



Summary of the powers of Elementals & Demons

ELEMENTALS

Defining

Define lesser elemental's statistics as follows:

Stat	EARTH	AIR	FIRE	WATER
STR	5d6+12	3d6	2d6	3d6+6
CON	3d6+6	3d6	3d6	3d6+6
SIZ	3d6	2d6	3d6+6	2d6
INT	2d6	4d6	2d6	4d6
POW	3d6	3d6	3d6	3d6
DEX	2d6	4d6	4d6	3d6
MOV	1/2 DEX	15	12	12

Then add these skills:

EARTH: Brawl (1d4) 20%, Earth Hammer (1d10) 20%, Evaluate 20%, Mineral Lore 20%
Earth Lore 60%.

AIR: Scouring Wind (d10) 50%, Know Random Secret 25%, Listen 20%, Natural World 20%, Wind Lore 60%.

FIRE: Touch damage (1d6/rd) 100%, Firebolt (1d10) 50%, Jump 20%, Natural World 20%, Fire Lore 60%

WATER: Ice Spear (1d10) 50%, Drown (by touch) STRx3%, Orate 20%, Natural World 20%, Water Lore 60%.

All elementals speak the summoner's language at INTx3%.

Summoning & controlling

Elementals are summoned at the character's current skill level. A *critical summon roll* results in a POW gain roll of [d4-2]. The summoning takes 2d10 minutes.

To bind an elemental, the sorcerer must roll POWx3. Success binds the elemental; failure results in the loss of all temporary POW (regained normally). Binding costs no POW.

Air

Sylphs are invisible and can accomplish as much as a puff of wind. They have the following powers:

1. They can fly.
2. They can produce 1d6 mph worth of breeze for 1d6 minutes.
3. They may move objects 1lb (0.1 SIZ) for 1d6 minutes.
4. They may blow arrows off course. [Each elemental may deflect 3 arrows per round, success on 5 in 6.]
5. Carry messages at d6 mph for d6 minutes.
6. Bring words spoken up to a mile away to their master, and carry master's words the same distance. [This allows a "bullhorn" effect.]
7. Provide air underwater for d6 minutes, at the cost of its existence.
8. Destroy a fire elemental, at the cost of its existence.
9. Multiple sylphs can produce "stacked" powers; e.g. two produce a 2d6 mph breeze.

Water

Undines are invisible in water. If summoned on land, they appear as a beautiful blue-green woman 30cm tall with damp skin.

1. Move at will through water at 2d6 mph.
2. Transport a person of SIZ equal to its STR or less over or through water (without drowning them) for d6 hours.
3. Materialise one gallon of water at any time.
4. Destroy an earth elemental at the cost of its own existence.
5. Cause mundane metal weapons to rust instantly, halving any damage done by the weapon, at the cost of its own existence.
6. Enter the respiratory system of a victim and do drowning damage for 1d6 rounds; the undine must throw STRx3 each round [the victim may resist the undine's STR with his CON to cough it up and end the attack.]
7. Multiple undines can produce "stacked" powers; e.g. two may transport a larger person.
8. May engage in combat as listed above if either touching the opponent or in contact with water.

Earth

Gnomes are stony, rocky beings who can merge with the ground. Above ground they resemble a crudely hewn man, eyeless, mouthless & hairless. Almost mindless as well, they are capable of:

1. Can merge with and pass through all natural barriers and walls made of stone or earth. Not wood or worked metal.
2. Tremendous strength. A gnome can lift STRx2 in SIZ (average about 60 SIZ or 2,000 pounds)
3. Immune to mundane weapons. Mundane weapons hitting a gnome break 50% of the time.
4. May engage in combat as noted above.
5. Detect and track any specified metal within 100 yards.
6. Destroy a water elemental at the cost of its own existence.
7. Multiple gnomes cannot stack their powers.

Fire

Salamanders are shape shifters. They may appear as flames, a human, beast or a demon, though always limned in fire. They can:

1. Ignite any flammable object.
2. Produce a burst of flame as noted above. Attacks at 50% -10% per 20 yards range. This may be done four times an hour; the fourth destroys the salamander.
3. Inhabit any metallic weapon and cause it to flame for d6 rounds. Add 1d6 damage; flammables are ignited 25% of the time. Gauntlets must be worn.
4. Destroy an air elemental at the cost of its own existence.
5. Confuse and immobilise an earth elemental for d6 minutes by hitting it with a burst of flame.
6. Produce light in darkness without fuel.
7. Melt soft metals such as gold, lead and copper.
8. A mundane weapon with a fire elemental bound to it inflicts damage to any type of elemental or demon. [only for the duration of the flaming (see 3 above)]
9. Inhabit & control any normal fire up to 2 yards square; control direction, rate of fuel use, etc.
10. Detect hidden living objects by body heat and give a rough idea to its master of direction & range. Blocked by 1' of stone or similar. [Range is 100 yards; normal drawbacks of infra vision apply].
11. Fire elementals may "stack" their powers. Three elementals in a weapon do 3d6 damage and ignite flammables 75% of the time. Shooting flame, either three at 1d10 or one bolt at 3d10, etc.

DEMONS

Defining

Roll 3d8 for the demon's POW. Subtract that from the sum of the summoner's attribute points, and distribute that number among the demon's other attributes as desired.

Demons object-bound into armour or weapons are immune to mundane weapons doing less than CON points at a stroke. Other demons take normal damage.

Special abilities are selected from the table below and paid for accordingly.

Summoning & controlling

Demons are summoned by rolling at the character's current skill level for the demon being summoned. [A *critical summon roll* or a success with a demon whose POW is *greater than the summoner's* results in a POW gain roll of d4-1]. 2d10 hours. An appropriate sacrifice must be made.

To bind a demon, resist its' POW with the sorcerer's POW. Success binds the demon; failure results in the temporary loss of all temporary POW and 1 POW, permanently.

Demon Weapons

Demon weapons may:

1. Inflict damage on demon armour (directly to CON).
2. Demon weapons break normal weapons parried by or parrying them if the demon weapon's damage exceed the [mundane weapon's AP].

SIZ 1,2,3

CON = AP

STR /10 = number of +d6 damage

INT 12+ = Shapeshifter

CHA = Appearance

Sacrifice required: human being

Demon Armour

Demon armour is completely immune to mundane weapons *unless* the weapon does enough damage to exceed the armour's CON in *one stroke*.

Damage from magical weapons is taken to the armour's CON; only when that reaches zero does the wearer take damage.

SIZ = within 2 of the wearer's

CON = AP

INT 12+ = Shapeshifter

CHA = Appearance

Sacrifice required: domestic animal, dog, cat, chicken

Demons of Knowledge

Demons of knowledge can be bound into objects, or designed as a living form. Living forms must be fed with a little of the sorcerer's blood from time to time. No sorcerer may possess more than one bound demon of knowledge.

Its' INT represents the percent chance of knowing answer.

INT = % chance of answering any given question.
Failing demons that aren't bound will lie! 12+ shapeshifter
POW = % chance to research answer, if bound and above fails
CON = hp if in physical form
CHA = appearance
Sacrifice required: artwork, statue, book, jewelry

Demon Transporters

Any demon may carry things; a demon specifically designed as a steed obeys the following rules:

It must have a full set of statistics, and cannot be object-bound.

STR x10 = km/h speed
CON = hours of travel
SIZ = maximum size person(s) transportable
INT 12+ = shapeshifter
Sacrifice required: some kind of bird

Demon of Desire

STR = max SIZ of objects to be provided
CON = number of 'wishes'. Wishes for magic items cost 3 CON, and must be lower powered. May heal damage at 1/CON
CHA = must be 20+
Sacrifice required: sentient virgin