *Light Armor* on all of those within 10' of the target.

STORM'S PROTECTIONS

- Wind Break** – Target is protected against the effects of all natural wind. Additionally, target gets +20 to their resistance rolls and defensive bonuses against air based attacks.
- Resist Cold** – As *Wind Break*, except it affects natural and Elemental Cold.
- Resist Heat** – As *Wind Break*, except it affects natural and Elemental Heat.
- Rain Protection** – A 4" barrier surrounds target; no rain or other precipitation can penetrate this barrier. This also provides a +15 to the target's resistance rolls and defensive bonuses against water based, Elemental attacks.
- Light Resistance** – As *Wind Break*, except it affects natural and Elemental Light.
- Wind Barrier** – As *Wind Break*, except it affects everyone within 10' of the target.
- Cold Shield** – As *Resist Cold*, except it affects everyone within 10' of the target.
- Heat Shield** – As *Resist Heat*, except it affects everyone within 10' of the target.
- Rain Shield I** – As *Rain Protection*, except it affects everyone within 10' of the target.
- Light Shield** – As *Light Resistance*, except it affects everyone within 10' of the target.
- Extend Duration** – Duration of the next spell from this list that is cast within 3 rounds has the duration extended by 1 hour.
- Protection From Storms** – As *Wind Break*, *Resist Cold*, *Resist Heat*, *Rain Protection* and *Light Resistance* combined.
- Nullify Wind** – As *Wind Break*, except it also decreases concussion hit damage from the caster's Main element by half, and decreases critical strikes by one level (e.g. "A"s receive a -50, 'B's become 'A's, 'C's become 'B's, etc.).



WEATHER MASTERY

1. **Predict Precipitation** – Allows caster to predict precipitation within the area of effect over the next 24-hour period.
2. **Feel Weather** – Caster joins with the weather momentarily giving the caster a +10 to the next storm spell cast.
3. **Predict Weather I** – Allows caster to predict time, type and severity of weather within the area of effect over the next 24-hour period.
4. **Overcast** – Causes moderate cloud cover within the area of effect.
5. **Call Breeze** – Causes a light, cool breeze that will disperse gaseous matter. Once cast, direction of the breeze cannot be changed.
6. **Weather Attunement I** – Allows caster to attune with the weather. All spell casting attempts by the caster are at +5.
7. **Still Breeze** – Reduces air movement by 1 mph per level of the caster.
8. **Control Temperature** – Allows caster to increase or decrease the temperature by 1 degree/level.
9. **Predict Weather** – As *Predict Weather I*, except predictions are for the next week.
10. **Augment** – Caster manipulates the forces of nature to facilitate spell casting. Spells cast from the caster's spell list have their Power Point costs reduced by 1, and all spells from the caster's base lists have a penalty to casting of 5.
11. **Call Precipitation** – Causes rain, snow, or hail (depending on weather conditions) to fall.
12. **Weather Attunement II** – As *Weather Attunement I*, except bonus is +10.
13. **Control Wind** – Allows caster to increase or decrease wind by 1 mph/level.
14. **Stop Precipitation** – Causes rain, snow, or hail within the area of effect to cease until concentration is broken. Extremely strong or magical storms receive a resistance roll.
15. **Polarize/Draw Energy** – Caster pulls energy from the weather patterns in the area. All spells cast from the caster's base lists deliver double damage for the duration.
16. **Clear Skies** – Allows caster to clear away cloud cover in the area.
17. **Predict Weather III** – As *Predict Weather I*, except predictions are for the next 30 days.
18. **Redirect Wind** – Allows caster to change the wind direction within the area of effect. Gale force or magical winds receive a resistance roll (RR).
19. **Augment II** – As *Augment I*, except power point costs are reduced by 2 and spell casting penalties are 10.
20. **Weather Attunement III** – As *Weather Attunement I*, except bonus is +15.
25. **Eye of the Storm** – This spell can only be cast within a storm. All Essence users within the radius have their power points reduced for all spells by 3.
30. **Dismiss Storms** – Causes storm activity within the area of effect to cease for the duration of the spell. Extremely severe storms may only be lessened in intensity. Magical storms receive a resistance roll (RR).
50. **Weather Mastery** – Caster may use one lower level spell from this list each round.

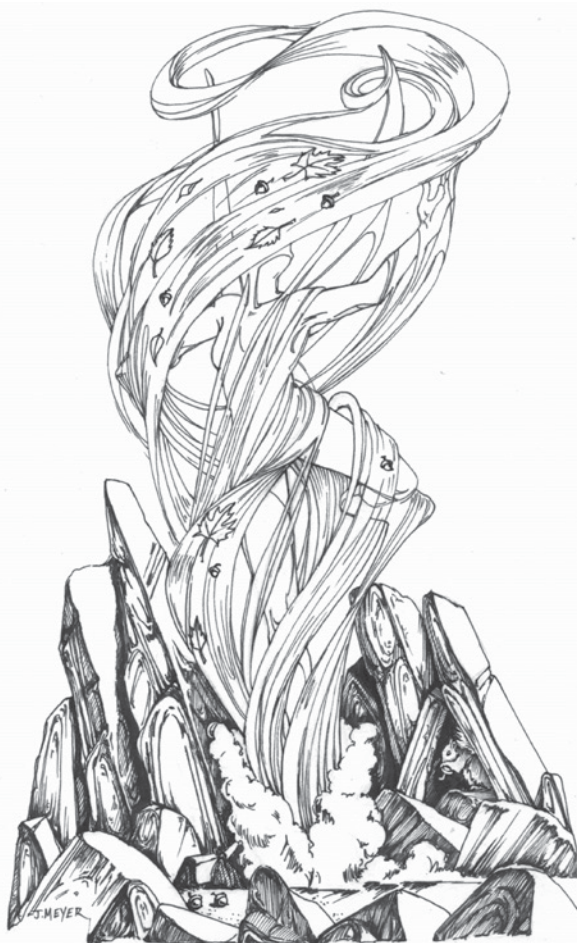
Special Notes

Storm spells are considered to be the Storm Mage's base lists: Light Law, Water Law, Ice Law, Weather Mastery, Storm Law, and Storm Protections.

STORM MAGE BASE LISTS 4.3.3

WEATHER MASTERY

Lvl	Spell Name	Area of Effect	Duration	Range	Type
☐ 1)	Predict Precipitation	1 mi R/lvl	–	self	U
☐ 2)	Feel Weather • *	varies	varies	self	U
☐ 3)	Predict Weather I	1 mi R/lvl.	–	self	U
☐ 4)	Overcast	1 mi R/lvl.	1 hr/lvl.	10'	E
☐ 5)	Call Breeze	1 mi R/lvl.	1 min/lvl.	10'	E
☐ 6)	Weather Attunement I	caster	10 min/lvl.	self	U
☐ 7)	Still Breeze	1 mi R/lvl.	1 min/lvl.	10'	E
☐ 8)	Control Temperature	50' R	1 hr/lvl.	10'	E
☐ 9)	Predict Weather II	1 mi R/lvl.	–	self	U
☐ 10)	Augment I •	caster	10 min/lvl.	self	U
☐ 11)	Call Precipitation	1 mi R/lvl	1 min/lvl.	10'	E
☐ 12)	Weather Attunement II	caster	10 min/lvl.	self	U
☐ 13)	Control Wind	10' R/lvl	1 min/lvl.	10'	E
☐ 14)	Stop Precipitation	1 mi R/lvl	1 min/lvl.	10'	E
☐ 15)	Polarize/Draw Energy	varies	1 rnd/lvl.	self	U
☐ 16)	Clear Skies	1 mi R/lvl.	10 min/lvl.	10'	E
☐ 17)	Predict Weather III	1 mi R/lvl.	–	self	U
☐ 18)	Redirect Wind	10' R/lvl.	1 min/lvl.	10'	E
☐ 19)	Augment II •	caster	10 min/lvl.	self	U
☐ 20)	Weather Attunement III	caster	10 min/lvl.	self	U
☐ 25)	Eye of the Storm •	1' R/lvl.	10 min/lvl.	self	U
☐ 30)	Dismiss Storms	1 mi R/lvl.	1 min/lvl.	10'	E
☐ 50)	Weather Mastery	varies	1 rnd/lvl.	self	E





OPTIONAL RULES

5.1 OPTIONAL CRITICAL MATRIX

The simple statement has been made that when a creature like an Elemental is attacked by its scourge element, it takes Slaying criticals. This optional rule adds a bit more detail to that statement.

With the following rule, if an Elemental entity is being attacked by its scourge element, the attack is modified according to the purity level of both the entity and the attack. Simply look up the level of the attack and compare it to the level of the entity on the chart below:

OPTIONAL SCOURGE BONUSSES				
Creature Level	Attack Level			
	Mundane	Magical	High	True
Mundane	+25	Slaying	+10 Slaying	+25 Slaying
Magical	+10	Slaying	Slaying	+10 Slaying
High	0	+25	Slaying	Slaying
True	0	+10	Slaying	Slaying

5.2 ELEMENTAL INTERACTION

In Section 8.2 of Fire & Ice, it is discussed how to handle the interaction of two or more elemental effects existing in the same location at the same time, and how to handle the conflicting elements using a RR Method of resolution.

This section details another method that you can use to resolve this situation.

5.2.1 THE COMPARISON METHOD

This method acknowledges that energy and matter cannot be created or destroyed, they just change form. With this method, the two effects are compared to the following tables. They are then resolved as one (or more) attacks.

If the two effects are complementary or identical, they are resolved normally. There is no change to their size.

If the two effects are not complementary but belong to a different triad, then they will interfere with each other. The two effects will spend some of their energy canceling each other out. The greater effect will probably still attack the opponent, but with a reduced level or purity.

If the two effects are in the same triad, then one of them is the source of the other. The lower element (the source) feeds the higher element (the scourge). The higher element gains energy. The lower Elemental attack does not happen, and the higher attack affects a greater area. This can mean that the effect causes less damage than it might otherwise.

There are two concentration levels of elemental material. Diffuse elements are not concentrated enough to cause damage or restrict movement. Fog and Light spells are diffuse elements. Concentrated elements cause damage or re-

strict movement. Wall of Water and Fireball are concentrated elements.

A concentrated element can affect a diffuse element. Elements can affect other elements of the same concentration level. A diffuse element has no effect on a concentrated element.

Notation: This method does not effect the duration of the spells involved. If a High Elemental Fog is cast (water) and a High Elemental Cold Ball is thrown into the area, the cold will increase in size (but not perceptibly, as it's fueled by a diffuse element) and the fog will disappear for that round. It will reappear the next.

Notation: If more than one attack occurs, resolve a pair, then add in the next element to the result of the pair (now a single effect). Continue until all elements are added in. Randomize the order, if it would matter.

DEFINITIONS

Complementary: These two elements hold the same position in different triads (e.g. earth and ice).

Concentrated Element: An element concentrated enough to cause damage or restrict movement.

Conflicting Elements: Non-complementary elements in the same triad.

Diffuse Element: An element that isn't concentrated enough to cause damage or restrict movement.

Higher: When dealing with two elements in the same triad, the higher element is the scourge of the other (e.g. ice, if water and ice are the elements).

Identical: These two attacks are of the same element.

Levels: The level of the element, mundane, magical, high and true.

Lower: When dealing with two elements in the same triad, the lower element is the source of the other (e.g. water, if water and ice are the elements).

Triad Elements: Both elements are in the same triad.

DETERMINING PURITY LEVEL

The first thing that a person must do when determining elemental interaction is to compare the purity levels of the two elements involved. How to do this depends on the relationship of the two elements.

IDENTICAL OR COMPLIMENTARY ELEMENTS

If the elements are identical or complementary, their purity is not effected. Resolve each effect separately. Nothing special need be done.

LEVEL COMPARISON TABLE • 5.1

CONFLICTING ELEMENTS:				
	Mundane	Magical	High	True
Mundane	Mundane/Mundane	Mundane/Magical	Mundane/High	Mundane/True
Magical	Magical/Mundane	Mundane/Mundane	Mundane/Magical	Mundane/High
High	High/Mundane	Magical/Mundane	Mundane/Mundane	Mundane/Magical
True	True/Mundane	High/Mundane	Magical/Mundane	Mundane/Mundane
TRIAD ELEMENTS:				
Mundane	Mundane	Magical	High	True
Magical	Magical	Magical	High	True
High	High	High	High	True
True	True	True	True	True

CONFLICTING ELEMENTS

If the elements are conflicting, then they will corrupt each other. Compare the elements in the Level Comparison Table 5.1 below. The purity of one element is indexed on the left side and the other across the top. The result is determined. The item before the slash is the resulting purity of the left element. The result after the slash is the purity of the top element.

After all is said and done, that is the purity of the two remaining effects.

Example: A Water Mage and an Arcane Elementalist come to blows. The Water Mage casts a Fog spell in the hopes of throwing off the scent. The Arcane Elementalist, catching a glimpse in the fog, fires a Lightning Bolt.

Now the fog is High Elemental Water. The Lightning Bolt is True Elemental Light. Comparing the elements on the following table, the GM discovers that the High Elemental Water becomes Mundane Water. The Lightning Bolt would become Magical Light, but since fog is a diffuse spell, it has no measurable effect on the lightning.

If an element becomes mundane, then the caster loses all control of it. For instance, in the example above, the fog became real fog. Elemental attacks that become mundane are lost unless they are cone spells (then the momentum of the spell still carries the mundane element out in a cone).

TRIAD ELEMENTS

When two elements are in the same triad, then one is going to be the scourge of the other. If these elements come in contact, and one of them is at least High Elemental Material, then the source will feed the scourge, making it greater.

The resulting higher element is considered as pure as the purer of the two elements. For instance, if True Elemental Ice were fed into Magical Elemental Fire, the fire (the higher element) would become True Elemental Fire, purified by the infusion of a True Elemental source. The ice would cease to be completely.

DETERMINING AREA OF EFFECT

The next step is to determine how the elemental interaction has affected the area of the spell. For the purposes of this system, the actual volume of the spell becomes extremely important.

IDENTICAL OR COMPLEMENTARY ELEMENTS

If the elements are identical or complementary, their purity is not affected. Resolve each effect separately. Nothing special need be done.

BOLT SPELLS

Bolt spells are extremely concentrated. Though they have a great deal of energy, and this energy can have great effects on the environment and any elements, the Bolt spell cannot be increased or decreased in area.

Or rather, it can, but the difference is irrelevant. Therefore, if a Bolt spell interacts with another element, it either becomes more powerful or less powerful. If it becomes more powerful, this is represented by the change in elemental purity. If it becomes less powerful, the purity drops. If it becomes mundane, the caster loses control of it. The element doesn't actually go away, it just dissipates normally, so the GM may have to adjudicate the results (firing a Firebolt in the explosive atmosphere of a working mill is going to be bad news regardless of whether or not the bolt retains its cohesion).

CONFLICTING ELEMENTS

So what happens if one conflicting element is set off inside another? The result is, for the most part, determined by the purity level result. In every case, at least one of the elements is reduced to the mundane. When this happens, it no longer is created as a magical element. There is no problem with having lightning inside a mundane fog.

In the case of two elements of equal purity, they will corrupt each other to the point of both casters losing all control over both spells.

Example: Let's say the same Arcane Elementalist is still chasing the Water Mage. The Water Mage creates another High Elemental Water Fog (why not, the last one worked so well?). The Arcane Elementalist casts a Light spell in anger at the Water Mage. Both are diffuse elements, so they affect each other. The Light spell uses True Elemental Light. Comparing it to the chart, we discover that again, the Fog slips from the Water Mage's control (it becomes mundane) and the Light spell becomes Magical Elemental Material. The Arcane Elementalist retains control.

TRIAD ELEMENTS

The really spectacular effects occur when two elements of the same triad combine. In that case, the source feeds the scourge. The scourge not only obtains or retains the higher level of purity, but it gains the volume of both spells added together.

In many instances, this is self-explanatory. If two spells that create 4 ten-foot cubes are combined, they now create 8 ten-foot cubes. This gets more difficult when a Ball spell or a Cone spell is the result, as these geometrical shapes are more difficult to calculate.

In that case, compare the original size of the effect to the Sphere and Cone Volume Table 5.2 below. This will

give you the initial volume of the spell. Add the volume of the source spell. This will give you a new volume. See if this was enough to raise the size of the spell. If not, the GM can estimate the fraction of the difference between the two levels.

Spheres:

The volume of a sphere is determined by using the following formula where r is the radius of the sphere:

$$\frac{4\pi r^3}{3}$$

SPHERE AND CONE VOLUME TABLE 5.2

SPHERE AND CONE VOLUME TABLE 5.2									
SPHERES				CONES					
Radius	Volume	Radius	Volume	Length	Volume	Length	Volume	Length	Volume
.5	.5	42	310,339	2	.08	190	71,827	610	2,376,939
1	4	43	333,038	4	.67	200	83,776	620	2,495,765
2	34	44	356,818	6	2	210	96,981	630	2,618,489
3	113	45	381,704	8	5	220	111,506	640	2,745,116
4	268	46	407,720	10	10	230	127,413	650	2,875,866
5	524	47	434,893	12	18	240	144,765	660	3,010,651
6	905	48	463,247	14	29	250	163,625	670	3,149,583
7	1,437	49	492,807	16	43	260	184,055	680	3,292,724
8	2,145	50	523,599	18	61	270	206,120	690	3,440,138
9	3,054	51	555,647	20	84	280	229,881	700	3,591,888
10	4,189	52	588,977	22	112	290	255,401	710	3,748,035
11	5,575	53	623,615	24	145	300	282,743	720	3,908,644
12	7,238	54	659,584	26	184	310	311,971	730	4,073,776
13	9,203	55	696,910	28	230	320	343,146	740	4,243,496
14	11,494	56	735,619	30	283	330	376,331	750	4,417,865
15	14,137	57	775,735	32	343	340	411,591	760	4,596,946
16	17,157	58	807,283	34	412	350	448,986	770	4,780,802
17	20,580	59	860,290	36	489	360	488,580	780	4,969,497
18	24,429	60	904,779	38	575	370	530,437	790	5,163,092
19	28,731	61	950,776	40	670	380	574,618	800	5,361,651
20	33,510	62	998,306	42	776	390	621,187	810	5,565,237
21	38,792	63	1,047,394	44	892	400	670,206	820	5,773,912
22	44,602	64	1,098,066	46	1,019	410	721,739	830	5,987,739
23	50,965	65	1,150,347	48	1,158	420	775,848	840	6,206,782
24	57,906	66	1,204,260	50	1,309	430	832,595	850	6,431,102
25	65,450	67	1,259,833	55	1,742	440	892,045	860	6,660,763
26	73,622	68	1,317,090	60	2,262	450	954,259	870	6,895,827
27	82,448	69	1,376,055	65	2,876	460	1,019,300	880	7,136,358
28	91,952	70	1,436,755	70	3,592	470	1,087,232	890	7,382,418
29	102,106	71	1,499,214	75	4,418	480	1,158,117	900	7,634,070
30	113,097	72	1,563,458	80	5,362	490	1,232,017	910	7,891,377
31	124,788	73	1,629,511	85	6,431	500	1,308,997	920	8,154,402
32	137,258	74	1,697,398	90	7,634	510	1,389,118	930	8,423,207
33	150,533	75	1,767,146	100	10,472	520	1,472,444	940	8,697,855
34	164,636	76	1,838,778	110	13,938	530	1,559,036	950	8,978,410
35	179,594	77	1,912,321	120	18,096	540	1,648,959	960	9,264,934
36	195,432	78	1,987,799	130	23,007	550	1,742,275	970	9,557,489
37	212,175	79	2,065,237	140	28,735	560	1,839,046	980	9,856,140
38	229,847	80	2,144,661	150	35,343	570	1,939,337	990	10,160,947
39	248,475	81	2,226,095	160	42,893	580	2,043,208	1,000	10,471,976
40	268,083	82	2,309,565	170	51,449	590	2,150,724	1,010	10,789,287
41	288,696	83	2,395,096	180	61,073	600	2,261,947	1,020	11,112,944

Cones:

For the purposes of this work, a cone is considered to have a radius equal to 10% of its length. This means that a 100' long cone will have a base of 10' (10% of 100).

The volume of a sphere is determined by using the following formula where r is the radius at the base of the cone and h is its height:

$$\frac{1}{3} \pi r^2 h$$

Example 1: An Arcane Elemental is working with a Fire Drake. They decide that it's time to thoroughly douse an area with True Elemental Material. The Fire Drake prepares a breath and holds it. The Arcane Elemental then casts a Cold Ball in front of the Drake's head. At that moment, it breathes.

First of all, the Fire is High Elemental Material. The Cold Ball is True Elemental Material. The Fire is the higher element (ice is its source), so it devours the Cold Ball and grows stronger. The Cold Ball fuels and purifies the breath, turning it into True Elemental Fire.

This Fire Drake can usually breathe a 300' long cone. Checking the chart, the GM sees that this is 282,743 cubic feet. The Cold Ball has a 20' radius. Looking that up, the GM sees that it has a volume of 33,510 cubic feet. Adding these together, the GM receives a total of 316,253 cubic feet. Taking this back to the chart, the GM sees it's between 310 and 320 feet for a cone attack. He calls it 310 feet and moves on.

Example 2: A crafty Water Mage is about to be cooked by a Fire Drake. He casts a Water Wall in front of himself just before the drake breathes. The waterwall is 10' x 10' x 1'. That's 100 cubic feet. The High Elemental Fire hits the High Elemental Water. The

water is the higher element. It does not gain in purity, but it absorbs the fire. The GM looks up the volume of the fire breath, 282,743 cubic feet. The wall grows to more than 500' x 500' for a round, then drops to its former size...Good thing it wasn't a Cold Drake.

Notation: *This section had more to do with incidental interaction than actual counterspells. See the counterspell spell list for more options where countering spells are concerned.*



5.3 CONE ATTACKS AND BREATH WEAPONS

A cone attack starts from a single source, be it the hand of a spell caster or the mouth of a creature. It then spreads outward until it hits its maximum length.

A cone attack hits much like a ball attack. The primary difference is in the area. Since a cone has a smaller area of effect it can achieve a greater range and catch more foes in a straight line.

5.3.1 DIMENSIONS

There are a few physical dimensions that help define a cone attack. These are listed below.

Base: The base is the end of a cone. This is the widest a cone gets, after it has traveled its entire length. A cone's base is defined either in the description of the spell or the creature with the breath weapon. If the base of the spell is unknown, then assume it is 20% of the cone's length. The dimension in the table in the section above assumes a base equal to 20% of the length of the spell. For cones that don't use these dimensions, you can either change them to use these proportions or keep the ones listed in the description. The only problem will come if you have to calculate the volume of the cone. If so, you will need to do that by hand, or just estimate based on the chart.

Length: The length of a cone is the distance from the point of origin (the hand of the caster or the mouth of the creature) to the last point the cone will reach. The length of a cone is defined either in the description of the spell or the description of the creature using the breath weapon.

Center Line Area of Effect: There is a tube down the center of a cone. This is where the elemental energy is the most concentrated. As such, a creature caught in the centerline is attacked with a bonus. The centerline of a spell has a diameter equal to 5% the base of the spell. Naturally, this is smaller the closer to the point of origin. Any creature in the centerline is attacked with a +20 bonus.

Area of Effect: The area of effect is just that, the area in which any creature is affected. If there is a question as to whether a character is affected, draw two lines from the origin to the edges of the cone's base. If the area in between includes a character, then they are affected.

Duration: Most cone attacks last slightly longer than other Elemental attacks. Whereas most Elemental attacks last for only an instant, a cone attack lasts for an entire combat phase. This allows certain things to be done with cones that can't be done with, say, a Firebolt.

Preparation Time: For spells, the preparation time of a cone attack is handled in preparing to cast the spell itself. Breath weapons have no preparation time. The creature merely takes a deep breath.

Recharge Rate for Breath Weapons: Most breath weapons have a recharge rate. For instance, most dragons can only use their breath weapon once every minute. This means that five full rounds must pass between when a breath weapon is used and when it can be used again. A GM who is a stickler for time tables could also rule that a breath weapon could not be used during an earlier phase if used again exactly six rounds later.

5.3.2 THE USEFULNESS OF CONE ATTACKS

The nature of cone attacks, their long stream of damage, and their slightly longer duration, give them more versatility than normal spells. Cone attacks can be used in strafing runs, swept across a foe, or used in confined quarters for increased damage.

There are four types of cone attacks. First there is the normal attack, where the attacker keeps the cone focused on its target the entire time. Then there is the strafing attack, where the attacker moves while holding the cone in one direction. Then there is the sweeping attack, where the cone is moved in an arc. Finally, there is the flaring attack, when a cone is used in a confined space and bounces back on itself.

NORMAL ATTACK

The most basic of all attacks. In a normal cone attack, the caster holds the cone on a single location for the duration of the spell. All creatures within the area of effect take normal damage.

STRAFING ATTACK

In a strafing attack, the attacker moves while keeping the attack pointed in one direction. This causes the cone to burn a line through the targeted area. A strafing attack cannot cover a longer distance than one third of the distance the creature is traveling during the round. The strafing attack can cover less than this distance. For instance, a Dragon can turn his head while strafing to cover less distance than he is actually flying.

The damage caused by a strafing attack is reduced by the distance that is strafed. The penalty is based on the distance and the size of the base of a cone. For instance, a 10 wide cone drawn across 100 feet does less damage to everyone in the area than a 50 cone drawn across the same distance.

Divide the distance strafed by the size of the cone's base. Compare this to the **Strafing Distance Modifications Table - 5.3** below for the damage and critical modification.

STRAFING DISTANCE MODIFICATIONS TABLE - 5.3		
Distance	Concussion Multiplier	Critical Reduction
x1	1	-0 Levels
x2	.9	-0 Levels
x3	.8	-1 Levels
x4	.7	-1 Levels
x5	.6	-2 Levels
x6	.5	-2 Levels
x7	.4	-3 Levels
x8	.3	-3 Levels
x9	.2	-4 Levels
x10+	.1	-4 Levels



SWEEPING ATTACK

In a sweeping attack, the caster or creature moves the cone in an arc. This draws the attack along a greater area, much like a strafing attack. In a sweeping attack, the caster or creature stays stationary.

A sweeping attack is handled like a strafing attack. With a sweeping attack, the concussion and critical adjustments are based on the arc covered by the attack, not on the distance.

SWEEPING MODIFICATIONS TABLE - 5.4

Arc	Concussion Multiplier	Critical Reduction
15°	1	-0 Levels
30°	0.9	-0 Levels
45°	0.8	-1 Levels
60°	0.7	-1 Levels
75°	0.6	-2 Levels
90°	0.5	-2 Levels
105°	0.4	-3 Levels
120°	0.3	-3 Levels
135°	0.2	-4 Levels
150°+	0.1	-4 Levels

FLARING ATTACK

When a cone attack is used in a confined area, it will hit the wall and explode into a hemisphere. Anyone caught in the area where the cone attack is crossing the ball attack takes a +50 attack if within the first half of the hemisphere and a +25 otherwise. Note it is important to use range bonuses on the flaring part of the cone.

You can determine the size of the ball attack in one of two ways:

Method 1: Assume that the cone's volume is not replenished throughout the round. Subtract the total volume of the cone from the volume the cone would have been if it just barely hit the wall. Double this number and compare to the spheres table, this gives you the radius of the hemisphere.

Method 2: Assume that the cone's volume is replenished repeatedly within a round. If the cone is unable to reach at least 90% of its length then it flares. Use the following chart to determine the radius of the hemisphere:

50' Length x 5'R Base cone:	8'R Hemisphere
100' Length x 10'R Base cone:	17'R Hemisphere
150' Length x 15'R Base cone:	26'R Hemisphere
200' Length x 20'R Base cone:	34'R Hemisphere
250' Length x 25'R Base cone:	38'R Hemisphere
300' Length x 30'R Base cone:	51'R Hemisphere

Example of 100' long cone flaring after striking a barrier 90' from its point of origin, using method 2. The dark grey area is the most intense giving +50 to the attack roll (minus range penalty). The light gray area is the less intense but is still more concentrated than the cone normally giving a +25 bonus.

5.4 CRITICAL AND CONCUSSION SEVERITY

The energy of a cone is less damaging the farther from the point of origin it travels. This is simply because as the energy travels away from the point of origin, it becomes less concentrated.

Figure out what percentage of the distance the target is between the point of origin and the end of the cone. Compare this to the chart below for the modifications.

DAMAGE MODIFICATION CHART TABLE-5.4

	Distance to Starting Point as a % of Cone Length			
	0-10%	11-25%	26-75%	76-100%
Damage Multiplier	X2	X1.5	X1	X0.75
Crit Severity Modification	+2 degrees	+1 degree	No change	-1 degree





PLANAR MODEL

In *Fire & Ice*, the authors use solely a multi-planar model of the universe while discussing how to integrate the material with your campaign setting. For those of you who do not wish to use that model of the universe, the following has been included for your pleasure.

6.1

THE SINGLE-PLANE MODEL

In the beginning, there was chaos, and the world was without form or substance. In the void of space and wrinkled time, there was no earth or sky; there were only the six elements, clashing and reacting, burning and freezing, blowing and flowing.

Into this chaos of potential came the gods. No one knows from whence they came, but into this chaos they brought order. Into this blizzard of being, they brought strength. Into this vast ignorance, they brought knowledge.

Little did they know that these elements had a will, if not an intelligence. Little did they know that there was already a godlike force in the world.

The gods studied the elements, watched how they interacted, and realized the secrets of the triads. They began the great cycles of creation, two great wheels spinning the world with the web of creation itself.

But not all the gods were beings of goodness and light. Others were more interested in destruction and disorder. They roamed through the protoworld, touching upon the wills floating in the chaos. They guided these wills, teaching them to think and act.

These new beings flowed through the new world, realizing that the gods were using their powers to create a new world. The dark gods whispered into the ears of these elemental powers telling them that they would be denied this world, that their powers would be used to create a glory that would be denied to them.

And so the elemental powers remained hidden from the gods of light, corrupting their works in subtle ways. When the world was formed, the elements were impure and corrupt.

Only then did the elemental powers reveal themselves to the gods.

And thus began the First War of the Gods. . . .

In this model of the universe, there is only the crude material plane (and perhaps someplace where the gods live). There are no elemental planes. The world the characters live in is pretty much it.

The world was created out of the elements, and they exist in the same universe as the characters, guarded by the Elemental Lords. Only by respecting these Lords can True Elemental Material be accessed.

This is a crowded universe. The gods are not likely to coexist very easily. The gods of light, the gods of darkness, the gods of neutrality and the elemental powers all vie for power over the crude material world.

In this model, there are likely few Elemental Channelers. A typical world using this model has many churches, war-

ring much in the same way as they do in most fantasy worlds. The Magicians follow no one in particular, but the Elementalists have allied themselves with the Elemental Lords, and through the respect they pay, they are granted access to purer elemental matter.

Still, in this model, there are probably Elemental Priests. These priests worship the Elemental Lords directly. Because of the single-minded dedication of these priests, they are granted access to much purer elements than the Elementalists.

In this model, there are no elemental planes. Most of the gods probably live in remote locations on the crude material plane. At the very least, the Elemental Lords do. The gods may live elsewhere, in realms of their own creation.

Some possible suggestions for the location of the Elemental Lords are as follows:

THE LORD OF AIR

The Lord of Air lives high in the atmosphere in a castle made of solid air. There he guards the source of True Elemental Air and is waited on by hundreds of Air Elementals. The Lord of the Air moves with the upper air currents of the world. He is therefore difficult to find without an invitation.

The Lord of the Air is neutral to humanity. He helps mankind when his whim moves him. Otherwise, he ignores civilization completely.

The Lord of the Air has his closest associations with the Lord of the Water.

THE LORD OF EARTH

The Lord of Earth lives in the very center of the world. His strength supports the weight of all that dwells on the surface, and his slightest movements cause devastating effects on the earth. The Lord of Earth guards the True Elemental Earth in his deep lair, and is waited on by hundreds of Earth Elementals.

The Lord of Earth is a slow moving creature. He made several early pacts with humanity, and to this day, hasn't forgotten them. This is good, because this elemental power is the one most capable of destroying all civilization with a single shrug.

The Lord of Earth has his closest associations with the Lord of Ice.

THE LORD OF FIRE

The Lord of Fire lives in the heart of the most violent volcano on the face of the earth. He moves from time to time, and when he does, volcanoes reactivate and then become dormant with his passing. In his volcano home, he guards the source of True Elemental Fire and is attended by hundred of Fire Elementals.

The Lord of Fire hates all humanity. If he had his way, he would destroy it all.

The Lord of Fire has his closest associations with the Lord of Light, despite their philosophical differences.

THE LORD OF ICE

The Lord of Ice lives at the top of the world, in a fortress of ice built in the heart of the coldest place on earth. There he guards the source of all True Elemental Ice and he is guarded in turn by hundreds of Ice Elementals.

The Lord of Ice is a slow creature, though not as slow as the Lord of Earth. He is a cold, emotionless creature, capable of destroying men at his slightest whim. He does not exactly hate mankind, but does kill men without a thought.

The Lord of Ice has his closest associations with the Lord of Earth.

THE LORD OF LIGHT

The Lord of Light lives in the heart of the sun, the center of all Elemental Light. There he guards the source of light and is waited on by his Light Elementals.

The Lord of Light has a great love for mankind and hates all Orcs and other nocturnal creatures. He is a loving and caring being.

The Lord of Light has his closest association with the Lord of Fire, in spite of their differences over their views on mankind.

THE LORD OF WATER

The Lord of the Water lives in a castle of coral at the bottom of the deepest trenches of the ocean. He slowly moves from one place to another. At the heart of the castle is the source of all True Elemental Water, guarded by the Lord and hundreds of Water Elementals.

The Lord of Water is capricious, and his moods reflect this. When he rallies against mankind, he usually enlists the aid of the Lord of Air, and then sailors quake before them.

The Lord of Water has his closest associations with the Lord of Air.





MAGICAL ITEMS

Sword of the Earth [c100m10te10]. This broadsword is made of the elemental metal Davistone, which is quite similar to mithral in appearance. The quality of the metal provides a +25 bonus. Additionally, magnetic waves play up and down the blade, refracting and reflecting light in chaotic ways. These forces can be brought to bear by the wielder—any time a critical names a body part, there is a 50% chance that the waves will break that bone (if a break wasn't indicated). Additionally, the magnetic energies may be directed at a single ferrous attack that is within 5' of the wielder, reducing the offensive bonus of the attack by -50. An Elemental Champion of the Earth made this weapon for one of his compatriots.



Staff of Winds [c98a6ta13]. This +5 weapon is made of the elemental metal Peraltoide, which looks similar to aluminum. Wind currents seem to eddy and flow about the weapon, whipping up nearby dust and dirt and causing the wielder's clothes to flap slightly, as if in a moderate wind. These energies can be directed by the wielder in numerous ways. The weapon can use the winds to fly

towards the attuned wielder at rate of up to 300' per round (the last person to attune to it). The wielder may direct the winds at a single missile attack in a round, giving it a -50. When striking, the winds will buffet the target struck by the staff, delivering an additional Unbalancing critical of equal severity. Additionally, this staff is attuned to Air Elementals, giving a +10 to their offensive bonus when wielded by a being with 50 corruption points (from air), +15 for beings with 80 corruption points (from air). This staff was created by Kyrhil, high priest of the Lord of Air.

Flaming Mattock [c91n1a7t6m4]. This +11 war mattock was once used by the Orc king Grrazl. It is made of the elemental metal Catoentine, which is reddish-gray. Flames constantly erupt from the head of the weapon, delivering Heat criticals of equal severity and igniting most things it touches (sheath destroyer). Wielders have their Strength increased by +6.

The Master Blade [c100m4tw16]. A +11 rapier, made from the blue-silver metal Bulusture. It looks as if there are currents flowing through the length of the blade. When wielded, it provides a +3 to the Quickness and Agility of the wielder and an additional +10 to OB and +10 to DB. When a critical is delivered, it causes the bleeding effect (5 factor points).

Mail of Light [c99t11a8]. This human-sized AT15 suit of chain mail is made of the elemental metal Boernine, making the links a very shiny black color. It has superior flexibility and strength, reducing all armor penalties by 15. All criticals delivered to the wearer are reduced by 2 levels in severity. Additionally, the wearer gains +40 to their DB's and RR's against Air Elemental attacks. This armor was made for the Prince of Alterra.

Shield of Ice [c89m10t5a2]. This +25 shield is made of the white-gray metal Megrail. A constant mist of cold surrounds the wielder. Every round, all within 5' (except the wielder) must resist against a 10th level attack or

be stunned. Additionally the wielder gets +10 to their DB's and RR's against water.

Ring of Warmth [c7t1]. The area within an inch of the wearer's body will never drop below 70° while wearing this ring, no matter how cold it is or how hard the wind blows.

Skin of the White Drake [c90]. This suit of armor is AT16, encumbering as if it were AT15. It is extremely light, only weighing 15lbs. The wearer of the armor may fly up to 250' per round. Wearer gains +55 to DB's and resistance rolls against earth-based attacks.

Hilt of Uliyan [c75a9t6]. This looks, at first glance, to be a hilt made out of iron. When grasped, water erupts from the top to form a blade. This attacks on the Broad-sword Table, delivering Impact criticals instead of normal criticals. The wielder gains a +3 to both their Agility and Quickness stat bonuses.

Armor of Fire [c50m5t5]. This set of plate (AT 18) is made of the red-gray metal Catoentine. The quality of the material provides a +10 to DB. Whenever the wearer gets a wound that is bleeding, the armor will then produce a flame directed at the wound. This has the effect of stopping up to 5 hits per round of bleeding, but causes 5 hits per round of bleeding stopped.



Amulet of Vaal [c40a8]. This steel amulet is imbued with the power of the earth. When an Earth Specialist, Champion or Priest wears this amulet it becomes a x2 Power Point multiplier.

Cloak of the North [c55t1]. Made up of a black leather, this cloak is very simple and plain to look at. The temperature within an inch of wearer's body will never exceed 60°. Additionally, the wearer may walk upon any slippery surface as if it were normal ground.

Bracers of Speed [c56t11]. This pair of bracers is made of the black metal Boernine. When worn, they provide a +6 to the wearer's Quickness bonus. Additionally, they provide a +5 to the wearer's DB.

Ungorak's Falchion [c36t4]. Once used by the Witch Hunter Ungorak, this +5 Falchion may be used to parry elemental bolts with any part of the wielder's melee OB.

Earthen Club [c43t5m3]. This +11 steel club causes limbs to snap under the force of its blow. Whenever a critical is rolled that mentions a body part, there is a 50% chance that the bone is broken (if it isn't broken by the critical).

Sword of the Faltering Light [c80m4c3t14]. This +11 black-bladed, two-handed sword was created by accident when the warrior Khilus fought a Light Drake. The repeated exposure to the creature's blood eventually started this item. At first, Khilus thought he was lucky as his reflexes increased. However, he had a hard time controlling the weapon, as its fumble range had increased 3 fold. Treat the fumble range as 01-15. With this there is a curse: when a person firsts wields the weapon, they must resist against a 17th lvl attack or they will favor this weapon above all others. The wielder gains the following benefits: 100% more action each round, +10 to all initiative rolls, and it creates false images of itself, which decreases a target's attempts at parrying by 40.

Sword of the 1st Circle [c120o3t14m7]. This +18 long sword was created for the first Champion of the Itharian Guild. The blade is charcoal gray with streaks of silver throughout. At will, the caster can direct a gust of wind at a single missile attack per round, causing 50 to be subtracted from the result. When a critical is rolled that names a part of the body, there is a 50% chance that the bone named is broken (if not already). Additionally, the wielder gains +8 to their initiative rolls.

Sword of the 2nd Circle [c120o3t14m7]. This +16 short sword was created by the Darenth Mercenaries for their top assassin. The blade is a grayish purple color and the hilt is jet black. The wielder of this weapon is blessed with fluid movement from the water portion of its energy. This provides a +10 bonus to offensive and defensive bonuses. Whenever an armored foe is struck, there is a 50% chance that the blade finds a weak point and pierces it, treating the target as AT1 for the attack. Additionally, the wielder gets an additional 50% action within the round.

Hammer of Aether [c210o5a15m10t5]. The final work of the Dwarven smith Forneld Stonegrim, it is his most powerful as well. The shaft and head are of a silvery metal that reveals, on close examination, a swirling matrix of differing metals. The handle is wrapped in the skins of the six different Drakes. The weapon is considered +30 from the high quality base metal, enhanced elemental metals and the smith's skill. When gripped, the head is enveloped by a scintillating, silvery-purple energy that delivers an Aether critical of equal severity to the weapon's normal critical. The weapon is keyed for spell casters, allowing a pure or hybrid spell user to use their highest directed spells OB instead of their weapon OB, semi-spell users gain +10 to their OB, and non-spell users have their fumble range increase to 01-24 and have their offensive bonus reduced by 25. When swung, the hammer projects images of itself, causing those defending against its attacks to suffer penalty of -40 to their parry attempts. Wielder gains +6 to their Strength stat bonus and +2 to their Constitution stat bonus.

NOTES

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