

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

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.

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