

Radiant Gardens Encounter

Light Elementals Attack!

CHALKYDRI

MoM Rating: V (Non-sapient Elemental)



Also known as the 'Heralds of Dawn', these copper-skinned, winged serpent-like creatures were often mistaken for a species of DRAGON throughout history, and it is only recently that their true origins have been determined.

Possessing the face and tail of a crocodile, but the body of a lion and rows upon rows of rainbow-coloured wings (up to 14 pairs on the oldest known specimen), these creatures typically reside within the coronosphere of a sun, or near some other cosmically powerful source of light, descending planetside only for a few hours per year, and even then, they appear only during the first few moments of dawn.

When the sunlight hits their copper-bronze skin, it splits off into a mesmerising rainbow display, and causes their entire body to hum with a resonance like a chorus of angels. Legend holds that it is this song which brings the dawn, rather than the other way around.

Though they do not seem particularly intelligent, and are currently classified as 'beasts' by the MINISTRY, this does not mean that they are savage – in fact, the Chalkydri are often kind and gentle creatures, the few times that they have been recorded as coming into direct conflict with humans it was eventually discovered that the humans were threatening some other life form with extinction, drawing the ire of the Chalkydri.

FITNESS
◆◆◆◆◆◆◆◆◆◆

CHARM
◆◆◆◆◆◆◆◆◆◆

INTELLIGENCE
◆◆◆◆◆◆◆◆◆◆

PRECISION
◆◆◆◆◆◆◆◆◆◆

DECEPTION
◆◆◆◆◆◆◆◆◆◆

WILLPOWER
◆◆◆◆◆◆◆◆◆◆

VITALITY
◆◆◆◆◆◆◆◆◆◆

INSIGHT
◆◆◆◆◆◆◆◆◆◆

PERCEPTION
◆◆◆◆◆◆◆◆◆◆

ABILITIES:
SPELLCASTING: ◆◆◆◆◆◆◆◆◆◆
REGENERATION: ◆◆◆◆◆◆◆◆◆◆
FLIGHT: ◆◆◆◆◆◆◆◆◆◆
SPEED: ◆◆◆◆◆◆◆◆◆◆

IMMUNE to Incandescent, Fire

WALKING SPEED: 5 metres per cycle
 FLYING SPEED: 20 metres per cycle
 Winged Herald: The Chalkydri may use its FLIGHT skill to take to the skies, gaining a flying speed of 30m per round
 Spectral Mesmer: Any creature which comes within 20m and can see the Chalkydri must gain at least one success on a DV 8 check (recommended WILLPOWER (CONVICTION) to tear their eyes away from the hypnotising lights emanating from the Chalkydri, on a failure, they must spend their entire turn doing nothing but staring at the Chalkydri.
 Light Siphon: At the end of every round, if the Chalkydri can see a source of light, they regenerate health equal to a DV 4 REGENERATION check
 Languages: SPEAKS: Empyrean

Armaments & Attacks

Reptilian Jaws: (melee attack, 10d, DV 7)
Effect: STABBING, with Power 3 + Successes
 Jagged Tail: (melee attack, 10d, DV 9)
Effect: BASHING, with Power 5 + Successes (Reach 5m)
 DOWNDRAFT: (area attack: circle 10m radius below current flying position), 8d, DV 7)
Effect: PRONE, with Power 1 + Successes
 Bringer of Dawn: The Chalkydri may use its SPELLCASTING ability to cast the ILLUMINATE spell.
For full Chalkydri entry, see GM Guide page 29

Chalkydri Participants

Chalkydri 1

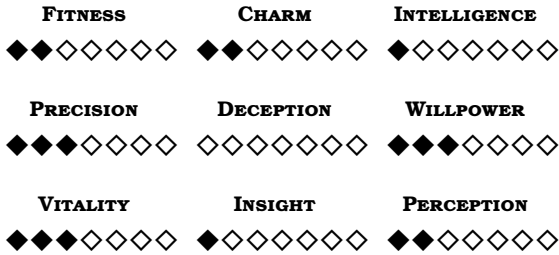
HEALTH
Fine Bruised (-1) Hurt (-2) Injured (-3) Harmed (-4) Critical
 FORTITUDE:
BLOCK ◆◆◆◆◆◆◆◆◆◆
DODGE ◆◆◆◆◆◆◆◆◆◆
ENDURE ◆◆◆◆◆◆◆◆◆◆

SOLON

MoM Rating: III (Non-Sapient Elemental)



Solons are lesser elementals hailing from the Radiant Gardens, the Elemental plane of light. They are crystalline creatures, and glow with an inner radiance which shifts and refracts through their bodies as they move.



ABILITIES:

SPELLCASTING: ◆◆◆◆◆◆◆ FLIGHT: ◆◆◆◆◆◆◆

IMMUNE to *Incandescent*, **RESISTANT** to *Fire* and **SUSCEPTIBLE** to *Bludgeoning*

FLYING SPEED: 8 metres per cycle
Floating: The Solon naturally floats in the air using its FLIGHT ability.
Languages: SPEAKS: Empyrean

Armaments & Attacks

Crystal Shards: Whenever the Solon takes physical damage, they may choose to take an additional level of harm to deflect fragments of their body into a creature within 2m, dealing level 5 STABBING damage.

Elemental Magic: The solon may use its SPELLCASTING ability to cast spells. It knows the ILLUMINATE, SENSE and MOVE spells.

For full Solon entry, see GM Guide page 28

Solon Participants

Solon 1

HEALTH

Fine

Bruised (-1)

Hurt (-2)

Injured (-3)

Critical

FORTITUDE:

BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

Solon 2

HEALTH

Fine

Bruised (-1)

Hurt (-2)

Injured (-3)

Critical

FORTITUDE:

BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

PHLOGISTON

MoM Rating: IV (*Ineffable Elemental*)



A highly unusual magical creature, originating from the Plane of Light, but subsequently spreading to all corners of reality, A phlogiston is a creature of liquid light, a sentient, glowing pool of power and warmth.

Though normally calm and blissful creatures, when angered or afraid, the phlogiston can shift into a gaseous form, or evaporate parts of its form entirely into powerful blasts of light.

FITNESS

◆◆◆◆◆◆◆◆

CHARM

◆◆◆◆◆◆◆◆

INTELLIGENCE

◆◆◆◆◆◆◆◆

PRECISION

◆◆◆◆◆◆◆◆

DECEPTION

◆◆◆◆◆◆◆◆

WILLPOWER

◆◆◆◆◆◆◆◆

VITALITY

◆◆◆◆◆◆◆◆

INSIGHT

◆◆◆◆◆◆◆◆

PERCEPTION

◆◆◆◆◆◆◆◆

ABILITIES:

FLIGHT:

◆◆◆◆◆◆◆◆

SHAPECHANGING:

◆◆◆◆◆◆◆◆

+

◆◆◆◆◆◆◆◆

SPELLCASTING:

◆◆◆◆◆◆◆◆

IMMUNE to *Incandescent* and **RESISTANT** to *All physical damage*

WALKING SPEED: 2 metres per cycle
FLYING SPEED: 40 metres per cycle

Phaseshift: The Phlogiston may use its SHAPECHANGING ability to morph into gaseous form, where it may use its flight speed, but loses the ability to use EVAPORATING BLAST. It may use this ability again to morph back into liquid form.

Languages: SPEAKS: Empyrean

Armaments & Attacks

Evaporating Blast: (*ranged attack: 100m, 6d, DV 6*)
Effect: INCANDESCENT, with Power 1 + Successes

Elemental Magic: The Phlogiston may use its SPELLCASTING ability to cast spells. It knows the ILLUMINATE, FIRE and MOVE spells.

For full Phlogiston entry, see GM Guide page 28

Phlogiston Participants

Phlogiston 1

HEALTH

◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

Fine

◆◆

Harmed (-4)

Critical

FORTITUDE:

◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

BLOCK	◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆