

# Light Elementalist

*(James Healey & Joshua Roach)*

Before the rise of the True Faith, there existed seven Elemental Paths, the traditional five as well as Light and Time. As the True Faith spread, Elementalists of Light made friends with these newcomers (particularly the Tamorians) and welcomed them, seeing how they shared common beliefs. Yet that trust would be misplaced.



In each of the countries of Albion, Chaubrette, Cornumbria, Ereworn, Glissom, Mercania and Thuland, a large Sun Orb, the source of their power, fed the Circles and Sacred Groves.

The harshest betrayal came when Crusaders stole the Sun Orb of Albion at the start of the war to aid them. Suddenly Priests of the True Faith began exhibiting powers of Light, granted to them by the Saviour, and the Elementalists of Light began to face a cull from the Church.

Seven Sun Orbs are known to exist, each bonded in Spirit to one of the Elements (including Light), though to this day the Albish Sun Orb (bonded to Light only) has not been recovered, as has the ones bonded to Darkness (Thuland) and Earth (Ereworn).

## Spells

## Light Spells

1. **Flare** – Creates a bright light in the sky that blinds all within 1 mile who don't avert their gaze (roll Reflexes or less on 1d20) for one combat round (-4 ATTACK, -8 DEFENCE). This light will also banish magical darkness.  
*Geas -- It may only be used outside and during the hours of darkness.*
2. **Heal** – Upon touching the recipient the spell restores up to 5 Health Points. It will not increase Health Points above maximum.  
*Geas -- After ten uses of this spell, the caster's eyes will start to shimmer with the colour of gold.*
3. **Sunbeam** – An intense ray of pure sunlight shoots forth from the caster's hand toward a single target within 15m. It has a Speed of 14, and does 3d10 (less AF) damage.  
*Geas -- Can only be cast in daylight.*
4. **Purge** – With a touch, the Elementalist may remove all poisons and disease from one being.  
*Geas -- The caster must rest for one full hour after casting this variant.*
5. **Cure** – With a touch, the Elementalist restores all lost Health Points to one being.  
*Geas – The Elementalist suffers 1 point of damage that must be healed naturally.*
6. **Calm** – As the Warlock spell *Pacify* (Dragon Warriors p112) but this stops all beings in a 15m radius attacking one another.  
*Geas -- The caster cannot attack or retreat while this variant is in effect but may defend as normal.*
7. **Sun Spear** – Summons into the Elementalist's hand a +3 magical spear (2d4 +3, 7) that radiates light up to 20m. The spear cannot be given to anyone else and lasts until a spell expiry roll fails.  
*Geas -- After the caster has summoned the spear three times a symbol of the Sun will appear upon their forehead.*
8. **Open Gate** – Allows the caster to open an *Astral Gate* (Dragon Warriors p86) between any Sacred Grove or Stone Circle. There is no maximum range.  
*Geas -- If used more than once per week, the spell causes the loss of 1d3 Health Points that can only be healed naturally (not by magic).*
9. **Restoration** – Returns life to a deceased person (the body must be present). They are returned to full vitality, though with the permanent loss of one Health Point. The spirit of the Elementalist may also cast this spell on their own body from the afterlife.  
*Geas -- This may only be cast once a lunar month in either a Sacred Grove, Stone Circle, or with a Sun Orb present. Each casting of the spell costs the Elementalist 1d3 Health Points permanently (in addition to the Health Point lost should they restore themselves!).*
10. **Summon Sun** – Instantly destroys all corporeal beings within 15m of the caster with an intense flash of heat directly from the heart of the Sun, leaving nothing behind but charred ash. Any physical objects that are not magical in nature are also destroyed. Beings just within the periphery of this area (14m to 15m) may make an EVASION roll against a SPEED of 20 to throw themselves clear and avoid the devastating effect.

*Geas* - This also kills the caster, though his physical body remains untouched, spared the destruction wrought by the searing heat.

All Light Elementalist spells cost twice as many Magic Points to cast if the Elementalist does not have a Sun Orb.

## Earth Spells

1. **Abundance** - Each fruit counts as a meal for one person when eaten.
2. **Spider Magic** - As base spell, but stops tracking by scent in 50m radius.
3. **Forest Murmurs** - As the base spell except there is a 0% chance of a False Rumour.
4. **Create Bog** - After the spell has ended, the ground turns to sun-baked earth, requiring a Strength roll to break free.
5. **Roots** - Each root has 6 HP.
6. **Rock Wall** - As the Darkness variant.
7. **Fissure** - The Fissure is filled with sticky webs (See Giant Spider, Bestiary p35), which are subject to a Spell Expiry Roll.
8. **Give up the Dead** - Rather than raising a Zombie, this spell causes all undead within 10m of the caster 1d6 damage per Rank. No undead can be raised in that area furthermore. This is a permanent effect.
9. **Tremor** - As the Darkness variant.
10. **Summon Man of Stone** - The summoned creature radiates a gentle glow and can be assigned to guard one person or creature.

## Air Spells

1. **Cutting Power of the Mind** - The ranged weapon gains +1 ABR.
2. **Stargaze** - As the Darkness variant.
3. **False Rumours** - Victims hear noises all around themselves, making them more susceptible to surprise (five-in-six chance).
4. **Windwall** - The wall may be extended up to 5m in any direction.
5. **Summon the Host of the Air** - As the Darkness variant.
6. **Intangibility** - As the Darkness variant.
7. **Garotte** - Causes the victim to fall into a deathlike slumber (as *Suspended Animation*) for twenty-four hours.
8. **Flight** - May be cast on another person (they control their own flight).
9. **Spin** - The victim takes 1d6 combat rounds to float back to the ground.
10. **Banshee** - As the Darkness variant but other victims fall into a slumber similar to the Mystic's *Suspended Animation*. Spell Expiry Roll applies.

## Water Spells

1. **Rain** - The rainwater cures hangovers and minor diseases, like colds.
2. **Wave Mastery** - The caster may cause a boat to become becalmed.
3. **Ice Wall** - As the Darkness variant.
4. **Walk on Water** - As the Darkness variant.
5. **Ice Spear** - As the Darkness variant.
6. **Breathe Underwater** - Caster sees underwater as if it were twilight.

7. **Blizzard** - The Heart of the Storm can be extended anywhere between 2m to 10m at the caster's bidding.
8. **Freeze** - As the Darkness variant.
9. **Lightning** - Five charges. Cannot raise Zombies. If all charges are used, it mimics the *Resurrect* spell but costs 2d3 permanent HP.
10. **Summon Tidal Wave** - As the Darkness variant.

## Fire Spells

1. **Candle** - Onlookers within the circle suffer -3 penalty to ATTACK.
2. **Pyrotechnics** - As normal but more colourful.
3. **Fire Arrow** - As normal but creates an arrow that glows brightly.
4. **Sheet of Flame** - As the Darkness variant.
5. **Protection from Fire** - As the Darkness variant.
6. **Extinguish** - Draws all the light of the extinguished flame to the caster creating an effect the same as *Dazzle* for 1d6 combat rounds.
7. **Flash** - As the Darkness variant.
8. **Fire Weapon** - As the Darkness variant.
9. **Conflagration** - If cast on a building, sunlight will shine out.
10. **Summon the Holocaust** - Immune to fire and heals 1HP per 4HP from flames and Fire Spells. Spell ends when the

Holocaust is reduced to 0 HP.

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