

## Summonables

This section includes those entities that normally do not appear on this plane, but may be summoned from their own dimension, excluding Demons. Generally, an entity summoned from another dimension will require up to a minute to materialise once summoned.

### DJINNI

**Natural Habitat:** Other Planes

**Frequency:** Very Rare

**Number:** 1

**Description:** A djinni is a male humanoid about ten feet tall, with darkly tanned skin and a black beard.

**Comments:** If a djinni is discovered on this plane it will either be in the service of some character or else be trapped in some sealed container. If the container is opened, the djinni will service whoever released it as a slave, provided that it is not asked to do anything suicidal. Having a djinni in a party can occasionally cause problems because other creatures, such as efreet (who are deadly enemies of the djinn) will be attracted to the party.

**Abilities:** A djinni has all the abilities of an air elemental summoned by a magician with Rank 8 in the Ritual of Summoning Air Elementals. In addition, djinn can create matter weighing up to 200 pounds. This ability can be used once per day. The material created will have varying permanence, depending upon its solidity. Wood, cloth and other light materials will last for as long as a week, while steel, gold, or other hard substances will last only for hours. Djinn can only be harmed by magical weapons.

**Movement Rates:** Flying: 700; Running: 350

**PS** 35-40    **MD** 20-24    **AG** 17-21    **MA** 12-18

**EN** 20-25    **FT** 30-38    **WP** 20-25    **PC** 16-21

**PB** 11-14    **TMR** 14/7    **NA** Skin absorbs 6 DP

**Weapons:** Djinn prefer large, curved weapons, with a double-sized scimitar being the weapon most commonly used. Add 10 to the Base Chance of any weapon a Jinni uses, and double damage done because of its size.

Large Scimitar: BC 60%, [2D + 6], Melee, Rank 4+.

### EFREETI

**Natural Habitat:** Other Planes

**Frequency:** Very Rare

**Number:** 1

**Description:** Efreet are creatures of flame that have been trapped on this plane. They are humanoid in form, about 12 feet tall, and their dark-brown skin flickers as if it were about to burst into flame at any moment.

**Comments:** If discovered on this plane, an efreeti will either be in the service of some character, or trapped in a sealed container, such as a bottle. If the latter is the case and the finder of the efreeti releases it from its captivity, there is a 95% chance that the efreeti will serve them willingly. The other 5% of the time the efreeti will attack. If the efreeti decides to serve, it will either grant three wishes, or become the character's slave for a period of 1001 days (at the liberator's option). If three wishes are chosen, they must be used by the end of the day on which the efreeti was released. If service is chosen, the efreeti will perform any task asked of it that is not obviously suicidal. If a request involves physical danger to the efreeti is made of the efreeti, there is a 10% chance (+10 for each additional request) that the efreeti will rebel against its master and attack them. Efreet are creatures of fire, and thus they will not go to or be found in frigid climates or underwater.

**Abilities:** An efreeti has all the talents and abilities of a fire elemental summoned at Rank 12. In addition an efreeti can grant three wishes under certain conditions (see below). Efreet can also become invisible at will. Efreet cannot be harmed by non-magical attacks.

**Movement Rates:** Flying: 750; Running: 350

**PS** 40-45    **MD** 17-20    **AG** 15-18    **MA** 12-18

**EN** 28-32    **FT** 45-50    **WP** 23-29    **PC** 16-21

**PB** 8-10    **TMR** 15/7    **NA** 6 DP

**Weapons:** Efreet use edged weapons of ordinary shape but twice the normal size and weight. Improve the weapon's Base Chance by 10, and double any damage done. An efreeti will have Rank 4 or higher with whatever weapon it uses. An efreeti can immolate an opponent.

Large Great Axe: BC 75%, [2D + 12], Melee, Rank 4+.

Immolate: BC 65%, [D + 10], Close, Rank 0.

## Elementals

Elementals are the physical manifestations of the primary elements. They do not normally exist on this plane, but are typically summoned by members of the Elemental Colleges. However periodic rifts to the elemental planes do exist so it is possible to find a wild elemental. These may or may not be hostile, or may completely ignore other entities around them as they do whatever they are doing, typically attracted to strong concentrations of the appropriate element.

If a summoned elemental is released from control, without being banished or dismissed at the same time, it will be hostile to its summoner and attempt to kill them to the best of its ability.

The following common characteristics and individual characteristics are not a truly exhaustive list of Elemental abilities nor will every elemental encountered be able to do these things. However summoned elementals exhibit these qualities typically, as do most 'wild' elementals encountered.

### Common Elemental Characteristics

- An Elemental may mould and do basic manipulation of its element, the exact specifics of this are up to the GM and situation dependant, but as a general rule a higher ranked elemental will have a greater capacity for moulding its element.
- Elementals are immune to physical attacks made with non magical weapons
- They may be damaged by non magical attacks involving their opposite element.
  - **Air:** Damaged by Earth(e.g. rockfalls).
  - **Earth:** Damaged by Air(e.g. Lightning Strikes, Tornado's, Breaking contact with earth).
  - **Fire:** Damaged by Water or Ice.
  - **Ice:** Damaged by Fire.
  - **Water:** Damaged by Fire.
- Elementals may be damaged by magic. Against their own element they automatically take half damage, resist for none.
- A standard 'wild' elemental is approximately a Rk 10 summonable with average stats.
- Elementals may not use unarmed combat rules, their listed strikes replace this.
- An Elemental's effective weapon rank in its strike is 1/2(Minimum 0) the summoning rank.
- An Elementals strike chance increases by +4% per rank in the ritual.
- An Elementals Fatigue & Endurance from summoning are to be split approximately to the ratio's given in the bestiary, of 2 Endurance:3 Fatigue.
- A Ritually summoned Elemental which loses contact with its element will suffer a 5Ft/Pulse drain, and when

out of fatigue will then be banished. A Spell Summoned Elemental will immediately be banished.

## AIR ELEMENTAL

**Natural Habitat:** Other Planes

**Frequency:** Very Rare

**Number:** 1

**Description:** Air elementals appear as a whirlwind of a height (in feet) of between half and one third of their endurance. They have facial features, which will appear on one side of the whirlwind.

**Abilities:** An Air Elemental may remain motionless in the air in which case there is only a 5% chance of spotting it mundanely. An Air Elemental may predict the weather within the range of 25 mile/Rk up to Rk hours ahead with complete accuracy. Outside this range it will have an increasing inaccuracy in its predictions.

A Ritually Summoned Air Elemental may cast the listed General Knowledge Spells. These Spells are cast at the lower of the Summoner's rank in the Specific Spell, or the rank of the Summoning Ritual. The Base chance is the lower of the Adepts Cast chance, or the Summoning Ritual Cast Chance.

Calm (G-1)

Mage Wind (G-3)

Wind Whistle (G-9)

A Ritually Summoned Air Elemental may cast the following Special Knowledge Spells. These Spells are cast at the lower of the Summoner's Rank - 4 in the Specific Spell, or the rank of Summoning Ritual - 4. The Base chance is the lower of the Adepts Cast chance - 20%, or the Summoning Ritual Cast Chance - 20%.

Barrier of Wind (S-4)

Windstorm (S-16)

Thunderclap (S-19)

**Movement Rates:** Flying: 500 + 50 / Rank

**PS** 15+5/Rk **MD** 25-30 **AG** 32-37 **MA** None

**EN** 5-50 **FT** 10-85 **WP** 14-18 **PC** 19-23

**PB** 10-12 **TMR** 10 + Rk **NA** None

**Weapons:** Air elementals can strike with two fists without penalty. This attack does half physical damage and half lightning damage.

Fist: BC 65% + 4% / Rank, [D (+ 1 / Rank)], Melee & Close.

## EARTH ELEMENTAL

**Natural Habitat:** Other Planes

**Frequency:** Very Rare

**Number:** 1

**Description:** Earth elementals appear as humanoids with dirt-coloured skin and gravelly eyes. They will be as tall, in feet, as one third to one quarter of their Endurance.

**Abilities:** Earth Elementals can sink into any substance made of rock or dirt, and remain hidden with only 5% chance of detection. An Earth Elemental has an Armour of Earth effect of its rank in effect at all times. An Earth Elemental may detect creatures within Rk miles that are standing on the earth or stone with a 5%/Rk chance

A Ritually Summoned Earth Elemental may cast the listed General Knowledge Spells. These Spells are cast at the lower of the Summoner's rank in the Specific Spell, or the rank of the Summoning Ritual. The Base chance is the lower of the Adepts Cast chance, or the Summoning Ritual Cast Chance.

Converse with Plants (G-2)

Blanding (G-4)

A Ritually Summoned Earth Elemental may cast the following Special Knowledge Spells. These Spells are cast

at the lower of the Summoner's Rank - 4 in the Specific Spell, or the rank of Summoning Ritual - 4. The Base chance is the lower of the Adepts Cast chance - 20%, or the Summoning Ritual Cast Chance - 20%.

Hands of Earth (S-2)

Smoking Magma (S-17)

**Movement Rates:** Running: 200; Tunnelling: 100

**PS** 30+5/Rk **MD** 10-15 **AG** 12-17 **MA** None

**EN** 5-50 **FT** 10-85 **WP** 14-18 **PC** 16-20

**PB** 5-8 **TMR** 4/2 **NA** 8 DP

**Weapons:** Earth elementals can strike with both fists without penalty.

Fist: BC 50% + 4% / Rank, [D + 6 (+ 1 / Rank)], Melee & Close.

## FIRE ELEMENTAL

**Natural Habitat:** Other Planes

**Frequency:** Very Rare

**Number:** 1

**Description:** Fire elementals appear as leaping flames of a height in feet between one half and one third their endurance. The flames have a rough humanoid shape.

**Abilities:** A Fire Elemental has an Immolation effect of its rank active on it at all times.

A Ritually Summoned Fire Elemental may cast the listed General Knowledge Spells. These Spells are cast at the lower of the Summoner's rank in the Specific Spell, or the rank of the Summoning Ritual. The Base chance is the lower of the Adepts Cast chance, or the Summoning Ritual Cast Chance.

Extinguish Fire (G-2)

Increase Temperature (G-6)

Smoke Creation (G-8)

A Ritually Summoned Fire Elemental may cast the following Special Knowledge Spells. These Spells are cast at the lower of the Summoner's Rank - 4 in the Specific Spell, or the rank of Summoning Ritual - 4. The Base chance is the lower of the Adepts Cast chance - 20%, or the Summoning Ritual Cast Chance - 20%.

Fireball (S-4)

Wall of Fire (S-13)

**Movement Rates:** Running: 400 + 10 / Rank

**PS** 20+5/Rk **MD** 20-25 **AG** 25-30 **MA** None

**EN** 5-50 **FT** 10-85 **WP** 14-18 **PC** 14-17

**PB** 5-7 **TMR** 8 + (Rk/5) **NA** 3 DP

**Weapons:** A Fire Elemental can attempt to Slam a target as an attack. This is half Physical damage and half magical fire damage, and will inflict double damage in close.

Slam: BC 70% + 4% / Rank, [D + 2 (+ 1 / Rank)], Melee & Close.

**ICE ELEMENTAL****Natural Habitat:** Other Planes**Frequency:** Very Rare**Number:** 1**Description:** Ice elementals appear as lean crystalline humanoids with frosty hair and silvery blue eyes. They are on quarter to one third as tall (in feet) as their Endurance.**Abilities:** Ice Elementals can disappear into ice with only a 5% chance of being detected. An Ice Elemental refracts the light or shadow around it, creating a Corruscade/Shadowform effect (depending on if in light or shadow) equivalent to its rank. An Ice Elemental in a hot environment such as a furnace, or desert in the day, will suffer 5 Fatigue Drain a pulse, when out of fatigue it will dissipate.

A Ritually Summoned Ice Elemental may cast the listed General Knowledge Spells. These Spells are cast at the lower of the Summoner's rank in the Specific Spell, or the rank of the Summoning Ritual. The Base chance is the lower of the Adepts Cast chance, or the Summoning Ritual Cast Chance.

Extinguish Fires (G-1)

Ice Creation (G-3)

Water to Ice (G-8)

A Ritually Summoned Ice Elemental may cast the following Special Knowledge Spells. These Spells are cast at the lower of the Summoner's Rank - 4 in the Specific Spell, or the rank of the Summoning Ritual - 4. The Base chance is the lower of the Adepts Cast chance - 20%, or the Summoning Ritual Cast Chance - 20%.

Ice Bolt(S-7)

Ice Construction (S-8)

Ice Projectiles (S-11)

**Movement Rates:** Running: 200 + 10 / Rank**PS** 20+5/Rk **MD** 20-25 **AG** 15-20 **MA** None**EN** 5-50 **FT** 10-85 **WP** 14-18 **PC** 15-20**PB** 8-10 **TMR** 4 + (Rk/5) **NA** 5 DP**Weapons:** Ice elementals can attack twice, stabbing with their long icy fingers (A class) without penalty, or they can use one of their above abilities instead.**Fingers:** BC 50% + 4% / Rank, [D + 3 (+ 1 / Rank)], Melee & Close.**WATER ELEMENTAL****Natural Habitat:** Other Planes**Frequency:** Very Rare**Number:** 1**Description:** Water elementals appear as waves, although they do take on a basically humanoid form. The waves will be one quarter to one third as tall, in feet, as the elemental's endurance.**Abilities:** Water elementals can disappear into any body of water with a 5% chance of detection while stationary. A Water Elemental immersed in water has a defence bonus of 5 + 2/rank from the water surrounding it. This bonus does not apply if it leaves the water, or is rising above the waters surface.

A Ritually Summoned Water Elemental may cast the listed General Knowledge Spells. These Spells are cast at the lower of the Summoner's rank in the Specific Spell, or the rank of the Summoning Ritual. The Base chance is the lower of the Adepts Cast chance, or the Summoning Ritual Cast Chance.

Mage Current (G-4)

Saturated Earth (G-7)

Summon Aquatic Life (G-10)

Wave Control (G-14)

A Ritually Summoned Ice Elemental may cast the following Special Knowledge Spells. These Spells are cast at the lower of the Summoner's Rank - 4 in the Specific Spell, or the rank of the Summoning Ritual - 4. The Base chance is the lower of the Adepts Cast chance - 20%, or the Summoning Ritual Cast Chance - 20%.

Geyser (S-4)

Maelstrom (S-7)

**Movement Rates:** Swimming: 500 + 25 / Rank**PS** 25+5/Rk **MD** 17-23 **AG** 16-20 **MA** None**EN** 5-50 **FT** 10-85 **WP** 14-18 **PC** 14-17**PB** 6-8 **TMR** 10 + (Rk/2) **NA** 4 DP**Weapons:** Water elementals form huge fists out of the waves, and strike twice without penalty.**Fist:** BC 50% + 4% / Rank, [D + 4 (+ 1 / Rank)], Melee & Close.