

MOUNTS & ELEMENTALS

VASANA'S BISON

Vasana rides a trained cavalry bison. When she attacks someone on foot from bison-back, she rolls 1D10+10 to determine hit location. When she uses her lance while charging with her bison, she uses the bison's damage bonus, and not hers!

STR 36	CON 17	SIZ 34
INT N/A	DEX 12	CHA N/A
POW 10	Magic Points: 10	

Location	D20	Armor/HP
Right Hind Leg	01–02	3/6
Left Hind Leg	03–04	3/6
Hindquarters	05–07	3/8
Forequarters	08–10	3/8
Right Front Leg	11–13	3/6
Left Front Leg	14–16	3/6
Head	17–20	3/7

Weapon	%	Damage	SR	Pts
Butt	50	2D10+3D6	8	12
Trample	50	6D6 to downed foe	8	12

Damage Bonus: +3D6

Move: 12

Hit Points: 23

Combat: A bison can butt or trample in the same melee round, not both.

Armor: 3-point hide.

AIR ELEMENTAL

Vasana can spend Rune Points to ask Orlanth to send her any size of air elemental. It will follow her orders and stay in this world for 15 minutes (the duration of the spell) and then dissipate.

Characteristics	Small	Medium	Large
Rune Point cost to summon	1	2	3
SIZ (cubic meters)	27 (3×3×3)	54 (3×6×3)	81 (3×9×3)
Hit Points	10	19	29
STR	10	19	29
POW	11	17	20
Movement	12	12	12

Abilities: An air elemental can carry objects or people with a total SIZ equal to or less than the air elemental's STR. It can create a breeze or a small whirlwind. An air elemental may blow arrows or other missile weapons off course.

Attack: An air elemental attacks by taking a character caught within it and throwing them to the top of the elemental, and then dropping them. Damage is 1D6 plus 1D6 per

3 meters of fall. Thus, a small air elemental can do a maximum of 2D6 damage, but by making the elemental 6 meters high, a medium air elemental can do 3D6 damage, and a large air elemental does 4D6. A character may try to resist by pitting their STR in a resistance roll against the STR of the elemental. If the character resists, they stay on the ground. Characters may choose to attack or cast spells at an air elemental instead of resisting, in hopes that the air elemental will be destroyed in mid-toss, causing only 1/2 damage for the toss. The characters will be tossed, however.

EARTH ELEMENTAL

Yanioth can spend Rune Points to ask Ernalda to send her any size of earth elemental. It will follow her orders and stay in this world for 15 minutes (the duration of the spell) and then dissipate.

Characteristics	Small	Medium	Large
Rune Point cost to summon	1	2	3
SIZ (cubic meters)	27 (3×3×3)	54 (3×6×3)	81 (3×9×3)
Hit Points	10	19	29
STR	10	19	29
POW	11	17	20
Movement	0	1D6	3D6

Abilities: An earth elemental can open pits in the soil, make tunnels, and find buried objects. It can also be used for holding objects stuck into the dirt, keeping loose tunnel roofs from falling, or forming mounds and ridges in the soil (no larger than the elemental's volume). An earth elemental can carry a person and "swim" through the soil if it has STR enough to carry that person. There is no air underground, and an individual being carried must make CON rolls or suffocate. The earth elemental can only do this with an unresisting passenger. An earth elemental can carry several people if its STR is sufficient.

Attack: In combat, the earth elemental uses its volume to engulf its opponents, opening a pit beneath a foe with a maximum volume equal to its own volume. A small earth elemental simply engulfs the victim's legs. A medium earth elemental can swallow victim up to the neck, covering the chest and abdomen as well as the legs. A large earth elemental can swallow its victim completely, engulfing all hit locations. In this case, the victim also will asphyxiate (as per the suffocation rules) unless they break free. After burying a victim, the earth elemental closes up the pit, doing its damage modifier as damage to all hit locations engulfed. An earth elemental can only attack in this manner in dirt or rocky soils (not in sand or soft loam), and can only attack once in a given spot, because the pulverized dirt is too fine for a second attack. The victim is held by the earth elemental in any case, and must overcome the elemental's STR with their own to break free and crawl out of its grip. If an earth elemental lacks any damage bonus, or attacks a victim in unsuitable soil, it will swallow the victim as described above, without causing damage. The victim must still resist STR vs. STR to pull free of the earth elemental's grip.

ELEMENTALS (CONTINUED)

FIRE ELEMENTAL

Vostor can spend 1 Rune Point to ask the Seven Mothers to send him a small fire elemental. It will follow his orders and stay in this world for 15 minutes (the duration of the spell) and then dissipate.

Characteristics	Small
Rune Point cost to summon	1
SIZ (cubic meters)	27 (3×3×3)
Hit Points	10
STR	10
POW	11
Movement	0

Abilities: A fire elemental will ignite any flammable object it touches. It can heat metal (and eventually melt it), bake stone, set fires, and, of course, burn people. Fire elementals float through the air at the same rate as they move on the ground.

Attack: In combat, a fire elemental engulfs its victims in flame. It can engulf 10 SIZ points of enemy per cubic meter of volume. At the end of each round that the victim is engulfed, a roll of 3D6 is matched against the CON of the victim. If the attack is successful, the character takes the 3D6 damage directly to their general hit points. If unsuccessful, 1/2 the amount rolled is applied to the victim's general hit points. Armor will not protect against this damage, but Protection and Shield spells will.