

ELEMENTALIST SPECIAL ABILITIES & SPELLCASTING REFERENCE SHEET

MAGIC ATTACK	
BASE	ADJUSTED

MAGIC DEFENCE	
BASE	ADJUSTED

ELEMENT MAGIC POINTS (pg. 74)		
PRIMARY ELEMENT:	TOTAL	CURRENT
SUBSIDIARY ELEMENT:	TOTAL	CURRENT
SUBSIDIARY ELEMENT:	TOTAL	CURRENT

ELEMENTALIST MINIMUM REQUIREMENTS

A player who wishes to play an Elementalists must roll scores of at least a 9 for both INTELLIGENCE and PSYCHIC TALENT.

ELEMENTALISTS AND ARMOUR

Elementalists receive -1 to ATTACK and DEFENSE for wearing a mail hauberk; -3 for mail armour; -4 for plate armour. Any other armours incur no ATTACK or DEFENSE penalties.

SPELLCASTING (See pg. 95 for spell list)

CASTING A SPELL

Elementalists may not cast a spell of higher level than their rank. Spells cost a number of MAGIC POINTS equal to their level to cast. Elementalists have a separate MAGIC POINT score in each of their elemental categories. MAGIC POINTS within on category cannot be used to cast spells of another category.

REGAINING MAGIC POINTS

When an Elementalists has used up all the MAGIC POINTS set aside for an element, that category is depleted. Spells of a depleted category cannot be used until the Elementalists performs a Ritual of Recovery. The Ritual must be performed at a specific time of day in which the element is ascendant. The appropriate times are as follows:

Elemental Category	Ritual Must Be Performed At...
Fire	Sunrise
Air	Noon
Water	Moonrise*
Earth	Moonset*
Darkness	Sunset

* - These cannot be performed on the one night each month when there is no moon.

The Ritual of Recovery restores the Elementalists to full MAGIC POINTS in that category only. The other categories, if depleted, require a separate Ritual. A Ritual of Recovery only takes a minute, but requires the Elementalists be in a quiet, reasonably private place, without interruptions or distractions.

SPELLS AND VICTIMS

There are two types of spells:

- **DIRECT-ATTACK:** These spells match the Elementalists's MAGIC ATTACK against the victim's MAGIC DEFENCE.
- **INDIRECT-ATTACK:** These spells match the spell effect's SPEED against the victim's EVASION and/or subtracts the victim's ARMOUR FACTOR from the damage.

USING EXTRA MAGIC POINTS

Elementalists may choose to put additional MAGIC POINTS into the cost of a spell, above the basic MP cost of the spell to grant a better chance of breaking through the foe's magical barriers (such as a Wall of Magic spell). This may only be done with INDIRECT-ATTACK spells.

RESISTING DIRECT-ATTACK SPELLS

The rules for this are very similar to EVASION rules (pg. 62). Subtract the foe's MAGIC DEFENCE from the Elementalists's MAGIC ATTACK. The result is the number the Elementalists must roll \leq on 2d10 in order for the spell to work. As with EVASION, a result of 2 means the spell takes effect regardless of the foe's MAGIC DEFENCE. This procedure also applies to a number of magical attacks that are not, strictly speaking, spells (i.e. a Basilisk's gaze).

DURATION AND SPELL EXPIRY FOR ELEMENTALISTS

Spells with effects lasting more than one round are "DURATIONAL" spells. Some DURATIONAL spells state the duration of their effects clearly in their entry. Other durational spells have a duration of "SPELL EXPIRY ROLL applies."

For most spells of this kind, this check is made by rolling 2d6 at the start of each COMBAT ROUND the spell is in effect. On a roll of 2-11, the spell continues. On a 12, the spell wears off.

For convenience, minutely checks may be made if making a check every 6 seconds is too cumbersome. Elementalists have a 75% of the spell continuing after 1 minute. Roll 1d100 at the end of every minute in game-time. On a roll of 1-75, the spell continues. On a roll of 76-100, the spell wears off.

OVERLAPPING SPELLS

All spell-casters can cast a spell before the effects of another spell have worn off. In fact, a Elementalists may have any number of spells going at one time. However, The same spells may not be cast twice in a row to "double up" the effects and get twice the benefit. This merely results in wasted MAGIC POINTS.

SPELL FAILURE

Elementalists wearing armours other than gambeson (AF 1) or padded armour (AF 2) incur a chance of miscasting their spells. The chances of miscasting are as follows:

- Mail Hauberk (AF 3): 10%
- Mail Armour (AF 4): 20%
- Plate Armour (AF 5): 30%

The Elementalists must roll $>$ the chance of miscasting on 1d100 in order to cast the spell normally. If a spell is miscast, the Elementalists must pay double the MP cost and casts a random spell of the same level as the intended spell.

(House Rules Option: At GM discretion, perhaps add the gear effect, or roll 1d10 as 1d5 to determine a random spell cast from another element of the same level, or choose an unintended target to make this more interesting than the text provides!)

TERMINATING A SPELL

Elementalists may terminate a durational spell before its effects wear off. Elementalists must will the spell to terminate, and so terminating a spell counts as an action and takes one COMBAT ROUND. When a Elementalists terminates a DURATIONAL spell to which a SPELL EXPIRY ROLL applies, the Elementalists gets back half the MAGIC POINTS (rounded down) expended to cast it.

SOME POSSIBLE USES OF RAW ELEMENTAL POWER					
MPs	Air	Earth	Fire	Water	Darkness
1	Blow out a candle.	Fill in a small hole.	Light a candle.	Produce a litre of drinking water in an empty flagon.	Extinguish a candle.
2	Provide a slow wind for a sailing ship for 1 hour.	Fill in a shallow grave.	Light a bonfire or campfire.	Cause a dry well to provide water for an hour or so.	Extinguish a small campfire.
3+	Provide a fast wind for a sailing ship for 1 hour.	Fill in a full-sized grave.	Light a bonfire or campfire made from wet wood.	Cause a dry well to provide water again, permanently.	Extinguish a bonfire.

ELEMENTAL SPECIALISM

Elementalists choose one of the following elements as their main category and receive the two subsidiary categories as noted.

Main Category	Subsidiary Categories
Fire	Air and Earth
Air	Fire and Water
Water	Air and Earth
Earth	Fire and Water
Darkness	Choose any two elements other than Darkness

SPECIAL ABILITIES

RAW POWER

Even when incapable of casting a spell, or less effective at casting a spell (for example, due to wearing armor, being *paralyzed*, or otherwise being unable to make the requisite arcane hand gestures), Elementalists can cause raw elemental power to surge out from their bodies and into a foe so long as the Elementalist has **MAGIC POINTS** remaining at least one element. This is an **INDIRECT ATTACK** with a **SPEED** of 10 + **MAGIC POINTS** expended, and damage of 2d6 per **MAGIC POINT** expended.

An Elementalist can potentially use this raw elemental power for other, more mundane purposes, as in the table above. Note that these mundane uses are not intended as attacks, though there is nothing to prevent Elementalists from using them during combat if that might be helpful.

ELEMENTAL RESISTANCE

Elementalists are resistant to being attacked by their own elements, as wielded by another Elementalist or (at the GM's discretion) in the form of another spellcaster's spell, magical item attack, or even mundane attack (for example: a hurricane, blizzard, burning building or rocky avalanche). Elementalists gain a +4 to **MAGICAL DEFENSE** and **EVASION** if attacked by their primary element, or a +2 if attacked by one of her secondary elements. Elementalists are so familiar with the elements in question that they can easily evade or resist their attacks.

BASIC EQUIPMENT

Elementalists require one article of basic equipment which they must carry with them at all times. The articles are the channels through which the elemental magical forces are focused. They are not part of the character's initial equipment and must be purchased or otherwise attained in the course of the game. Without one of these basic items of equipment, Elementalists can only cast their spells at twice the normal **MAGIC POINT** cost.

Element	Equipment	Market Price
Earth	Vine Root Staff	5 florins
Air	Aeolian Harp	10 gold crowns
Water	Crystal Phial of Pure Spring Water*	1 gold crown
Fire	Piece of Volcanic Rock Carried As An Amulet	5 florins
Darkness	Orb of Darkness: This consists of two hemispheres that can only be unscrewed by mastering a complex system of arcane twists. Otherwise it is unopenable and indestructible.	This cannot be bought at market and can only be obtained from another Darkness Elementalist. Orbs can only be constructed in the Lost City of Nem by an Elementalist of 8th rank or higher.

DARKNESS ELEMENTALISTS

Darkness Elementalists are outcasts from society and their practices are reviled by all good men. Servants of Darkness incur certain penalties for their perverted ways; these are known as *geases* and are inflicted on those who use Darkness magic. Darkness Elementalists, like other Elementalists, may use spells from two other categories of element. Such spells, though, never have quite the same effect as they would have if they had been cast by a non-Darkness Elementalist. Frequently they are more potent. Explanations of these variants are appended to the various descriptions of the spells in Chapter 10: The Book of Spells (pg. 95).