

Elementals

Elementals and the *summon elemental* spell were cut from the *Sláine RPG* main book for space reasons, but they make an excellent additional ally for the sorcerer who dares to summon them, so long as he is prepared to concentrate on keeping them under control. As can be seen from the description below, these elementals are not tied to the four classical Greek elements as in most fantasy games, but are much more like raw manifestations of magical force.

Elementals are most commonly found taking part in mass combats that have at least one powerful sorcerer involved, since such an environment is guaranteed to provide more than enough fresh meat for them. Their sheer strength and savagery are enough to beat – and eat – most ordinary units in battle. Note that the use of the *summon spectral army* spell summons elementals, among other creatures.

Elemental

Medium-Size Outsider (El, Evil)

Hit Dice: 6d8+12 (39 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft., fly 40 ft (poor).

AC: 16 (+1 Dex, +5 natural)

Attacks: 2 claws +9 melee, bite +7 melee, or by weapon

Damage: Claw d4+3, bite 1d8+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: El subtype, elemental variation

Saves: Fort +7, Ref +6, Will +7

Abilities: Str 17, Dex 12, Con 15, Int 4, Wis 10, Cha 6

Skills: Intimidate +6

Feats: Power Attack, Multiattack

Earth Power: 2 (2 Base EP, +0 Wis)

Climate/Terrain: Any (as summoned)

Organization: Mob (8-20)

Advancement: 5-7 HD (Medium-sized), 8-10 HD (Large)

Elementals are ravaging magical creatures shaped by giving magical energy to the summoner's darkest thoughts, allowing his worst nightmares to take on corporeal form. Thus they appear in a variety of forms, though most are horribly distorted or deformed humanoids of one sort or another. They are generally around 5 ft. to 7 ft. tall, although a few specimens may be bigger. Almost all have vast mouths filled with large, sharp, triangular teeth; most also have talons of some sort.

Summon Elemental

Summoning

EP Cost: 8 points

Components: V, S

Casting Time: 1 round

Target: One elemental, plus up to one elemental per full three points of magic attack bonus if desired

Duration: 10-60 minutes (d6 x 10)

Saving Throw: Will negates

Spell Resistance: Yes

Prerequisites: Magic attack bonus +5 or higher

Magic Attack Roll: Sets DC for target's saving throw

This spell summons one or more elementals (see below) from the Otherworld to fight for you or otherwise obey your instructions. They arrive instantaneously and will fight to the death if necessary, vanishing at the spell's conclusion or if slain. Each elemental gains a Will saving throw (DC = your magic attack roll) to resist the spell and remain in the Otherworld.

Experience point cost: 400 xp

Although elementals are summoned from the El worlds, they do not seem to have permanent forms there – rather, they are as much created as summoned. Despite this, it seems to be possible to summon the same elementals over and over again, so long as they are not killed.

Elementals, like other El creatures, can be given simple instructions by their summoner and will attempt to carry them out to the best of their ability. However, they are extremely easily distracted at the slightest opportunity for food, and unless they summoner spends at least a standard action each melee round doing nothing but commanding his elementals, they will simply turn on the nearest source of food, all orders forgotten. If this occurs, regaining control of them takes at least a full-round action and another magic attack roll on the part of the summoner. The magic attack roll sets the DC for the elementals' Will saving throws – any that fail are brought under the summoner's control, while successful saves allow them to continue rampaging as they choose.

Combat

Elementals attack as a hungry mob, much like shadowy devourers. Their first priority is always food, and unless directly commanded otherwise they will eat whatever source of (non-elemental) meat is nearest – living or dead, sentient or not, friend or foe. Unlike shadowy devourers, elementals are hungry out of necessity rather than malice. They must devour at least one Medium-size creature per three rounds just to remain in Tir Nan Og (four Small creatures per three rounds, or one quarter of a Large creature, will also suffice), but will eat much more than that if available.

Elemental Variation: Although the information listed above is for a typical elemental, there is no real standard – these things, after all, are forged into form according to the summoner's twisted mind, and so may take a variety of shapes. To represent this, the Games Master always has the option to roll 1d10 on the following table for each elemental:

1d10 Roll	Elemental Variation
1	Enormous mouth – bite damage is 1d10+3
2	Enormous claws – claw damage is 1d6+3
3	d3 extra mouths (and a like number of extra bite attacks per round)
4	Four arms – make four claw attacks per round
5	Horns – add a headbutt attack, attack roll as for bite, damage 1d6+3
6	Wings – fly speed increased to 60 ft. (average)
7	No legs – flying movement only
8	No arms – no claw attack
9-10	Roll twice and apply both results; if 9-10 is rolled again, either re-roll or invent a new variation.

El Subtype: Creatures with an el subtype gain a +2 to all Will saves. They can fight on as normal even when below zero hit points so long as they make a Fortitude saving throw each round (DC = 15 + damage taken after being reduced to zero hit points). Failure indicates they are unconscious and dying as usual. If 'killed', they are simply returned to their own El world, rather than destroyed. If attacked on their home El world, they suffer +2d6 damage from iron weapons of any kind.

