

BATTLEFIELD ELEMENTAL

POWER / 10 SPEED / 2

SKILLS: Alertness 1d6, Athletics 1d6,
Melee 3d6/+4 (3), Presence 3d6/+2

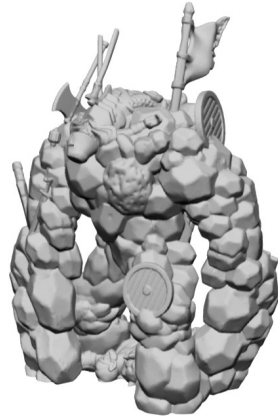
Earth Body: The creature automatically passes any Aerobics test and is immune to disease, poison, suffocation, and many environmental effects. It gains a kicker 6 to any defense tests made against physical attacks except those made by spells or enchanted weapons. The creature may burrow at full speed through solid earthen or stony terrain.

Spell Ability: The creature may cast Materialize (any mineral substance) and Shapeshift at will and without recitation, and may use either Presence or Sorcery to do so.

Spoils of Battle (3 EXP): The creature is studded with loose weapons and armor, and the corpses of those to whom they belonged. In place of making a regular attack, it may roll once on the weapons treasure table and make a ranged attack, using 2d6 Ballistics dice and a range of 10, hurling the rolled weapon at a target and dealing damage according to the weapon type (though treating all ammunition as though fired by the appropriate weapon and treating inapplicable weapons, such as crossbows or pistols, as a club).

EQUIPMENT/TREASURE: There is a 55% chance that a slain battlefield elemental will contain raw materials equivalent to 1d6 rolls on the coinage table, and a 27% chance that it will contain 1d6 gems worth 1d10gc each. There is a 99% chance that a battlefield elemental will contain functional equipment (roll 1d6 times each for armor and weapons).

Optional Rule: When summoning an earth elemental from the site of a recent battle, there is a cumulative 5% chance per freshly slain corpse laying within 20 ft. of the point of casting that the spell will summon a battlefield elemental in its place. Elementals summoned in this way may not be controlled by expending an Influence spell.



It was in the year of the Silver Elm that I first encountered this abomination, and it is a day that I'll remember as long as I live.

We stood that hazy morning on the bloodied field with the victorious faithful of Valtan, the Exalt, picking through the refuse to find survivors and, in the case of the knights, putting the spear to any fallen orcs that still clung to life. Malik Stonebrow, a dwarven cleric from the Dymvalt allied to the knights, had the idea to pray to his hoary god and summon an earth elemental to aid in moving the corpses. As the spirit arose from the blood-soaked soil, I could feel that something was wrong even before it turned on us, smashing the bewildered cleric into the ground with one mighty fist riddled with blades, arrows, and other iron.

Though beyond the scope of my studies, I suspect that the psychic turmoil, fresh as it was from the battle, tainted the magics invoked, driving the elemental spirit into a crazed frenzy for the duration of its summoning. The behemoth, larger than most elementals I have witnessed, dissipated quickly after the gruesome death of its summoner, though not before taking the lives of several soldiers and a bishop that was giving last rites to the dying.

-Baymara, Grand Chronicler of High Hivald