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ELFLINES ONLINE: MAGIC RETURNS

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Dedicated to Human Artists. Quality and creativity matter.

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WHAT IS ELFLINES ONLINE?

Elflines Online is a Massively Multiplayer Online Game created by Segotari as a launch title for their RUSH REVOLUTION Interactive Brainsdance headset.

To make the most of this DLC you'll want to check out the other four articles we've released in the Elflines series:

Elflines Online: Where it all began. The basics of the game.

Elflines Online Expansion Pack 1: Pregens and Elflines Online players.

Daeric Sylar's Guide to Elflines Online: A list of monsters and locations for Night City's most popular MMO.

Elflines Online the TCG: Play Elflines Online offline!

You can find them by visiting the R. Talsorian Games website or scanning the QR code below.



BREAK A LEG

Sorry I haven't been on *ELO* in a while. I know it's not normal for me to go for a week without checking in, and I missed both our Friday casual guild meeting, and our Sunday official guild meeting. I had a bit of a health scare, but don't worry, everything is okay. So, remember how I said I was going to Playland by the Sea for the Elflines Park Takeover cosplay event? It was awesome.

Well, until I broke my leg on the Port Treasure Shipyard ride. I was trying to jump up to hit this Cursed Head drone with my foam sword, and then the whole ship swung while I was in the air, and then the mast hit my leg into a fog machine, and everything in my body screamed out in pain. I also screamed, pretty loudly, but apparently, they thought I was roleplaying, so they didn't stop the ride. Luckily, some reporter guy tied his shirt around my leg to stop the bleeding. Turns out that doesn't work as well as it does in the movies, but without it, I expect things would have gone much worse.

When I got off the boat, the ride attendant charged me a cleaning fee, and then I remember some of their staff coming up to me, and then I remember I woke up in a bed at Medical Technologies in South Night City. My ears hurt like heck, too. I wonder how long it took these gonks to realize they weren't a prop. Sometime during this catastrophe, my Agent got wrecked, so I wasn't able to contact any of you on Elftracker. I needed to get out of there quickly! Luckily, I've spent enough time as an elf to understand a few things about stealth.

When I got home my neighbor Susan Miller was in my apartment, waiting for me. She explained that the hospital had told her that I had been released. Which was weird, since I just escaped the hospital to dodge the bill. I had already been

eating kibble to afford the cosplay ... I don't have a SIN number, I didn't have an ID on me, and I was in costume, so how were they supposed to bill me if my Agent was busted? Nah, I'd rather make rent this month. I didn't think too much of it, because I could actually use the help, and she and I were friends who had worked together in the past and she had even helped edit my leveling guide to the Miasmals expansion, so she was a nerd too. That's why she seemed harmless enough.

While I logged on to *ELO* for a second, Susan made dinner, which was really good. Morlissa wasn't online when I logged on, which was weird, because she's always online when I get on, so I sent her a message telling her I was okay. After dinner, Susan and I talked about a movie she liked, which I had seen with Morlissa a couple of months prior. I told her about Morlissa, and she was really interested to hear about her, so I over-shared a bit. We are in love after all. I guess I missed some signals, because she leaned in and ... look, an Elfline is like a family, you deserve to know the truth. She tried to kiss me! I pushed her away. She ran out of the apartment.

I logged on again to *ELO*, and, thankfully, Morlissa was online. I teleported to her immediately using the new Walk Elfline spell, and I told her what happened, because there are no secrets between us. Thank Arvish, she forgave me! Morlissa helped me figure out how to break it to this woman, and even recorded a message on my Agent to explain that she wasn't mad at her, a fantastic idea I would have never have thought of. Morlissa wanted Susan and I to still be friends, and I think I'm beginning to see why. Like Enthenox, she has such wisdom.

Then I checked my Agent. That's how I learned Segotari fired 75% of the *ELO* team, replacing them with "hyperaccelerated self-adaptive artificial intelligences."

What the heck?!?

ELO: MAGIC RETURNS

This expansion introduces magic to the world of *Elfines Online*, the preeminent way to play as an elf in the original **Cyberpunk** TTRPG. Your Edgerunners will need to save up to afford tricking out their elves with the perfect Spellstone and completing their build.

THE PLOT

The Eldertree Enthenox, from an alternate timeline where they survived being burnt, has armed the Elves with the gift of magic: Spellstones. It was a gift that came with a warning: The Miasmelves are coming, evil elves from yet another, alternate-alternate timeline. For the Miasmelves, The Hero never rose. Using their own magic, they serve the will of Daedlus Rasstomb, who in our timeline we knew as The Warlock. To stop the Miasmelves, the elves of the Elflands must rush to close their breaches to put an end to all of this alternate timeline and alternate-alternate timeline business for the good of everyone's sanity. Also, the fate of the Elflands hangs in the balance.

MIASMELF BREACHES

Arvish help us. Enthenox guide us. The Miasmelves have invaded the Elflands, attacking our cities and infesting its deepest dungeons. Miasmelves are sophisticated AI-controlled threats that hunt players even in safe zones: a constant pvp-style threat. Miasmelves spawn from Miasmelf Breaches, which can spawn anywhere on the map with a high density of players. When a Miasmelf Breach spawns, it fills the surrounding area with Miasma, and prevents players from logging out near a Breach.

To disincentivize PVP near Miasmelf Breaches, players that engage in combat with players turn into Miasmelves (purple gas pours from their eyes, Miasmelves don't target them, Zazzolifs target them, their attacks can't damage Miasmelves or the Miasmelf Core) until they leave the area. Kills made as a Miasmelf are worth 0 death tax gp.

Miasmelves appear on Whispering Orb scans just like player elves do and can spawn with nearly any game statistics, wielding any weapons in the game, with any Spellstone, but some common forms have been documented (**SEE PAGE 5**). Every 5 minutes, a

Miasmelf's Spellstone becomes corrupted. All NPCs of the Elflands treat Miasmelves as enemies and fight fiercely against them – even the monsters! This is especially true of Zazzolifs (**SEE DAERIC SYLAR'S GUIDE TO ELO**), who hunt them with the same fierceness that Miasmelves hunt elves!

The longer a Miasmelf Breach survives, the more powerful Miasmelves it spawns, until all it spawns are Mini-Bosses and the occasional Boss Miasmelf capable of challenging even the strongest Elfines.

Miasmelf spawns are special: they first appear in a group equal in number to the number of players nearby, regardless of threat rating ... and then they only get worse from there. Gather your Elfline and get ready to buy *ELO* gold, because this is some real end-game content.

This isn't game balance, it's war.

To close a Miasmelf Breach, players must find the tear in elf-reality, brave the AI-generated dungeon on the other side, and destroy the 50HP Miasmelf Core at its center. Any player who deals a point of damage to a Miasmelf Core receives a Spellstone (only one per week, and it can't be traded) for their efforts when it is destroyed.



ELO: MAGIC RETURNS

► Miasma Breach Dungeons ◀

Here are forty ideas for Miasmelf Breach Dungeons to get you started, but remember, they shouldn't feel "new." Segotari has recycled the pseudo AI generators that fell flat during the release of the Segotari Double Agent (**SEE ALL ABOUT AGENTS**) and they haven't improved. Miasmelf Breach Dungeons are derivative, strange, and glitchy. In one word: SLOP. Quantity over quality – and it's very obvious.

To roll a random AI dungeon, first flip an ancient Elflish coin!

DATA

D20? What the hell is a D20? Well, choomba, that's a die with 20 sides. We don't normally use them ... but maybe you have one lying about for use during the occasional session of some other game?

| d20 | Tails | Heads |
|-----|---|--|
| 1 | A magical library with floating platforms. | A pyramid sinking into the desert. |
| 2 | A sewer full of slime spitting pipes. | A golden watery grave for dishonest pirates. |
| 3 | A gorge crossed by precarious rope bridges. | A weirdly familiar, yet oddly compact modern city. |
| 4 | A clock where time has stopped flowing. | A colorful swamp of carnivorous plants. |
| 5 | A burnt palace floating in the clouds. | A magical infection patrolled by zazzolifs. |
| 6 | A swamp swarming with restless spirits. | A setting stolen from a fantasy artist's art. |
| 7 | A forest of living trees that love to scream. | A bladed tower inside an active volcano. |
| 8 | A massive ship on the high seas. | A crypt pilfered by six fingered draglins. |
| 9 | A glowing crystal lined cavern. | A coral reef that hosts a glass fortress. |
| 10 | A deep and dark forest covered in thorns. | A labyrinth of talking garden hedges. |
| 11 | A clock where time has stopped flowing. | A crystal arena floating among the stars. |
| 12 | A dragon hatchery and training facility. | An ancient temple buried deep underground. |
| 13 | A shrine rising from the peak of a mountain. | A gothic castle drenched in a rain of blood. |
| 14 | A winding labyrinth of alleys and backstreets. | A popular 2020's desktop screensaver. |
| 15 | A jungle contained within a curved bottle. | A skull shaped mountain on a tropical island. |
| 16 | A famous painting that has come to life. | An anatomically correct human body. |
| 17 | A perfect mirror of the Autumn Palace. | A frozen waste dominated by an ice castle. |
| 18 | A seaside resort crawling with Cursed Heads. | A location stolen from an unrelated IP. |
| 19 | A maze of twisty little passages, all alike. | A mishmash of several other dungeons. |
| 20 | Textures fail to rez, creating a maze of unintentional invisible walls. | A castle laid out like Segotari's Tokyo HQ. |

THESE NEW DUNGEONS JUST DON'T FEEL LIKE ELFLINES. I MISS OLD HEROES POINT. I MISS HOW THE STATUE TOOK JUST A LITTLE TOO LONG TO ACTIVATE, AND HOW THE FIRST SCREAM FROM SHADOW OF PAIN WOULD CUT OFF THE MUSIC AT JUST THE RIGHT TIME.

THIS ISN'T THE GAME I FELL IN LOVE WITH ANYMORE.

— DAERIC SYLAR

HOW ELVES GET SPELLS

You asked for it. Segotari provided it. It's magic time!

WHAT ARE SPELLSTONES?

Spellstones are zazzolite artifacts from an alternate-timeline, where the elves of Enthenox survived alongside their Eldertree, Enthenox, to cultivate magic through the mystical processes of attunement, enhancement, and evolution. Each Spellstone is unique, and by bonding to one, an elf is forever connected to the magic of the earth in the same manner as a Zazzolif is. **SEE THE NAME OF YOUR SPELLSTONE** for more information.

In the in-game store, untradable Spellstones can be bought for 10eb each, or 80eb for 10. When making a new account, a Spellstone can be bought for 10eb each, which allows the elf to take the Magic (INT) skill during character creation.

ATTUNEMENT

If you aren't already attuned to a Spellstone, as an ROF1 Action, you can consume a Spellstone to attune your elf to it, giving them a random loadout of three different spells, and giving them a new 1x cost skill, Magic, which they can level up as normal and that is tied to the INT Stat. Once attuned, the Spellstone sinks beneath your character's supple elven skin and

bonds permanently to their soul, a process that cannot be reversed. Once bonded, you will need to use Enhancement and Evolution to further augment your magic. Once attuned to a Spellstone, you must learn of its name in order to cast magic. **SEE THE NAME OF YOUR SPELLSTONE** for more information and a table to randomly select your first three spells from.

An elf can never know more than three spells at one time through their Spellstone.

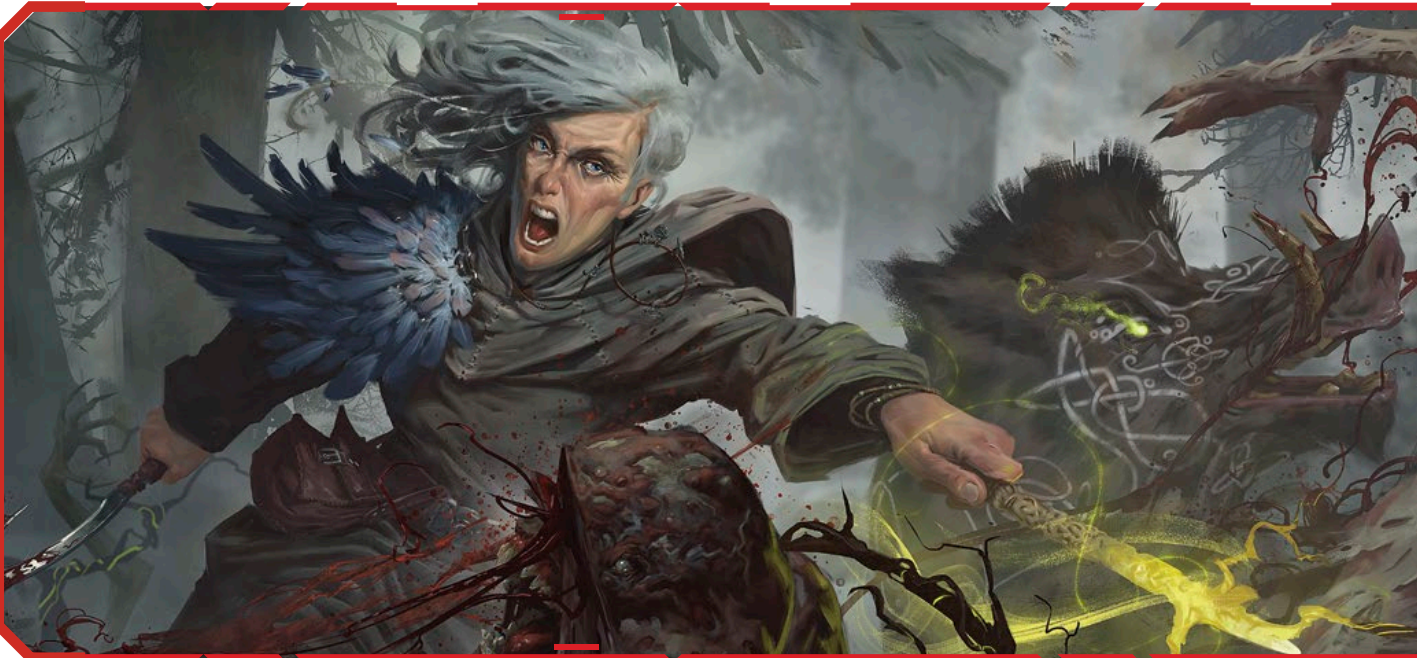
ENHANCEMENT

If you are already attuned to a Spellstone, as an ROF1 Action, you may consume a Spellstone to enhance one of your spells. Enhanced spells are more powerful, more difficult to cast, and have higher costs. You may only have one enhanced spell at a time. Enhancing a spell will de-enhance your existing enhanced spell. You may also consume a Spellstone to de-enhance an enhanced spell. Enhancing a Spellstone changes its name.

EVOLUTION

If you are already attuned to a Spellstone, as an Action, you may consume a second Spellstone to evolve your existing one. When you evolve your Spellstone, you may choose one of your three spells to keep, and then you replace your other spells with randomly chosen different spells that can't be the one you chose to keep. Evolving a Spellstone changes its name.

BY SEBASTIAN SZYMID



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THE NAME OF YOUR SPELLSTONE

The names of Spellstones are constructed by speaking the Ancient Elfglish name of each of the three spells granted by the stone all squished together. Within the tongue twister, the three spells are ordered reverse alphabetically (Z-A) by English spell name. For each spell, an enhanced variant of that spell's Ancient Elfglish name is used when referring to the spell in its Enhanced form.

To roll a random spell, first flip an ancient Elfglish coin!

| d20 | Tails | Standard Ancient Elfglish | Enhanced Ancient Elfglish | Heads | Standard Ancient Elfglish | Enhanced Ancient Elfglish |
|-----|----------------------|---------------------------|---------------------------|------------------|---------------------------|---------------------------|
| 1 | Blessing of Arvish | arva | arvish | Hide Presence | sho | shoshi |
| 2 | Blessing of Enthenox | entha | enthenox | Living Lightning | zap | zapa |
| 3 | Corrupt Motes | mia | miasax | Magic Dance | vis | vista |
| 4 | Curse of Arvish | arvo | arvixi | Magic Eye | eya | eyas |
| 5 | Curse of Enthenox | entho | enthish | Magic Ward | noh | nohno |
| 6 | Dazzling Stars | fizz | fizzizzi | Magnify Spell | maxa | maxam |
| 7 | Dragonbreath | draca | dracara | Miasma Wave | wavi | wavin |
| 8 | Dragonstrike | draci | drascio | Motestorm | mote | motez |
| 9 | Elemental Aura | aur | auros | Power Prism | pri | prisma |
| 10 | Elemental Barrage | daka | dakas | Purify Motes | puro | puros |
| 11 | Elemental Bolt | sliv | silvara | Repair Motes | moto | motori |
| 12 | Elemental Sphere | orba | orboros | Share Spell | felis | felisaga |
| 13 | Elf Wind | aera | aerasi | Siphon Stone | moza | mozasax |
| 14 | Empower Herbs | herba | herbala | Spellsight | zi | ziti |
| 15 | Erase Injury | me | medi | Steal Spell | tris | tristaga |
| 16 | Floating Shield | sto | stopdis | Transmute Spell | tran | transa |
| 17 | Frozen Touch | froza | frozara | Trueflight | tru | trutru |
| 18 | Golem Fist | fista | fisticuf | Walk Elfline | elgo | elgowo |
| 19 | Goostrike | goo | gooba | Zazzolif Friend | zoom | zoomba |
| 20 | Hateshock | detes | detesto | Zazzolite Aura | zazzo | zazzoli |

Example: Little F's new elf, ElfYou, swallows a Spellstone and gains three spells: Zazzolite Aura, Miasma Wave, and Dazzling Stars. Looking up each of these three spells in reverse alphabetical order and squishing them together, the name of ElfYou's Spellstone is Zazzowavifizz.

HOW TO CAST MAGIC

Spells are just another kind of Ranged Attack. For each, you must read the spell description and follow it sentence by sentence. You'll be casting the Standard version of the spell typically, unless you've Enhanced it using a secondary Spellstone, in which case, you'll be casting the Enhanced version. To kick things off, you'll be taking some damage directly to your HP to power the spell (armor does not reduce and is not ablated). This is known as an HP Cost. Next, as an ROF1 Action, you'll roll INT + Magic + 1d10 vs a DV set by your distance to your target and the range properties of the spell.

If you hit, your target takes an amount of damage (if the spell damages) and then gains/suffers any additional effects of your spell. All Elves and Miasmelves can dodge spells as if they were arrows, but other enemies may not be as lithe and flexible. The Defender's armor reduces damage and is ablated as normal. Unless mentioned otherwise, spells can't be used to make Aimed Shots. When hitting a Mortally Wounded target, a Spell will not cause them to suffer a Critical Injury. Barrage, Storm, Breath, and Wave range properties have their own rules, listed in their own sections.

▶ SPELL DVs BASED ON RANGE TYPE

| Range Type | 0 to 6 m/yds | 7 to 12 m/yds | 13 to 25 m/yds | 26 to 50 m/yds | 51 to 100 m/yds | 101 to 200 m/yds |
|---------------|--------------|---------------|----------------|----------------|-----------------|------------------|
| Touch | 13 | N/A | N/A | N/A | N/A | N/A |
| Strike | 15 | 13 | 17 | N/A | N/A | N/A |
| Word | 15 | 15 | 15 | 17 | 17 | N/A |
| Bolt | 14 | 15 | 16 | 17 | 18 | N/A |
| Ball | N/A | 15 | 13 | 15 | 17 | N/A |
| Ray | 13 | 13 | 13 | 15 | 15 | 17 |
| Beam | 16 | 16 | 16 | 15 | 15 | 14 |

▶ BARRAGE & STORM DVs BASED ON RANGE TYPE

| Range Type | 0 to 6 m/yds | 7 to 12 m/yds | 13 to 25 m/yds | 26 to 50 m/yds | 51 to 100 m/yds |
|----------------|--------------|---------------|----------------|----------------|-----------------|
| Barrage | 14 | 15 | 17 | 19 | N/A |
| Storm | N/A | 16 | 14 | 15 | 16 |

SPELL ORDER OF OPERATIONS

For the most part, spells resolve like this: After a spell's HP Cost is paid by the caster, a Magic Check is made to see if it hits based on the spell's Range Type.

If the Check is successful, work through the spell's effects in order from beginning to end, sentence by sentence, to determine the outcome. But be warned. Many spells have their own unique intricacies to watch out for.

BARRAGE & STORM SPELLS

When you cast a Barrage or Storm spell, as an Action, roll INT + Magic vs a DV set by your distance to your target and the appropriate row on the Barrage & Storm Range Table. If you hit, roll 2d6 for damage, and multiply it by the amount you beat the DV to hit your target, up to a maximum denoted by the Spell's Barrage Rating or Storm Rating.

This number is the amount of damage your spell deals. The Defender's armor reduces damage and ablates as normal. The target then gains/suffers any additional effects caused by the spell. The target can still choose to attempt to dodge the spell.

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BREATH SPELLS

When you cast a Breath spell, as an Action, you make one Ranged Attack (INT + Magic + 1d10) Check vs a DV14. If successful, every target you choose to hit within a 6m/yds (3 squares) area next to your current position, and that isn't behind cover, is hit. You roll damage (if there is any) once for all targets.

Armor reduces damage and is ablated as normal. All targets then gain/suffer any additional effects caused by the spell. Individual targets can still choose to attempt to dodge your Breath spell.

WAVE SPELLS

When you cast a Wave spell, as an Action, you make 2 Ranged Attack (INT + Magic + 1d10) Checks vs a DV15. For each attack that is successful, every target (except you) within 8m/yd (4 squares) of you that isn't behind cover, is hit. After both attacks have been made, any target that was hit once or more takes damage only once and is subjected to any additional effects of the spell.

Armor reduces damage and is ablated as normal. All targets then gain/suffer any additional effects caused by the spell. Individual targets can still choose to attempt to dodge each attack of your Wave spell.

EXPLOSIVE SPELLS

Some spells have the Explosive keyword as part of their Range. These spells use the DVs for their Range type to hit, but effect a 10m/yd (5 Square) area as if they were Explosive weapons (SEE CP:R PAGE 174). So long as the Attack Check succeeds, all targets within the area of effect not in cover are hit.

Armor reduces damage and is ablated as normal. All targets then gain/suffer any additional effects caused by the spell. Individual targets can still choose to attempt to dodge an Explosive spell.



▶ BREATH SPELL EXAMPLE



▶ WAVE SPELL EXAMPLE



▶ EXPLOSIVE SPELL EXAMPLE

Elfines
—ONLINE—

MAGICAL EFFECTS

Magic is never simple.

SPELLSTONE CORRUPTION

Some spells corrupt your Spellstone when they are cast on you or when you cast them. While your Spellstone is corrupted, some spells change in function, and some spells become more effective against you.

Spellstone corruption lasts until your character finds some way to purify their Spellstone again. The easiest method to do so is by returning to a safe zone free of corruption, such as an Elfline Hall, a player-owned house, or a major city.

Shrines to Enthenox or Arvish found out in the world can also purify a Spellstone. Finally, you can cast the spell Purify Motes on yourself, or you may be able to find another player with the spell to help you out.

ELEMENTALITY

Some spells carry with them Elementality. The four standard types of Elementality are: Air Elementality, Earth Elementality, Fire Elementality, and Water Elementality. The fifth and final type of Elementality is Select Elementality.

A spell's Elementality seeps into the rolled damage it causes, keying that damage to the Elementality of the spell. For example, with Fire Elementality, 2d6 damage becomes 2d6 fire damage. Non-rolled damage caused by a spell is never affected by Elementality. Select Elementality is flexible.

When a spell with Select Elementality is cast, the caster chooses whether it is cast as an Air, Earth, Fire, or Water Elementality spell.

Why does typing damage matter to me? Elemental Weaknesses, primarily, but also some spell effects.

▶ Elemental Weaknesses ◀

When a creature with an Elemental Weakness takes damage from a spell with an Elementality that matches their weakness, they suffer its corresponding Elemental Injury. Only one of each Elemental Injury can effect a target at a time. Elemental Injuries persist until the end of a combat, at which time they disappear.

Air Elemental Injury: At the start of their Turn, the target must make a DV17 Magic Check at the start of their Turns. Failure means they lose their Move Action, are unable to cast spells or make Aimed Shots, and suffer a -2 to all Checks until the end of their Turn.

Earth Elemental Injury: At the start and end of their Turn, the target must make a DV17 Magic Check. Failure on a Check lowers the SP of all their worn armor by 2. Armor that cannot be ablated is unaffected.

Fire Elemental Injury: The target is now Deadly on Fire (**SEE CP:R PAGE 180**). This fire can't be put out during combat.

Water Elemental Injury: The target takes a -4 to MOVE and a -2 to all Checks.

PATCH NOTES

Many existing creatures of the Elflands have been given an Elemental Weaknesses with this game update, as well as a Magic Skill Base. Elite variants of these base enemy types receive a +2 to these Magic Skill Bases. Boss variants receive a +4.

▶ Bearwolf ◀

Air Elemental Weakness • Magic 10

▶ Cursed Head ◀

Water Elemental Weakness • Magic 13

▶ Draglin ◀

Fire Elemental Weakness • Magic 12

▶ Dragon ◀

Earth Elemental Weakness • Magic 12

▶ Golem ◀

Water Elemental Weakness • Magic 15

▶ Gremlin ◀

Earth Elemental Weakness • Magic 10

▶ Restless Spirit ◀

Air Elemental Weakness • Magic 13

▶ Slime ◀

Fire Elemental Weakness • Magic 12

▶ Zazzolif ◀

No Elemental Weakness • Magic 15 • All Wild Zazzolifs are attuned to a random Spellstone.

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THE MAGIC OF THE ELFLANDS

Note: The term "once per combat" means the caster can only use it once per combat. The spell can still be cast by other elves during the same fight.

▶ BLESSING OF ARVISH (STANDARD)

The magical representation of the heartfelt stoicism and warm wishes of the Eldertree Arvish.

Range: Touch

HP Cost: 2

Damage: None

Elementality: None

The target's next spell has no HP Cost, so long as it is cast by the end of the target's next Turn.

▶ BLESSING OF ARVISH (ENHANCED)

The magical representation of the heartfelt stoicism and warm wishes of the Eldertree Arvish.

Range: Word

HP Cost: 3

Damage: None

Elementality: None

The target's next 2 spells have no HP Cost, so long as they are cast by the end of the target's next Turn.

**THE MIASMELVES HAVE OPENED
MY EYES TO A HORRIBLE TRUTH.
MOTEZ! ZAZZOLIF ENZYMES
RELEASED FROM THE CASTER'S
HEART. OUR BODIES PRODUCE
ZAZZOLIF ENZYMES! ZAZZOLIFS HAVE
SPELLSTONE SHAPED HOLES IN THEIR
CHESTS, IDENTICAL TO OURS! ELVES
ARE ZAZZOLIFS - AND ZAZZOLIFS
ARE ELVES. ASK YOURSELF, WHY
ARE THERE NO MIASMALIFS? THE
MIASMELVES CONSUMED THEM!
— BABBLING NPC**

▶ BLESSING OF ENTHENOX (STANDARD)

A representation from the alternate timeline where the Eldertree Enthenox survived to blossom with magical knowledge.

Range: Touch

HP Cost: 2

Damage: None

Elementality: None

The target gains a +2 on their next Magic Check, so long as it is made by the end of the target's next Turn.

▶ BLESSING OF ENTHENOX (ENHANCED)

A representation from the alternate timeline where the Eldertree Enthenox survived to blossom with magical knowledge.

Range: Word

HP Cost: 3

Damage: None

Elementality: None

The target gains a +2 on their next 2 Magic Checks, so long as they are made by the end of the target's next Turn.

▶ CORRUPT MOTES (STANDARD)

A technique that tricks elemental motes into cannibalizing themselves, instantly corrupting them.

Range: Touch

HP Cost: 3 (0 if cast on self)

Damage: None

Elementality: None

The target's Spellstone is corrupted. If the target's Spellstone was corrupted before this spell was cast, they may cast non-enhanced spells from their Spellstone as if those spells were enhanced for the rest of this Round and for the next 2 Rounds.

▶ CORRUPT MOTES (ENHANCED)

Range: Touch

HP Cost: 2 (0 if cast on self)

Damage: None

Elementality: None

The target's Spellstone is corrupted. The caster may choose to allow their target to cast non-enhanced spells from their Spellstone as if they were enhanced for the Round and the next 3 Rounds. When a caster uses this spell on themselves, casting it does not take an Action. This spell may only be cast once per Round.

▶ CURSE OF ARVISH (STANDARD)

A curse from a timeline where the Eldertree Arvish's heart charred black with hate as it burned.

Range: Word

HP Cost: 2

Damage: None

Elementality: None

For the rest of this Round and the next 2 Rounds, the target suffers a -2 penalty on all Checks. This does not stack with non-Elemental Injury penalties (use whichever penalty is higher).

▶ CURSE OF ARVISH (ENHANCED)

A curse from a timeline where the Eldertree Arvish's heart charred black with hate as it burned.

Range: Word

HP Cost: 5

Damage: None

Elementality: None

For the rest of this Round and the next 3 Rounds, the target suffers a -2 penalty on all Checks. This does not stack with non-Elemental Injury penalties (use whichever penalty is higher).

▶ CURSE OF ENTHENOX (STANDARD)

An enfeebling curse born from the grief of the burnt Eldertree Enthenox, who watched their own magical potential go up in smoke.

Range: Word

HP Cost: 4

Damage: None

Elementality: None

For the rest of the Round and the next 2 Rounds, the target gains an Elemental Weakness of the caster's choice.

▶ CURSE OF ENTHENOX (ENHANCED)

An enfeebling curse born from the grief of the burnt Eldertree Enthenox, who watched their own magical potential go up in smoke.

Range: Word

HP Cost: 2

Damage: None

Elementality: None

For the rest of the Round and the next 5 Rounds, the target gains an Elemental Weakness of the caster's choice.

▶ DAZZLING STARS (STANDARD)

A ball of overcharged fire motes fizzling themselves out in rapid succession.

Range: Ball

HP Cost: 3

Damage: 4d6

Elementality: Fire

The target suffers the Damaged Eye Critical Injury (with no Bonus Damage) for the next minute (20 Rounds).

▶ DAZZLING STARS (ENHANCED)

A ball of overcharged fire motes fizzling themselves out in rapid succession.

Range: Ball (Explosive)

HP Cost: 5

Damage: 3d6

Elementality: Fire

All targets are Mildly On Fire (SEE CP:R PAGE 180) and suffer the Damaged Eye Critical Injury (with no Bonus Damage) for the next minute (20 Rounds).

▶ DRAGONBREATH (STANDARD)

The essence of dragonbreath is antimagic in its purest form.

Range: Breath

HP Cost: 3 (5 if caster's Spellstone is corrupted)

Damage: 3d6

Elementality: Fire

ELO: MAGIC RETURNS

All targets are Mildly On Fire (**SEE CP:R PAGE 180**), or Strongly on Fire if the caster's Spellstone is corrupted. All targets must make a DV15 Magic Check. Failure means they are unable to cast spells until the end of their next Turn.

▶ DRAGONBREATH (ENHANCED)

The essence of dragonbreath is antimagic in its purest form.

Range: Breath

HP Cost: 5 (7 if caster's Spellstone is corrupted)

Damage: 3d6

Elementality: Fire

All targets are Mildly On Fire (**SEE CP:R PAGE 180**), or Strongly on Fire if the caster's Spellstone is corrupted. All targets must make a DV17 Magic Check. Failure means they are unable to cast spells until the end of their next Turn.

▶ DRAGONSTRIKE (STANDARD)

A focused blast of dragonfire capable of disrupting even the strongest elf's connection to magic.

Range: Strike

HP Cost: 3 (5 if caster's Spellstone is corrupted)

Damage: 3d6 (4d6 if caster's Spellstone is corrupted)

Elementality: Fire

The target is Mildly On Fire (**SEE CP:R PAGE 180**). The target must make a DV17 Magic Check. Failure means they are unable to cast spells until the end of their next Turn.

▶ DRAGONSTRIKE (ENHANCED)

A focused blast of dragonfire capable of disrupting even the strongest elf's connection to magic.

Range: Strike

HP Cost: 5 (7 if caster's Spellstone is corrupted)

Damage: 4d6 (5d6 if caster's Spellstone is corrupted)

Elementality: Fire

The target is Strongly On Fire (**SEE CP:R PAGE 180**). The target must make a DV17 Magic Check. Failure means they are unable to cast spells until the end of their next Turn.

▶ ELEMENTAL AURA (STANDARD)

A spell that aerosolizes elemental motes to protect and assist the caster.

Range: Touch

HP Cost: 7 (0 if cast on self)

Damage: None

Elementality: Select

The target may cast non-enhanced spells from their Spellstone that share elementality with this spell as if they were enhanced for the rest of the Round and the next 3 Rounds. For this duration the target is immune to damage from spells that share elementality with this spell. When a caster uses this spell on themselves, casting it does not take an Action. This spell can only be cast during combat and only once per combat.

▶ ELEMENTAL AURA (ENHANCED)

A spell that aerosolizes elemental motes to protect and assist the caster.

Range: Touch

HP Cost: 7 (0 if cast on self)

Damage: None

Elementality: Select

When the caster selects the elementality of this spell, they choose two elements instead of one. The target may cast non-enhanced spells from their Spellstone that share elementality with this spell as if they were enhanced for 1 minute (20 Rounds). Additionally, for this minute, they are immune to damage from spells that share elementality with this spell. When a caster uses this spell on themselves, casting it does not take an Action. This spell can only be cast during combat and only once per combat.

▶ ELEMENTAL BARRAGE (STANDARD)

A dangerous overcharging of shard-shaped mote clusters propelled by magnetism.

Range: Barrage

HP Cost: 5

Damage: Barrage 4 (**SEE PAGE 7**)

Elementality: Select

The caster unleashes a barrage of elemental motes on a target.

▶ ELEMENTAL BARRAGE (ENHANCED)

A dangerous overcharging of shard-shaped mote clusters propelled by magnetism.

Range: Barrage

HP Cost: 9 (13 if caster's Spellstone is corrupted)

Damage: Barrage 5 (SEE PAGE 7)

Elementality: Select

The caster unleashes a barrage of elemental motes on a target.

▶ ELEMENTAL BOLT (STANDARD)

A concentrated magical bullet formed with a triangular tip for maximum devastation.

Range: Bolt

HP Cost: 3

Damage: 5d6

Elementality: Select

Caster fires a bolt of elemental damage at a target.

▶ ELEMENTAL BOLT (ENHANCED)

A concentrated magical bullet formed with a triangular tip for maximum devastation.

Range: Bolt

HP Cost: 5 (7 if caster's Spellstone is corrupted)

Damage: 6d6

Elementality: Select

Caster fires a bolt of elemental damage at a target.

▶ ELEMENTAL SPHERE (STANDARD)

The immense power of a single supersized mote swirling with magical energy.

Range: Ball (Explosive)

HP Cost: 3

Damage: 3d6

Elementality: Select

Caster hurls a ball of elemental energy at their targets.

▶ ELEMENTAL SPHERE (ENHANCED)

The immense power of a single supersized mote swirling with magical energy.

Range: Ball (Explosive)

HP Cost: 5 (7 if caster's Spellstone is corrupted)

Damage: 4d6

Elementality: Select

Caster hurls a ball of elemental energy at their targets.

▶ ELF WIND (STANDARD)

A fizzy wave of air motes that purifies corrupted magic with scouring Zazzolif enzymes.

Range: Wave

HP Cost: 3

Damage: None

Elementality: Air

All targets with corrupted Spellstones take an additional 5 damage directly to their HP (armor does not reduce or ablate), after which their Spellstones are no longer corrupted.

▶ ELF WIND (ENHANCED)

A fizzy wave of air motes that purifies corrupted magic with scouring Zazzolif enzymes.

Range: Wave

HP Cost: 3 (8 if caster's Spellstone is corrupted)

Damage: 4d6

Elementality: Air

The caster and all targets with corrupted Spellstones take an additional 5 damage directly to their HP (armor does not reduce or ablate), after which their Spellstones are no longer corrupted.

▶ EMPOWER HERBS (STANDARD)

A technique that reaches inside a Sacred Herb to correct minor flaws in its magical structure.

Range: Touch

HP Cost: 2 (0 if cast on self)

Damage: None

Elementality: None

ELO: MAGIC RETURNS

The target receives the benefit of 2 Sacred Herbs when they eat a Sacred Herb before the end of their next Turn. When a caster uses this spell on themselves, casting it does not take an Action.

▶ EMPOWER HERBS (ENHANCED)

A technique that reaches inside a Sacred Herb to correct minor flaws in its magical structure.

Range: Touch or Word

HP Cost: 2 (0 if cast on self)

Damage: None

Elementality: None

The target receives the benefit of 3 Sacred Herbs when they eat a Sacred Herb before the end of their next Turn. When a caster uses this spell on themselves, casting it does not take an Action.

▶ ERASE INJURY (STANDARD)

A technique which saturates the blood with magic using telekinesis to manually pump the heart.

Range: Touch

HP Cost: 3 (6 if caster is Seriously Wounded)

Damage: None

Elementality: None

All of the target's Critical Injuries are treated, and the target is considered Stabilized.

MY FAVORITE SPELL BY FAR HAS TO BE ERASE INJURY. NOTHING CAN RUIN A STREAK OF PVP WINS LIKE A BADLY TIMED CRITICAL INJURY. MOST ELVES OPT FOR A FULL OFFENSIVE SPELLSTONE LIKE MOTEMAXAMVIS. I USE MEDIDAKADRACA. I LIKE TO CATCH THEM OFF-GUARD WITH DRAGON BREATH AFTER I HEAL MY INJURIES, AND THEN FINISH THE FIGHT WITH MY SCARLET BLACKBOW.
— MORLISSA EVERSOU

▶ ERASE INJURY (ENHANCED)

A technique which saturates the blood with magic using telekinesis to manually pump the heart.

Range: Touch or Word

HP Cost: 2 (5 if caster is Seriously Wounded)

Damage: None

Elementality: None

All of the target's Critical Injuries are treated, and the target is considered Stabilized. When a caster uses this spell on themselves, casting it does not take an Action. This spell can only be cast once per Round.

▶ FLOATING SHIELD (STANDARD)

An array of air motes floating around the caster to hold their shield and defend them.

Range: Touch

HP Cost: 2

Damage: None

Elementality: None

The target's shield floats into the air around their body to defend them according to their will. This spell can only be cast in combat and lasts for the duration of the combat. It cannot be cast on the same target more than once during a combat. When a caster successfully targets themselves with this spell no roll is required to succeed on the Check, and casting it does not take an Action.

▶ FLOATING SHIELD (ENHANCED)

An array of air motes floating around the caster to hold their shield and defend them.

Range: Touch

HP Cost: 2

Damage: None

Elementality: None

The target's shield floats into the air around their body to defend them according to their will. Casting this spell does not take an Action. This spell can only be cast in combat and lasts for the duration of combat. It cannot be cast on the same target more than once during a combat. When a caster successfully targets themselves with this spell no roll is required to succeed on the Check.

▶ FROZEN TOUCH (STANDARD)

A huge concentration of overcharged water motes focused at the very tip of the caster's finger.

Range: Touch

HP Cost: 2

Damage: 4d6

Elementality: Water

The caster damages the target with elemental cold.

▶ FROZEN TOUCH (ENHANCED)

A huge concentration of overcharged water motes focused at the very tip of the caster's finger.

Range: Touch or Strike

HP Cost: 2

Damage: 5d6

Elementality: Water

The caster damages the target with elemental cold.

▶ GOLEM FIST (STANDARD)

A fist of earth levitated by air motes to crush your foes.

Range: Strike

HP Cost: 2

Damage: 3d6

Elementality: Earth

The target must succeed at a DV15 Magic Check or suffer a Critical Injury to the body. This injury is in addition to any Critical Injury caused by the damage.

▶ GOLEM FIST (ENHANCED)

A fist of earth levitated by air motes to crush your foes.

Range: Strike

HP Cost: 5

Damage: 5d6

Elementality: Earth

The target must succeed at a DV15 Magic Check or suffer a Critical Injury to the body. This is in addition to any Critical Injury caused by the damage.

▶ GOODSTRIKE (STANDARD)

A stream of corrupted water motes that increase in viscosity as they consume.

Range: Strike

HP Cost: 5

Damage: 3d6

Elementality: None

The caster's Spellstone is corrupted. The Target must succeed at a DV15 Magic Check or their MOVE is lowered by 2 (minimum 1) for 1 minute (20 Rounds).

▶ GOODSTRIKE (ENHANCED)

A stream of corrupted water motes that increase in viscosity as they consume.

Range: Touch or Strike

HP Cost: 3

Damage: 4d6

Elementality: None

The caster's Spellstone is corrupted. The Target must succeed at a DV17 Magic Check or their MOVE is lowered by 2 (minimum 1) for 1 minute (20 Rounds).

▶ HATESHOCK (STANDARD)

A miasmatic ray of corrupted motes animated by the caster's negative emotions.

Range: Beam or Ray

HP Cost: 3

Damage: 5d6

Elementality: None

The caster's Spellstone is corrupted if it isn't already. The target is damaged by a miasmatic ray.

▶ HATESHOCK (ENHANCED)

A miasmatic ray of corrupted motes animated by the caster's negative emotions.

Range: Beam or Ray

HP Cost: 6 (0 if caster's Spellstone is corrupted)

Damage: 6d6

Elementality: None

ELO: MAGIC RETURNS

The caster's Spellstone is corrupted if it isn't already. The target is damaged by a miasmatic ray.

▶ HIDE PRESENCE (STANDARD)

A technique that harmonizes air notes to confuse divination artifacts.

Range: Touch

HP Cost: 8

Damage: None

Elementality: None

Until the target logs out, they do not appear on scans made with a divination artifact like a Whispering Orb. No roll is required to succeed on the casting Check. When a caster successfully targets themselves with this spell, casting it does not take an Action.

▶ HIDE PRESENCE (ENHANCED)

A technique that harmonizes air notes to confuse divination artifacts.

Range: Touch

HP Cost: 2

Damage: None

Elementality: None

Until the target logs out, they do not appear on scans made with a divination artifact, like a Whispering Orb. No roll is required to succeed on the casting Check. When a caster successfully targets themselves with this spell, casting it does not take an Action.

▶ LIVING LIGHTNING (STANDARD)

A mote of air, enraged by a mote of fire, guided by a mote of water wrapped around a mote of earth.

Range: Strike or Ray

HP Cost: 4 (7 if cast as Ray)

Damage: 5d6

Elementality: Air

The caster damages a target with sizzling precision.

▶ LIVING LIGHTNING (ENHANCED)

A mote of air, enraged by a mote of fire, guided by a mote of water wrapped around a mote of earth.

Range: Strike or Ray

HP Cost: 4 (7 if cast as Ray)

Damage: 6d6

Elementality: Air

The caster damages a target with sizzling precision.

▶ MAGIC DANCE (STANDARD)

A symphony of magical notes working in harmony with the caster's body.

Range: Touch

HP Cost: 4 (10 if caster's Spellstone is corrupted)

Damage: None

Elementality: None

This spell can only target the caster and casting it does not take an Action. It can only be cast in combat and only be cast once per combat. Until the end of combat, all melee weapons increase their ROF by 1 when wielded by the caster.

▶ MAGIC DANCE (ENHANCED)

A symphony of magical notes working in harmony with the caster's body.

Range: Touch

HP Cost: 0 (10 if caster's Spellstone is corrupted)

Damage: None

Elementality: None

This spell can only target the caster and casting it does not take an Action. It can only be cast in combat and only be cast once per combat. Until the end of combat, all melee weapons increase their ROF by 1 when wielded by the caster.

▶ MAGIC EYE (STANDARD)

Floating prisms of air and earth notes wreath the caster to aid their aim.

Range: Touch

HP Cost: 4

Damage: None

Elementality: None

This spell can only target the caster and casting it does not take an Action. It can only be cast in combat and only be cast once per combat. Until the end of the combat, the target lowers their base penalty for making Aimed Shots to -5.

▶ MAGIC EYE (ENHANCED)

Floating prisms of air and earth motes wreath the caster to aid their aim.

Range: Touch or Word

HP Cost: 1

Damage: None

Elementality: None

Casting this spell does not take an Action. This spell may only be cast in combat and may only be cast once per Round. Until the end of the combat, the target lowers their base penalty for making Aimed Shots to -5.

▶ MAGIC WARD (STANDARD)

A grid of magical motes forming a one-way magical membrane in a defensive arc.

Range: Touch

HP Cost: 1

Damage: None

Elementality: None

This spell can only target the caster and casting it does not take an Action. This spell may only be cast in combat and may only be cast once per combat. Until the end of the combat, anyone casting a spell that targets only the person subject to this spell suffers a -2 penalty to their Check.

▶ MAGIC WARD (ENHANCED)

A grid of magical motes forming a one-way magical membrane in a defensive arc.

Range: Touch

HP Cost: 1

Damage: None

Elementality: None

This spell can only target the caster and casting it does not take an Action. This spell can only be cast in combat and may only be cast once per combat. Until the end

of the combat, anyone casting a spell that targets only the person subject to this spell suffers a -4 penalty to their Check.

▶ MAGNIFY SPELL (STANDARD)

A spell that excites motes with Zazzolif enzymes, overcharging them to the point of unsafety.

Range: Touch

HP Cost: 1

Damage: None

Elementality: None

This spell can only target the caster and casting it does not take an Action. This spell can only be cast in combat and may only be cast once per combat. The target chooses one of their spells. That spell becomes Enhanced until the end of the combat.

▶ MAGNIFY SPELL (ENHANCED)

A spell that excites motes with Zazzolif enzymes, overcharging them to the point of unsafety.

Range: Touch

HP Cost: 3

Damage: None

Elementality: None

This spell can only target the caster and casting it does not take an Action. This spell can only be cast in combat and may only be cast once per combat. The target chooses two of their spells. Those spells become Enhanced until the end of the combat.

▶ MIASMA WAVE (STANDARD)

An unleashing of corrupted motes without regard for accuracy or safety.

Range: Wave

HP Cost: 6

Damage: 4d6

Elementality: None

Targets with corrupted Spellstones take an additional 5 damage directly to their HP (armor does not reduce or ablate).

ELO: MAGIC RETURNS

▶ MIASMA WAVE (ENHANCED)

An unleashing of corrupted motes without regard for accuracy or safety.

Range: Wave

HP Cost: 6

Damage: 4d6

Elementality: None

The caster's Spellstone is corrupted if it is not already. Targets with corrupted Spellstones take 5 additional damage directly to their HP (armor does not reduce or ablate). If a target's Spellstone is not corrupted, it becomes corrupted.

▶ MOTESTORM (STANDARD)

An unleashing of zazzolif enzymes from the caster's heart giving magic itself a will of its own.

Range: Word

HP Cost: 15 (99 if caster's Spellstone is corrupted)

Damage: None

Elementality: None

The caster summons a GM-controlled Zazzolif (SEE DAERIC SYLAR'S GUIDE TO ELO DLC) into a target square. The Zazzolif has 15 HP, a Magic Skill Base of 15, and is only capable of casting spells and taking Move Actions. It knows the following spells: Elemental Aura, Elemental Barrage, Elemental Bolt, and Elemental Sphere. The Zazzolif prioritizes targets with corrupted Spellstones but will not attack the caster or caster's allies, even if their Spellstones are corrupted. It enters the Initiative Queue right after the caster. The Zazzolif returns to the earth when combat ends or the caster dies. This spell can only be cast in combat, once per combat.

▶ MOTESTORM (ENHANCED)

An unleashing of zazzolif enzymes from the caster's heart giving magic itself a will of its own.

Range: Word

HP Cost: 10 (99 if caster's Spellstone is corrupted)

Damage: None

Elementality: None

The caster summons a GM-controlled Zazzolif (SEE DAERIC SYLAR'S GUIDE TO ELO DLC) into a target square. Casting this spell does not take an Action. The Zazzolif has 20 HP, a Magic Skill Base of 15, and is only capable of casting spells and taking Move Actions. It knows the following spells: Elemental Aura, Elemental Barrage, Elemental Bolt, Elemental Sphere, and Purify Motes. The Zazzolif prioritizes targets with corrupted Spellstones but will not attack the caster or caster's allies, even if their Spellstones are corrupted. It enters the Initiative Queue right after the caster. The Zazzolif returns to the earth when combat ends or the caster dies. This spell can only be cast in combat, once per combat.

▶ POWER PRISM (STANDARD)

An expression of magical energy focused through a crystalized mote of earth shaped by the caster's determination.

Range: Beam or Ray

HP Cost: 4

Damage: 3d6 (as a Beam) / 4d6 (as a Ray)

Elementality: None

This spell can be used to make an Aimed Shot. If cast as Beam the target is now Mildly On Fire (SEE CP:R PAGE 180). If cast as Ray, the damage is increased to 5d6 if the target's Spellstone is corrupted.

▶ POWER PRISM (ENHANCED)

An expression of magical energy focused through a crystalized mote of earth shaped by the caster's determination.

Range: Beam, Ray, or Storm

HP Cost: 5 (10 if cast as Storm)

Damage: 4d6 (as a Beam) / 5d6 (as a Ray) / Storm 5 (SEE PAGE 7)

Elementality: None

This spell can be used to make an Aimed Shot when cast as a Beam or a Ray. If cast as Beam the target is now Strongly On Fire (SEE CP:R PAGE 180). If cast as Ray, the damage is increased to 6d6 if the target's Spellstone is corrupted. If cast as a Storm, the caster must pay an additional 5 HP Cost for Storm 5, for a total of 10 HP Cost.

▶ PURIFY MOTES (STANDARD)

A spell that compresses motes into zazzolite crystal, then cracks the crystal to purge corruption.

Range: Touch

HP Cost: 1 (0 if cast on self)

Damage: 5d6 (possible, depending on caster's choices)

Elementality: None

The target's Spellstone is no longer corrupted. If the target's Spellstone was corrupted before this spell was cast, the caster may choose for the spell to deal 5d6 damage.

▶ PURIFY MOTES (ENHANCED)

A spell that compresses motes into zazzolite crystal, then cracks the crystal to purge corruption.

Range: Touch

HP Cost: 4 (0 if cast on self)

Damage: 6d6 or 7d6 (possible, depending on caster's choices)

Elementality: None

If the caster so chooses, the target's Spellstone is no longer corrupted. If the target's Spellstone was corrupted before this spell was cast, but the caster did not purify it, the caster may choose for the spell to deal 6d6 damage. If they did purify the target's Spellstone, the caster may choose for the spell to deal 7d6 damage instead. When the caster successfully targets themselves with this spell, casting it does not take an Action.

▶ REPAIR MOTES (STANDARD)

A symbiotic spell that overfeeds zazzolif enzymes to repair items with the motes they excrete.

Range: Touch

HP Cost: 3

Damage: None

Elementality: None

All of the target's damaged or destroyed items are restored to perfect condition. This restoration also restores armor to full SP.

▶ REPAIR MOTES (ENHANCED)

A symbiotic spell that overfeeds zazzolif enzymes to repair items with the motes they excrete.

Range: Touch or Word

HP Cost: 2

Damage: None

Elementality: None

All of the target's damaged or destroyed items are restored to perfect condition. This restoration also restores armor to full SP. When a caster successfully targets themselves with this spell, casting it does not take an Action.

▶ SHARE SPELL (STANDARD)

An ancient elven technique which allows elves to pass magic amongst themselves.

Range: Touch

HP Cost: 3

Damage: None

Elementality: None

The caster chooses one of their spells to share with their target until one of them logs out. The target may choose one of their spells to share with the caster until one of them logs out. When an Enhanced spell is shared, the non-Enhanced version of the spell is shared instead. Share Spell itself cannot be shared. A character can only have one spell shared with them at a time.

▶ SHARE SPELL (ENHANCED)

An ancient elven technique which allows elves to pass magic amongst themselves.

Range: Touch

HP Cost: 1

Damage: None

Elementality: None

The caster chooses one of their spells to share with their target until one of them logs out. The target may choose one of their spells to share with the caster until one of them logs out. Share Spell itself cannot be shared. A character can only have one spell shared with them at a time.

ELO: MAGIC RETURNS

▶ SIPHON STONE (STANDARD)

A beam of corrupted motes generating an unstable magnetic field that eats corrupt magic.

Range: Beam

HP Cost: 2

Damage: 4d6 (5d6 if target's Spellstone is corrupted)

Elementality: None

The caster's Spellstone is corrupted. If the target's Spellstone is corrupted, the caster restores 3 points to their HP (up to their maximum).

▶ SIPHON STONE (ENHANCED)

A beam of corrupted motes generating an unstable magnetic field that eats corrupt magic.

Range: Beam

HP Cost: 2 (0 if caster's Spellstone is corrupted)

Damage: 4d6 (5d6 if target's Spellstone is corrupted)

Elementality: None

The caster's Spellstone is corrupted. If the target's Spellstone is corrupted, the caster restores 3 points to their HP (up to their maximum). If the target's Spellstone wasn't already corrupted, it becomes corrupted.

▶ SPELLSIGHT (STANDARD)

By replacing the water lubricating the caster's eyes with water motes, magic is seen clearly.

Range: Touch or Word

HP Cost: 2

Damage: None

Elementality: None

Until the target logs out, a helpful pop-up window identifies the non-enhanced spells available to each character they can see. No Check is required to cast this spell. When a caster successfully targets themselves with this spell, casting it does not take an Action.

▶ SPELLSIGHT (ENHANCED)

By replacing the water lubricating the caster's eyes with water motes, magic is seen clearly.

Range: Touch or Word

HP Cost: 1 (0 if casting on self)

Damage: None

Elementality: None

Until the target logs out, a helpful pop-up window identifies the spells available to each character they can see. No Check is required to cast this spell. When a caster successfully targets themselves with this spell, casting it does not take an Action.

▶ STEAL SPELL (STANDARD)

A technique which temporarily copies the harmonic signature of a Spellstone, counteracting it.

Range: Touch

HP Cost: 5

Damage: None

Elementality: None

The target must make a DV15 Magic Check. If they fail, the target can no longer cast spells for 1 minute (20 rounds). During this minute, the caster may cast all non-enhanced spells the target's Spellstone was capable of casting.

▶ STEAL SPELL (ENHANCED)

A technique which temporarily copies the harmonic signature of a Spellstone, counteracting it.

Range: Touch

HP Cost: 8

Damage: None

Elementality: None

The target must make a DV17 Magic Check. If they fail, the target can no longer cast spells for 1 minute (20 rounds). During this minute, the caster may cast all spells the target's Spellstone was capable of casting.

▶ TRANSMUTE SPELL (STANDARD)

A crystallized mote of earth that refocuses magic into a shape desired by the caster.

Range: Touch

HP Cost: 2

Damage: None

Elementality: None

This spell can only target the caster and successfully casting this spell does not take an Action. The next Touch, Strike, Word, Bolt, Ball, Ray, or Beam spell cast by the caster may be cast as a Touch, Strike, Word, Bolt, Ball, Ray, or Beam spell instead.

▶ TRANSMUTE SPELL (ENHANCED)

A crystallized mote of earth that refocuses magic into a shape desired by the caster.

Range: Touch

HP Cost: 1

Damage: None

Elementality: None

This spell can only target the caster and casting this spell does not take an Action. No roll is required to succeed on the casting Check. The next Touch, Strike, Word, Bolt, Ball, Ray, or Beam spell cast by the caster may be cast as a Touch, Strike, Word, Bolt, Ball, Ray, or Beam spell instead.

▶ TRUEFLIGHT (STANDARD)

A wing of air motes that guides the arrow in support of the archer's ambition.

Range: Touch

HP Cost: 1

Damage: None

Elementality: None

Successfully casting this spell does not take an Action and it can only be cast once per Round. The target's next attack with a Bow gains the following benefit, so long as it is made before the end of their next Turn: for the rest of the turn, whenever the target misses an Attack Check made with a Bow, they may retry that attack immediately using the caster's Magic Skill Base instead of your Archery Skill Base. The retried Attack Check is made against the same DV as the original.

▶ TRUEFLIGHT (ENHANCED)

A wing of air motes that guides the arrow in support of the archer's ambition.

Range: Touch

HP Cost: 1 (0 if cast on self)

Damage: None

Elementality: None

Casting this spell does not take an Action and it can only be cast once per Round. No roll is required to succeed on the casting Check. The target's next attack with a Bow gains the following benefit, so long as it is made before the end of their next Turn: for the rest of the turn, whenever the target misses an Attack Check made with a Bow, they may retry that attack immediately using the caster's Magic Skill Base instead of your Archery Skill Base. The retried Attack Check is made against the same DV as the original.

▶ WALK ELFLINE (STANDARD)

An ancient elven technique which connects all elves to their kin using the power of friendship.

Range: Touch

HP Cost: 2

Damage: None

Elementality: None

In addition to the caster, all willing targets within 12m/yds of them pay an HP Cost of 2. No roll is required to succeed on the casting Check. The caster and any targets who paid an HP Cost for this spell are teleported to a space next to a member of the caster's Elfline chosen by the caster. This spell cannot be cast in combat.

▶ WALK ELFLINE (ENHANCED)

An ancient elven technique which connects all elves to their kin using the power of friendship.

Range: Touch

HP Cost: 2

Damage: None

Elementality: None

In addition to the caster, all willing targets within 12m/yds of them and any number of additional logged-in and willing members of the caster's Elfline pay an HP Cost of 2. No roll is required to succeed on the casting Check. The caster and any targets who paid an HP Cost for this spell are teleported to a space next to a member of the caster's Elfline chosen by the caster. This spell cannot be cast in combat.

ELO: MAGIC RETURNS

▶ ZAZZOLIF FRIEND (STANDARD)

An act of compassion toward the essence of magic itself which creates miraculous outcomes.

Range: Touch

HP Cost: Variable (see text)

Damage: None

Elementality: None

The spell can only target the caster. No roll is required to succeed on the casting Check. A tiny zazzolif appears and grants the caster a unique boon, depending on how much HP they sacrificed.

HP Cost 3: The caster's Spellstone is cleansed of corruption.

HP Cost 5: 1 SP is restored to each piece of the caster's worn armor (up to their maximum).

HP Cost 7: Until the caster logs out, they may cast Barrage spells as Storm spells of equal rating, and vice versa.

▶ ZAZZOLIF FRIEND (ENHANCED)

An act of compassion toward the essence of magic itself which creates miraculous outcomes.

ANTIMAGIC ISN'T A SEPARATE STATE OF MAGIC, IT'S A NATURAL RESULT OF MOTE BEHAVIOR. MOTES LOVE ENERGY. TAKE FOR EXAMPLE, DRAGONFIRE. ITS FLAMES DON'T "BURN AWAY THE MAGIC". INSTEAD, THEY SIMPLY STRONGLY ATTRACT THE MOTES THAT POWER SPELLS TEMPORARILY ELSEWHERE. THE MOTES WERE NEVER DESTROYED. ONLY MOTES CAN DESTROY MOTES – AND THAT ACT HAS HORRIBLE CONSEQUENCES.

– BABBLING NPC

Range: Touch

HP Cost: Variable (see text)

Damage: None

Elementality: None

No roll is required to succeed on the casting Check. A tiny zazzolif appears and grants the target a boon, depending on how much HP the caster sacrificed.

HP Cost 1: The target's Spellstone is cleansed of corruption.

HP Cost 2: 1 SP is restored to each piece of the target's worn armor (up to their maximum).

HP Cost 3: Until the target logs out, they may cast Barrage spells as Storm spells of equal rating, and vice versa.

▶ ZAZZOLITE AURA (STANDARD)

A lattice of magical motes infused to protect the caster from miasma and corrupted magic.

Range: Touch

HP Cost: 1 (99 if caster's Spellstone is corrupted)

Damage: None

Elementality: None

This spell can only target the caster. This spell can only be cast in combat and can only be cast once per combat. Until the end of the combat, anyone with a corrupted Spellstone within 50m/yds of the caster who is not already affected by a Zazzolite Aura suffers a -2 penalty to all Magic Skill Checks.

▶ ZAZZOLITE AURA (ENHANCED)

A lattice of magical motes infused to protect the caster from miasma and corrupted magic.

Range: Touch

HP Cost: 1 (99 if caster's Spellstone is corrupted)

Damage: None

Elementality: None

This spell can only target the caster. This spell can only be cast in combat and can only be cast once per combat. Casting this spell does not take an Action. Until the end of the combat, anyone with a corrupted Spellstone within 50m/yds of the caster who is not already affected by a Zazzolite Aura suffers a -2 penalty to all Magic Skill Checks.

RASSTOMB

THE BREACH CAN BE FELT LIKE A CAT'S TONGUE ON MY BRAIN.

SOMETHING WICKED, SOMETHING WRONG.

SOMETHING BURNS AND CHURNS THE HACKLES OF MY MIND.

FEAR OF THE DARK. **FEAR** OF THE DEEP.

FEAR OF UNKNOWN SWIRLINGS OF PURPLE GAS.

FEAR OF THE UNSEEN, LURKING, CREEPING, APPROACHING SLOWLY.

I TURN AROUND,

AND I APPEAR TO BE ALONE.

I CAN'T SEE HIM. I CAN'T SEE HIM. I CAN'T TRUST MY EYES.

HE IS THE FLOOR. **HE** IS THE CEILING. **HE** IS THE WALLS.

DEATH ON WHEELS, SCREECHING INTO A SLIDE, DRIFTING IN MY HEAD.

HIS CHILDREN SMILE AND RAISE THEIR WEAPONS AT ME.

HE LIKES TO WATCH ME KILL THEM.

I DON'T WANT TO KEEP PLAYING,

BUT I CAN'T LOG OUT.

PLAYLAND BY THE SEA.

BURN THE SERVER WITH ME IN IT.

ELFLINES ONLINE: MAGIC RETURNS PLAYTESTERS

Bill "Gattsbot" Ruby, Brandon "LordCheesusCrust" Belewberg, Bryan "Universaurus Rex" Parsons, Charlie "Emmerron" Eberspacher, Cody Karr, Corgopolis, Dacho, Daniel Alvariño, David Mager, Diamond Dust, Étienne Poirier, Frank "Mad Magx" Magaletti, GhostoftheValley, Jacob "Marks" Ibarra, Jess Wolf, Kiama, Keezly, Linda M Evans, Malegorn, Max "Wolf of Red Roses" Beller, Micah Mohr, Miguel Ángel Ortiz, Mikael Ste-Marie, NachosLover123, Nano Bande, Nathan "Nylah" Saxe, Noelle "Sami Automatic" Rigaud, NOthing, Robert Tielking, Therexlord1, tsobalk, Wolfgrenn, and Zin Bifani.

ELO: MAGIC RETURNS

MIASMELF BESTIARY

The new Elfines Online expansion introduced a variety of Miasmelf enemies ranging in power from one-hit wonders to some of the worst tanks the game has ever thrown at players.

GONKS

Miasmelf Grunt 24

MOOKS

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BOSS

Miasmastasm 42

| | | | | | | | | | | | |
|----------------|---|----|------|-------------------|------|--------------------------------|------|---|------|---|--|
| MIASMELF GRUNT | INT | 3 | REF | 4 | DEX | 5 | TECH | 3 | COOL | 3 | |
| | WILL | 3 | MOVE | 4 | BODY | 3 | EMP | 2 | GONK | | |
| | HIT POINTS | 1* | | SERIOUSLY WOUNDED | — | | | | | | |
| | Weapons | | | | | Armor: Warped Dragonhide Scrap | | | | | |
| | Shortsword (ROF2 • C#12) 2d6 | | | | | Head SP 8 | | | | | |
| | Brawling Attack (ROF2 • C#8) 1d6 | | | | | Body SP 8 | | | | | |
| | SKILL BASES Animal Handling 8, Archery 11, Athletics/Contortionist 8, Basic Tech/Weaponstech 8, Brawling 8, Conceal/Reveal Object 8, Composition/Education 8, Concentration 8, Endurance/Resist Torture/Drugs 8, Evasion/Dance 8, First Aid/Paramedic/Surgery 8, Language (Elven) 8, Magic 8, Melee Weapon 12, Perception 8, Persuasion/Trading 8, Pick Lock/Pick Pocket 8, Pilot Sea Vehicle 8, Play Instrument 8, Riding 8, Stealth 10, Tracking 8, Wilderness Survival 8 | | | | | | | | | | |
| | ABILITIES Gonk: Gonks automatically die after one hit from a player, or two hits from a NPC. To aid the GM, they are also immune to the effects of being Seriously Wounded. Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury. | | | | | | | | | | |
| | <i>Behind them is the portal. In front of them is glory.</i> | | | | | | | | | | |

MIASMELF SKIRMISHER

| | | | | | | | | | |
|------------|----|-------------------|----|------|---|------|---|------|---|
| INT | 3 | REF | 4 | DEX | 6 | TECH | 3 | COOL | 2 |
| WILL | 2 | MOVE | 6 | BODY | 4 | EMP | 2 | MOOK | |
| HIT POINTS | 25 | SERIOUSLY WOUNDED | 13 | | | | | | |

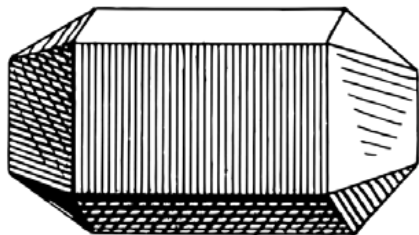
| | |
|---------------------------------|---|
| Weapons | Armor: Warped Dragonhide Patchwork |
| Greataxe (ROF1 • C#14) 4d6 | Head SP 9 |
| Shield 10HP | Body SP 9 |

SKILL BASES Animal Handling 8, Archery 10, Athletics/Contortionist 14, Basic Tech/Weaponstech 12, Brawling 14, Conceal/Reveal Object 8, Composition/Education 8, Concentration 14, Endurance/Resist Torture/Drugs 12, Evasion/Dance 10, First Aid/Paramedic/Surgery 10, Language (Elven) 10, Magic 10, Melee Weapon 14, Perception 13, Persuasion/Trading 8, Pick Lock/Pick Pocket 8, Pilot Sea Vehicle 8, Play Instrument 8, Riding 10, Stealth 12, Tracking 12, Wilderness Survival 10

ABILITIES **Magic Poisoning:** Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.

Every army needs warriors trained to throw a wrench in their enemy's battle plan.

The Miasmelf Skirmisher possesses the following Spellstone



The *Nohstome* Spellstone

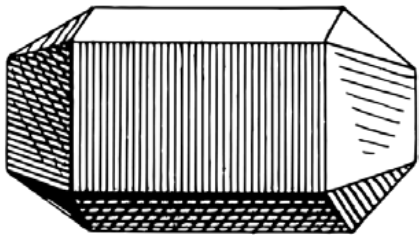
- Erase Injury
- Floating Shield
- Magic Ward

ELO: MAGIC RETURNS

| | | | | | | | | | | | |
|----------------------------|---|----|------|-------------------|------|--------------------------------|------|------|------|------|--|
| MIASMELF MIASMA APPRENTICE | INT | 5 | REF | 3 | DEX | 3 | TECH | 3 | COOL | 3 | |
| | WILL | 2 | MOVE | 4 | BODY | 2 | EMP | 2 | MOOK | | |
| | HIT POINTS | 20 | | SERIOUSLY WOUNDED | 10* | | | | | | |
| | Weapons | | | | | Armor: Warped Dragonhide Scrap | | | | | |
| | Poisoned Dagger (ROF2 • C#8) | | | | | 1d6 | | Head | | SP 8 | |
| | Brawling Attack (ROF2 • C#8) | | | | | 1d6 | | Body | | SP 8 | |
| SKILL BASES | Animal Handling 8, Archery 8, Athletics/Contortionist 10, Basic Tech/Weaponstech 6, Brawling 8, Conceal/Reveal Object 10, Composition/Education 13, Concentration 10, Endurance/Resist Torture/Drugs 10, Evasion/Dance 8, First Aid/Paramedic/Surgery 10, Language (Elven) 12, Magic 14, Melee Weapon 8, Perception 10, Persuasion/Trading 8, Pick Lock/Pick Pocket 8, Pilot Sea Vehicle 8, Play Instrument 8, Riding 10, Stealth 12, Tracking 8, Wilderness Survival 8 | | | | | | | | | | |
| ABILITIES | <p>Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.</p> <p>Miasmaheart: As long as a Miasmelf Miasma Apprentice's Spellstone is corrupted, they are immune to the effects of being Seriously Wounded.</p> | | | | | | | | | | |

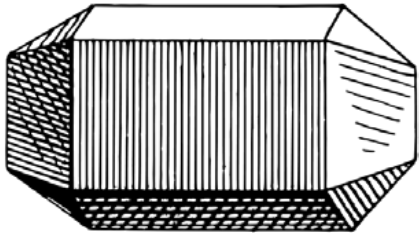
Not all miasmelves survive their magical apprenticeship. Many die in big and interesting ways.

The Miasmelf Miasma Apprentice possesses one of the following Spellstones (choose one)



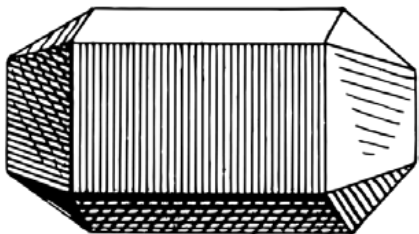
The *Mozadetesdraci* Spellstone

- Dragonstrike
- Hateshock
- Siphon Stone



The *Fistafrozafizz* Spellstone

- Dazzling Stars
- Frozen Touch
- Golem Fist

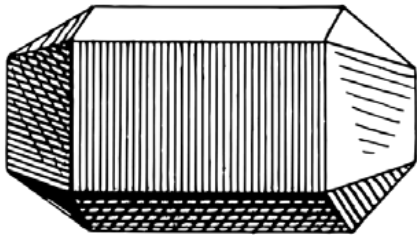


The *Prigooorba* Spellstone

- Elemental Sphere
- Goostrike
- Power Prism

| | | | | | | | | | | |
|---|----------------------------|----|------|-------------------|------|---|-------------|-------------|-------------|------|
| MIASMELF RUSHER | INT | 2 | REF | 3 | DEX | 6 | TECH | 2 | COOL | 3 |
| | WILL | 4 | MOVE | 6 | BODY | 2 | EMP | 2 | MOOK | |
| | HIT POINTS | 25 | | SERIOUSLY WOUNDED | 13 | | | | | |
| | Weapons | | | | | Armor: Warped Dragonhide Patchwork | | | | |
| | Longsword x2 (ROF2 • C#13) | | | | | 3d6 | | Head | | SP 9 |
| Brawling Attack (ROF2 • C#12) | | | | | 1d6 | | Body | | SP 9 | |
| <p>SKILL BASES Animal Handling 10, Archery 8, Athletics/Contortionist 12, Basic Tech/Weaponstech 10, Brawling 12, Conceal/Reveal Object 8, Composition/Education 8, Concentration 12, Endurance/Resist Torture/Drugs 13, Evasion/Dance 12, First Aid/Paramedic/Surgery 10, Language (Elven) 8, Magic 10, Melee Weapon 13, Perception 8, Persuasion/Trading 8, Pick Lock/Pick Pocket 10, Pilot Sea Vehicle 8, Play Instrument 8, Riding 13, Stealth 13, Tracking 13, Wilderness Survival 13</p> <p>ABILITIES Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury..</p> <p><i>There is no liquor as intoxicating as the iron-tasting fury of battle-shed blood.</i></p> | | | | | | | | | | |

The Miasmelf Rusher possesses the following Spellstone



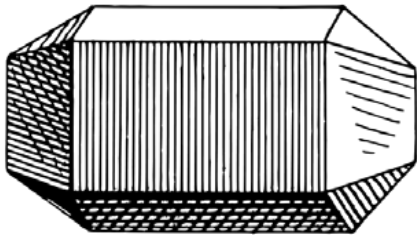
The *Purovisdraca* Spellstone

- Dragonbreath
- Magic Dance
- Purify Motes

ELO: MAGIC RETURNS

| | | | | | | | | | | | |
|------------------------------|------------------------------|--|------|-------------------|------|--------------------------------|------|-------------|------|------|--|
| MIASMELF ARCHER | INT | 3 | REF | 6 | DEX | 4 | TECH | 3 | COOL | 3 | |
| | WILL | 4 | MOVE | 5 | BODY | 2 | EMP | 2 | MOOK | | |
| | HIT POINTS | 25 | | SERIOUSLY WOUNDED | 13 | | | | | | |
| | Weapons | | | | | Armor: Warped Dragonhide Scrap | | | | | |
| | Bow (ROF1 • C#14) | | | | | 4d6 | | Head | | SP 8 | |
| | Brawling Attack (ROF2 • C#8) | | | | | 1d6 | | Body | | SP 8 | |
| SKILL BASES | | Animal Handling 10, Archery 14, Athletics/Contortionist 13, Basic Tech/Weaponstech 8, Brawling 10, Conceal/Reveal Object 8, Composition/Education 10, Concentration 10, Endurance/Resist Torture/Drugs 10, Evasion/Dance 10, First Aid/Paramedic/Surgery 12, Language (Elven) 10, Magic 12, Melee Weapon 10, Perception 13, Persuasion/Trading 8, Pick Lock/Pick Pocket 8, Pilot Sea Vehicle 10, Play Instrument 8, Riding 10, Stealth 12, Tracking 12, Wilderness Survival 12 | | | | | | | | | |
| ABILITIES | | Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury. | | | | | | | | | |
| <i>Ears down! Aim! Fire!</i> | | | | | | | | | | | |

The Miasmelf Archer possesses the following Spellstone



The *Trueyasho* Spellstone

- Hide Presence
- Magic Eye
- Trueflight

MIASMELF DEFENDER

| | | | | |
|---------------|--------|----------------------|--------|--------|
| INT 5 | REF 6 | DEX 6 | TECH 4 | COOL 3 |
| WILL 6 | MOVE 5 | BODY 7 | EMP 2 | |
| HIT POINTS 45 | | SERIOUSLY WOUNDED 23 | | |

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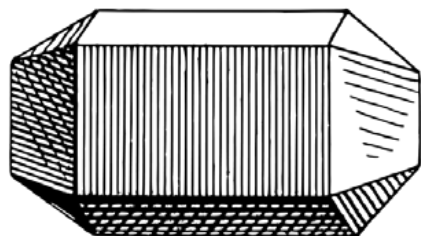
| | |
|---------------------------------|---|
| Weapons | Armor: Chainmail (no STAT penalty) |
| Greataxe (ROF1 • C#14) 4d6 | Head SP 12 |
| Shield 10HP | Body SP 12 |

SKILL BASES Animal Handling 10, Archery 10, Athletics/Contortionist 14, Basic Tech/Weaponstech 14, Brawling 14, Conceal/Reveal Object 10, Composition/Education 10, Concentration 14, Endurance/Resist Torture/Drugs 14, Evasion/Dance 13, First Aid/Paramedic/Surgery 14, Language (Elven) 10, Magic 12, Melee Weapon 14, Perception 10, Persuasion/Trading 10, Pick Lock/Pick Pocket 10, Pilot Sea Vehicle 11, Play Instrument 10, Riding 13, Stealth 8, Tracking 8, Wilderness Survival 8

ABILITIES **Magic Poisoning:** Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.

I pledge to defend the elves behind me, regardless of return. — Defender's Oath

The Miasmelf Defender possesses the following Spellstone



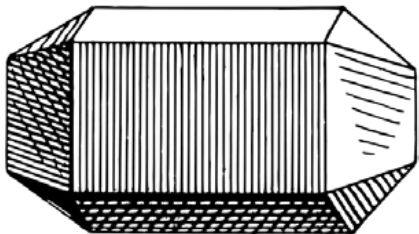
The *Nofisticufsto* Spellstone

- Floating Shield
- **Enhanced** Golem Fist
- Magic Ward

ELO: MAGIC RETURNS

| | | | | | | | | | | |
|---|-------------------|--|------|-------------------|------|---------------------------|------|------|-------|-------|
| MIASMELF SLIME BRIGADIER | INT | 5 | REF | 7 | DEX | 7 | TECH | 4 | COOL | 4 |
| | WILL | 5 | MOVE | 6 | BODY | 5 | EMP | 2 | LT | |
| | HIT POINTS | 35 | | SERIOUSLY WOUNDED | 18* | | | | | |
| | Weapons | | | | | Armor: Stunted Dragonhide | | | | |
| | Bow (ROF1 • C#14) | | | | | 4d6 | | Head | | SP 10 |
| Brawling Attack (ROF2 • C#15) | | | | | 1d6 | | Body | | SP 10 | |
| SKILL BASES | | Animal Handling 15, Archery 14, Athletics/Contortionist 15, Basic Tech/Weaponstech 12, Brawling 15, Conceal/Reveal Object 10, Composition/Education 10, Concentration 13, Endurance/Resist Torture/Drugs 13, Evasion/Dance 14, First Aid/Paramedic/Surgery 12, Language (Elven) 8, Magic 14, Melee Weapon 14, Perception 13, Persuasion/Trading 10, Pick Lock/Pick Pocket 10, Pilot Sea Vehicle 15, Play Instrument 14, Riding 10, Stealth 10, Tracking 13, Wilderness Survival 13 | | | | | | | | |
| ABILITIES | | <p>Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.</p> <p>Miasmaheart: As long as a Miasmelf Slime Brigadier's Spellstone is corrupted, they are immune to the effects of being Seriously Wounded.</p> | | | | | | | | |
| <p><i>The Slime Brigade was created to engage the distant elves of the woodlands in the Miasmelf military, to give them a place at the table of power. It has since become a symbol of rural pride.</i></p> | | | | | | | | | | |

The Miasmelf Slime Brigadier possesses the following Spellstone

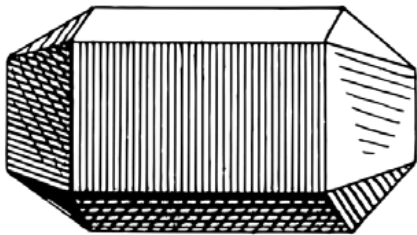


The *Trufelisgooba* Spellstone

- Enhanced Goostrike
- Share Spell
- Trueflight

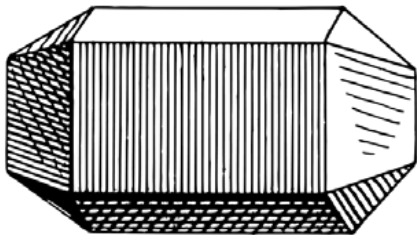
| | | | | | | | | | | | |
|---|---|----|------|---|------|---------------------------------------|------|---|------|---|--|
| MIASMELF MIASMA ADEPT | INT | 8 | REF | 6 | DEX | 6 | TECH | 4 | COOL | 4 | |
| | WILL | 7 | MOVE | 4 | BODY | 3 | EMP | 2 | LT | | |
| | HIT POINTS | 35 | | | | SERIOUSLY WOUNDED | 18* | | | | |
| | Weapons | | | | | Armor: Miasma Robe (can't be ablated) | | | | | |
| | Miasma Dagger (ROF2 • C#12) 2d6 | | | | | Head SP 9 | | | | | |
| | <i>Corrupts target's Spellstone on hit</i> | | | | | Body SP 9 | | | | | |
| SKILL BASES | Animal Handling 10, Archery 12, Athletics/Contortionist 10, Basic Tech/Weaponstech 11, Brawling 10, Conceal/Reveal Object 10, Composition/Education 14, Concentration 10, Endurance/Resist Torture/Drugs 10, Evasion/Dance 12, First Aid/Paramedic/Surgery 10, Language (Elven) 14, Magic 14, Melee Weapon 12, Perception 12, Persuasion/Trading 11, Pick Lock/Pick Pocket 11, Pilot Sea Vehicle 10, Play Instrument 10, Riding 10, Stealth 12, Tracking 10, Wilderness Survival 10 | | | | | | | | | | |
| ABILITIES | <p>Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.</p> <p>Miasmaheart: As long as a Miasmelf Miasma Adept's Spellstone is corrupted, they are immune to the effects of being Seriously Wounded.</p> | | | | | | | | | | |
| <i>Miasmelf institutions of magical learning are full of bright young mages, but only those that submit to the will of their betters will earn the title of Master.</i> | | | | | | | | | | | |

The Miasmelf Miasma Adept possesses one of the following Spellstones (choose one)



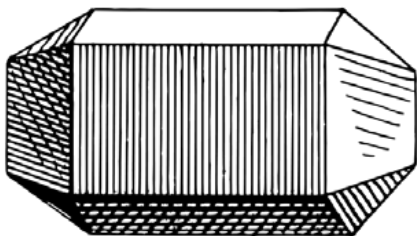
The *Orbadakauros* Spellstone

- **Enhanced** Elemental Aura
- Elemental Barrage
- Elemental Sphere



The *Puromotemiasax* Spellstone

- **Enhanced** Corrupt Motes
- Motestorm
- Purify Motes



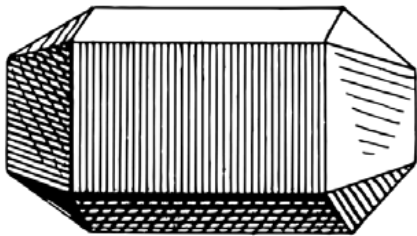
The *Trannohdetesto* Spellstone

- **Enhanced** Hateshock
- Magic Ward
- Transmute Spell

ELO: MAGIC RETURNS

| | | | | | | | | | | |
|--|---|----|------|---|-------------------|---|------|---|------|---|
| MIASMELF SPELLTHIEF | INT | 6 | REF | 8 | DEX | 6 | TECH | 4 | COOL | 4 |
| | WILL | 6 | MOVE | 5 | BODY | 4 | EMP | 2 | LT | |
| | HIT POINTS | 35 | | | SERIOUSLY WOUNDED | 18 | | | | |
| | Weapons | | | | | Armor: Shadow Wrap (can't be ablated) | | | | |
| | Bow (ROF1 • C#14) 4d6 | | | | | <i>User can't be detected by Whispering Orb</i> | | | | |
| | Miasma Dagger (ROF2 • C#14) 2d6 | | | | | Head SP 8 | | | | |
| <i>Corrupts target's Spellstone on hit</i> | | | | | Body SP 8 | | | | | |
| SKILL BASES | Animal Handling 10, Archery 14, Athletics/Contortionist 14, Basic Tech/Weaponstech 11, Brawling 12, Conceal/Reveal Object 16, Composition/Education 11, Concentration 12, Endurance/Resist Torture/Drugs 11, Evasion/Dance 14, First Aid/Paramedic/Surgery 13, Language (Elven) 13, Magic 14, Melee Weapon 14, Perception 15, Persuasion/Trading 14, Pick Lock/Pick Pocket 16, Pilot Sea Vehicle 15, Play Instrument 10, Riding 12, Stealth 18, Tracking 14, Wilderness Survival 13 | | | | | | | | | |
| ABILITIES | Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury. | | | | | | | | | |
| <i>Silent death from the shadows, trained to repel any potential magical threat from within.</i> | | | | | | | | | | |

The Miasmelf Spellthief possesses the following Spellstone

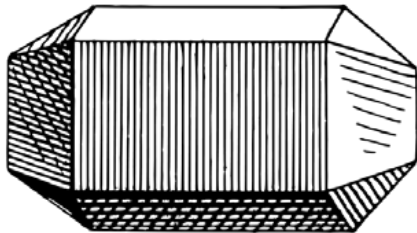


The *Trantrisfrozara* Spellstone

- **Enhanced** Frozen Touch
- Steal Spell
- Transmute Spell

| | | | | | | | | | | | | |
|---|---|----|------|----|------|-------------------|---------------------------|-------|-------|---|-----------|--|
| MIASMELF BOWMASTER | INT | 8 | REF | 8 | DEX | 8 | TECH | 6 | COOL | 6 | MINI-BOSS | |
| | WILL | 10 | MOVE | 10 | BODY | 7 | EMP | 4 | | | | |
| | HIT POINTS | 55 | | | | SERIOUSLY WOUNDED | 28 | | | | | |
| | Weapons | | | | | | Armor: Stunted Dragonhide | | | | | |
| | Scarlet Blackbow (ROF2 • C#18) 4d6 <i>w/ Poison Arrows</i> | | | | | | Head | | SP 10 | | | |
| | | | | | | Body | | SP 10 | | | | |
| SKILL BASES | Animal Handling 15, Archery 18, Athletics/Contortionist 18, Basic Tech/Weaponstech 15, Brawling 15, Conceal/Reveal Object 14, Composition/Education 14, Concentration 18, Endurance/Resist Torture/Drugs 14, Evasion/Dance 18, First Aid/Paramedic/Surgery 16, Language (Elven) 15, Magic 16, Melee Weapon 14, Perception 18, Persuasion/Trading 12, Pick Lock/Pick Pocket 18, Pilot Sea Vehicle 16, Play Instrument 10, Riding 16, Stealth 18, Tracking 18, Wilderness Survival 18 | | | | | | | | | | | |
| ABILITIES | <p>Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.</p> <p>Bowmaster's Tutelage: All of a Miasma Bowmaster's Miasmelf allies are equipped with Poison Arrows instead of standard arrows.</p> | | | | | | | | | | | |
| <i>Deadly accurate. Magically adept. Each Bowmaster is picked individually by Daedlus Rasstomb.</i> | | | | | | | | | | | | |

The Miasmelf Bowmaster possesses the following Spellstone



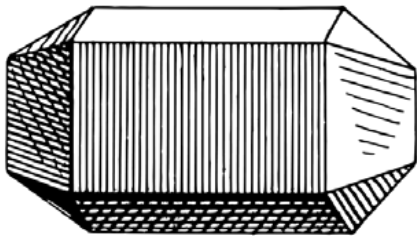
The Trutrungoo Spellstone

- Goostrike
- Magic Ward
- Enhanced Trueflight

ELO: MAGIC RETURNS

| | | | | | | | | | | |
|--|-----------------------------------|----|------|-------------------|------|-------------------------|-------|---|-----------|---|
| MIASMELF DARK HERO | INT | 5 | REF | 10 | DEX | 10 | TECH | 5 | COOL | 5 |
| | WILL | 10 | MOVE | 8 | BODY | 10 | EMP | 4 | MINI-BOSS | |
| | HIT POINTS | 60 | | SERIOUSLY WOUNDED | 30* | | | | | |
| | Weapons | | | | | Armor: Miasmplate | | | | |
| | Sword of Arvish (ROF2 • C#18) 3d6 | | | | | <i>Can't be albated</i> | | | | |
| Sword of Enthenox (ROF2 • C#18) 3d6 | | | | | Head | | SP 13 | | | |
| Scarlet Blackbow (ROF2 • C#17) 4d6 | | | | | Body | | SP 13 | | | |
| <p>SKILL BASES</p> <p>Animal Handling 12, Archery 17, Athletics/Contortionist 16, Basic Tech/Weaponstech 12, Brawling 16, Conceal/Reveal Object 12, Composition/Education 13, Concentration 14, Endurance/Resist Torture/Drugs 14, Evasion/Dance 16, First Aid/Paramedic/Surgery 15, Language (Elven) 14, Magic 14, Melee Weapon 18, Perception 16, Persuasion/Trading 15, Pick Lock/Pick Pocket 16, Pilot Sea Vehicle 13, Play Instrument 13, Riding 16, Stealth 16, Tracking 16, Wilderness Survival 16</p> | | | | | | | | | | |
| <p>ABILITIES</p> <p>Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.</p> <p>Miasmaheart: As long as a Miasma Dark Hero's Spellstone is corrupted, they are immune to the effects of being Seriously Wounded.</p> | | | | | | | | | | |
| <p><i>In their timeline, the Hero never rose. Instead, he fell.</i></p> | | | | | | | | | | |

The Miasmelf Dark Hero possesses the following Spellstone



The *Zoomprismavis* Spellstone

- Magic Dance
- **Enhanced** Power Prism
- Zazzolif Friend

The Miasmelf Dark Hero possesses the following unique weapons



The Sword of Arvish

ROF2 • 3d6 DMG

The Wielder is immune to damage from being on fire and the effects of Fire Elementality Spells.



The Sword of Enthenox

ROF2 • 3d6 DMG

Targets who suffer Critical Injuries caused by this sword are set Deadly on Fire (see CP:R page 180).

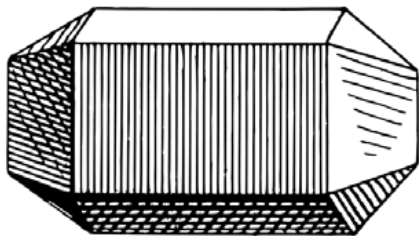
| | | | | |
|-------------|---|-------------------|-----------------|-----------|
| INT * | REF * | DEX * | TECH * | COOL * |
| WILL * | MOVE * | BODY * | EMP * | MINI-BOSS |
| HIT POINTS | 50 | SERIOUSLY WOUNDED | 25* | |
| Weapons | | | Armor: PC Elf's | |
| PC Elf's * | | | Head | * |
| | | | Body | * |
| SKILL BASES | PC Elf's Skills + 2 | | | |
| ABILITIES | <p>Formseeker: When combat begins, or is about to begin, a Miasmelf Formseeker chooses the form of a PC Elf within 5,000m/yds of it. Every part of the Miasmelf Formseeker becomes that form for the duration of the combat. It copies its form's STATS, Skills, Items, Spellstone, Weapons, Armor, and other attributes perfectly, with four exceptions:</p> <ul style="list-style-type: none"> • It gains a +2 bonus to all of its Skills • It retains the Corruption, Given Over, and Miasmaheart Abilities • Its HP is 50, and its Seriously Wounded threshold is 25 • Upon taking a form, the Formseeker's Spellstone is corrupted <p>Corruption: Every 5 minutes (100 Rounds) a Miasmelf Formseeker's Spellstone becomes corrupted if it isn't so already.</p> <p>Given Over: A Miasmelf Formseeker gains a +2 bonus to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.</p> <p>Miasmaheart: As long as a Miasmelf Formseeker's Spellstone is corrupted, they are immune to the effects of being Seriously Wounded.</p> | | | |

Once a Miasmelf gives themselves over entirely to corruption, they can never return.

MIASMELF FORMSEEKER

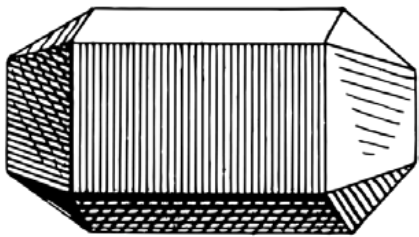
The Miasmelf Formseeker possesses the following Spellstone

The Spellstone of the PC Elf it has taken the form of.



| | | | | | | | | | |
|--|---|------|---|-------------------|---------------------------------------|------|---|-----------|---|
| INT | 10 | REF | 8 | DEX | 8 | TECH | 5 | COOL | 8 |
| WILL | 10 | MOVE | 6 | BODY | 5 | EMP | 2 | MINI-BOSS | |
| HIT POINTS | 50 | | | SERIOUSLY WOUNDED | 25 | | | | |
| Weapons | | | | | Armor: Miasma Robe (can't be ablated) | | | | |
| Miasma Tarot (ROF3 • C#15) 1 | | | | | Head SP 9 | | | | |
| <i>Fired w/ Archery</i> | | | | | Body SP 9 | | | | |
| MIASMELF ORACLE | <p>SKILL BASES</p> <p>Animal Handling 8, Archery 15, Athletics/Contortionist 12, Basic Tech/Weaponstech 13, Brawling 15, Conceal/Reveal Object 14, Composition/Education 16, Concentration 18, Endurance/Resist Torture/Drugs 18, Evasion/Dance 17, First Aid/Paramedic/Surgery 16, Language (Elven) 16, Magic 14, Melee Weapon 12, Perception 18, Persuasion/Trading 17, Pick Lock/Pick Pocket 12, Pilot Sea Vehicle 15, Play Instrument 18, Riding 15, Stealth 14, Tracking 18, Wilderness Survival 18</p> | | | | | | | | |
| | <p>ABILITIES</p> <p>Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.</p> <p>Oracle: The first time a target is hit by a Miasma Tarot Card on a turn, they suffer a Critical Injury. The second time a target is hit by a Miasma Tarot Card on their turn, they suffer a Tarot Critical Injury (see Night City Tarot).</p> <p>Reading: On their Turn, a Miasmelf Oracle may forgo 1 ROF of their Miasma Tarot weapon to cast a non-enhanced spell from their Spellstone that targets a character they hit with a Miasma Tarot Card earlier this combat. This ability can only be used once per Round.</p> | | | | | | | | |
| <p><i>With courage and enough luck, the future they foresee will not come to pass.</i></p> | | | | | | | | | |

The Miasmelf Oracle possesses the following Spellstone



The Fizzizzienthoarvo Spellstone

- Curse of Arvish
- Curse of Enthenox
- **Enhanced** Dazzling Stars

MIASMELF MIASMAMASTER

| | | | | |
|---------------|--------|-----------------------|--------|-----------|
| INT 10 | REF 8 | DEX 8 | TECH 5 | COOL 6 |
| WILL 10 | MOVE 6 | BODY 5 | EMP 2 | MINI-BOSS |
| HIT POINTS 50 | | SERIOUSLY WOUNDED 25* | | |

| | |
|--|---------------------------------------|
| Weapons | Armor: Miasma Robe (can't be ablated) |
| Miasma Dagger (ROF2 • C#13) 2d6 | Head SP 9 |
| <i>Corrupts target's Spellstone on hit</i> | Body SP 9 |

SKILL BASES

Animal Handling 8, Archery 13, Athletics/Contortionist 13, Basic Tech/Weaponstech 16, Brawling 13, Conceal/Reveal Object 18, Composition/Education 18, Concentration 16, Endurance/Resist Torture/Drugs 14, Evasion/Dance 15, First Aid/Paramedic/Surgery 15, Language (Elven) 18, Magic 18, Melee Weapon 13, Perception 15, Persuasion/Trading 10, Pick Lock/Pick Pocket 15, Pilot Sea Vehicle 10, Play Instrument 15, Riding 13, Stealth 18, Tracking 14, Wilderness Survival 14

ABILITIES

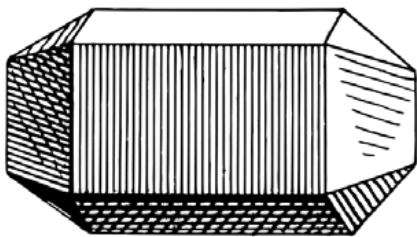
Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.

Miasmamaster: The first time a Miasmelf Miasmamaster's Spellstone would be cleansed of corruption during a combat, the cleansing fails. Additionally the Miasmelf Miasmamaster can choose to corrupt up to 5 Spellstones within 50m/yds of it.

Miasmaheart: As long as a Miasmelf Miasmamaster's Spellstone is corrupted, they are immune to the effects of being Seriously Wounded.

Masters of corruption, exploring the purity in impurity, absent of morality.

The Miasmelf Miasmamaster possesses the following Spellstone



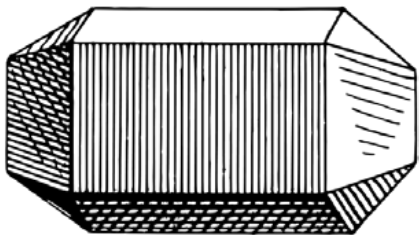
The *Puroswavimaxam* Spellstone

- **Enhanced** Magnify Spell
- Miasma Wave
- Purify Motes

ELO: MAGIC RETURNS

| | | | | | | | | | | |
|--|-------------------------------|----|------|-------------------|------------|--------------------|------|---|-----------|---|
| MIASMELF KNIGHT CAPTAIN | INT | 7 | REF | 6 | DEX | 6 | TECH | 3 | COOL | 6 |
| | WILL | 10 | MOVE | 6 | BODY | 10 | EMP | 4 | MINI-BOSS | |
| | HIT POINTS | 60 | | SERIOUSLY WOUNDED | 30* | | | | | |
| | Weapons | | | | | Armor: Shadowplate | | | | |
| | EQ Greataxe (ROF1 • C#18) 4d6 | | | | | Head SP 15 | | | | |
| Brawling Attack (ROF2 • C#14) 3d6 | | | | | Body SP 15 | | | | | |
| <p>SKILL BASES</p> <p>Animal Handling 10, Archery 16, Athletics/Contortionist 14, Basic Tech/Weaponstech 10, Brawling 14, Conceal/Reveal Object 15, Composition/Education 15, Concentration 18, Endurance/Resist Torture/Drugs 18, Evasion/Dance 14, First Aid/Paramedic/Surgery 14, Language (Elven) 15, Magic 15, Melee Weapon 17, Perception 14, Persuasion/Trading 14, Pick Lock/Pick Pocket 12, Pilot Sea Vehicle 16, Play Instrument 14, Riding 15, Stealth 12, Tracking 12, Wilderness Survival 12</p> | | | | | | | | | | |
| <p>ABILITIES</p> <p>Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.</p> <p>Miasmaheart: As long as a Miasmelf Knight Captain's Spellstone is corrupted, they are immune to the effects of being Seriously Wounded.</p> <p>Shadowfang Step: On their Turn, a Knight Captain can use the Run Action without an Action. This ability can only be used once per Round.</p> | | | | | | | | | | |
| <p><i>Trained from birth to kill in their master's name. These are the ones that thrived, where so many failed. Their Shadowplates bear the wispy marks of a thousand regenerations.</i></p> | | | | | | | | | | |

The Miasmelf Knight Captain possesses the following Spellstone



The *Mozavismedi* Spellstone

- Enhanced Erase Injury
- Magic Dance
- Siphon Stone

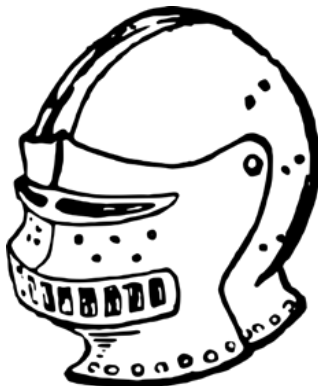
The Miasmelf Knight Captain possesses the following unique armor

Shadowplate

SP 15

Wearing this armor does not inflict a STAT penalty.

This armor repairs to full SP whenever the wearer suffers a Critical Injury.



MIASMELF WARLORD

| | | | | | | | | | |
|------------|----|------|---|-------------------|----|------|---|-----------|---|
| INT | 7 | REF | 6 | DEX | 6 | TECH | 3 | COOL | 8 |
| WILL | 8 | MOVE | 4 | BODY | 7 | EMP | 4 | MINI-BOSS | |
| HIT POINTS | 45 | | | SERIOUSLY WOUNDED | 23 | | | | |

| | | | |
|-------------------------------|-----|--------------------------------------|-------|
| Weapons | | Armor: Shadowplate (no STAT penalty) | |
| EQ Longsword x2 (ROF1 • C#17) | 3d6 | Head | SP 15 |
| Brawling Attack (ROF2 • C#16) | 3d6 | Body | SP 15 |

SKILL BASES Animal Handling 10, Archery 16, Athletics/Contortionist 14, Basic Tech/Weaponstech 10, Brawling 16, Conceal/Reveal Object 15, Composition/Education 15, Concentration 18, Endurance/Resist Torture/Drugs 18, Evasion/Dance 14, First Aid/Paramedic/Surgery 14, Language (Elven) 15, Magic 15, Melee Weapon 16, Perception 17, Persuasion/Trading 16, Pick Lock/Pick Pocket 10, Pilot Sea Vehicle 14, Play Instrument 16, Riding 12, Stealth 12, Tracking 14, Wilderness Survival 14

ABILITIES

Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.

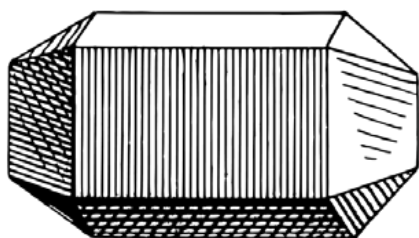
Deathgrip: A Miasmelf Warlord's Choke deals 14 damage instead of 7.

Flying Swords: A Miasmelf Warlord can wield melee weapons without using their hands.

Miasma Lord: Starting with the top of the second round of combat, and repeating each round thereafter, a Miasmelf Grunt (see page 24) appears from behind the Warlord, entering the Initiative Queue in the spot immediately following the Warlord's Turn. All Grunts created with this ability die immediately when their lord dies.

War is the mechanism of conquering. Only blood can lubricate its gears. They are the ones that oil.

The Miasmelf Warlord possesses the following Spellstone



The *Tristaganoheya* Spellstone

- Magic Eye
- Magic Ward
- Enhanced Steal Spell

ELO: MAGIC RETURNS

MIASMELF DRAGONRIDER

| | | | | |
|---------------|--------|----------------------|--------|-----------|
| INT 6 | REF 8 | DEX 8 | TECH 3 | COOL 3 |
| WILL 8 | MOVE 5 | BODY 7 | EMP 2 | MINI-BOSS |
| Hit Points 50 | | SERIOUSLY WOUNDED 25 | | |

| | |
|------------------------------------|---------------------------|
| Weapons | Armor: Stunted Dragonhide |
| EQ Greataxe (ROF1 • C#17) 4d6 | Head SP 10 |
| Shield 10HP | Body SP 10 |

SKILL BASES Animal Handling 12, Archery 14, Athletics/Contortionist 16, Basic Tech/Weaponstech 10, Brawling 14, Conceal/Reveal Object 12, Composition/Education 12, Concentration 12, Endurance/Resist Torture/Drugs 12, Evasion/Dance 14, First Aid/Paramedic/Surgery 12, Language (Elven) 14, Magic 14, Melee Weapon 16, Perception 14, Persuasion/Trading 12, Pick Lock/Pick Pocket 10, Pilot Sea Vehicle 12, Play Instrument 10, Riding 18, Stealth 14, Tracking 15, Wilderness Survival 14

ABILITIES

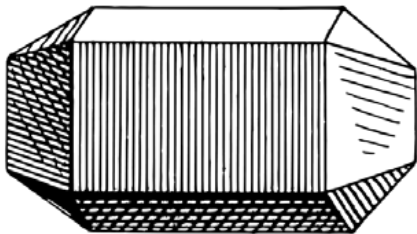
Magic Poisoning: Miasmelves suffer a -2 penalty to Magic Skill Checks imposed on them by an enemy spell or an Elemental Injury.

Mounted: A Dragonrider is riding a Miasmelf Dragon Mount (see page 41) when encountered.

Dragonrider Training: A Dragonrider can wield a shield alongside a Greataxe.

The Miasmelves style themselves as conqueror scholars, at home equally in a library as in a training hall. Their dragonriders symbolize their domination of magic over nature.

The Miasmelf Dragonrider possesses the following Spellstone



The *Dracimiasaxarva* Spellstone

- **Enhanced** Corrupt Motes
- Curse of Arvish
- Dragonstrike

MIASMELF DRAGON MOUNT

| | | | | | | | | | |
|------------|----|------|----|-------------------|----|------|---|------|---|
| INT | 7 | REF | 10 | DEX | 10 | TECH | 4 | COOL | 3 |
| WILL | 5 | MOVE | 5 | BODY | 11 | EMP | 2 | | |
| HIT POINTS | 60 | | | SERIOUSLY WOUNDED | 30 | | | | |

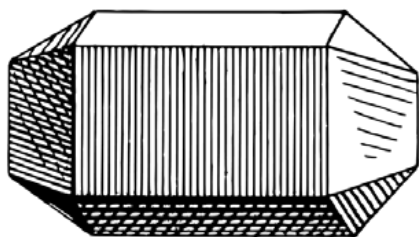
| Weapons (both 1/2 SP) | | Armor: Stunted Dragonscales | |
|-----------------------|-----|-----------------------------|------|
| Bite (ROF1 • C#16) | 5d6 | Head | SP 9 |
| Claws (ROF2 • C#16) | 3d6 | Body | SP 9 |

SKILL BASES
 Animal Handling 12, Archery 14, Athletics/Contortionist 16, Basic Tech/Weaponstech 10, Brawling 14, Conceal/Reveal Object 12, Composition/Education 12, Concentration 12, Endurance/Resist Torture/Drugs 12, Evasion/Dance 14, First Aid/Paramedic/Surgery 12, Language (Elven) 14, Magic 14, Melee Weapon 16, Perception 14, Persuasion/Trading 12, Pick Lock/Pick Pocket 10, Pilot Sea Vehicle 12, Play Instrument 10, Riding 18, Stealth 14, Tracking 15, Wilderness Survival 14

ABILITIES
Magic Poisoning: The Dragon suffers a -2 penalty to Magic Skill Checks imposed on it by an enemy spell or an Elemental Injury.
Corruption: Every 5 minutes (100 Rounds) a Miasmelf Dragon Mount's Spellstone becomes corrupted if it isn't so already.
Earth Elemental Weakness: This creature suffers the Earth Elemental Injury when it takes damage from an Earth Elementality spell.
Versatility: A Miasmelf Dragon Mount cannot cast magic two Turns in a row. Nor can it make Bite/Claw attacks two Turns in a row.

After magically dominating the dragons of their timeline, the miasmelves found their reward less sweet than imagined. A dragon without freedom is not a dragon.

The Miasmelf Dragon Mount possesses the following Spellstone



The *Detesdracidracara* Spellstone

- Enhanced Dragonbreath
- Dragonstrike
- Hateshock

| | | | | | | | | | |
|--|---|------|---|-------------------|---|------|---|------------|---|
| INT | 8 | REF | 8 | DEX | 8 | TECH | 8 | COOL | 5 |
| WILL | 8 | MOVE | — | BODY | — | EMP | 2 | BOSS | |
| HIT POINTS | 40 | | | SERIOUSLY WOUNDED | — | | | DEATH SAVE | 8 |
| ROLE ABILITY | INTERFACE 8 | | | | | | | | |
| PROGRAMS | Banhammer x4, Dragon, Hellbolt, Hellhound x2, Poison Flatline, Shield x4, Superglue, Vrizzbolt | | | | | | | | |
| ABILITIES | <p>Miasmatic Possession: A Miasmataasm can only survive as long as the Miasmelf it possesses lives. This Miasmelf is easily identified by their eyes, which vomit a glowing purple gas. Whenever the Miasmelf it possesses takes damage, the Miasmataasm takes an equal amount of damage. It cannot be otherwise targeted within <i>ELO</i>. While its Miasmelf host is within 50m/yard of a player's Elf, it may Jack In to any NET Architecture within 50m/yard of that player's Segotari RUSH Revolution for as long as that Segotari RUSH Revolution remains intact and within 50 m/yards of the NET Architecture. If the player's Segotari Rush Revolution is moved out of the range of the NET Architecture or is Destroyed, the Miasmataasm is safely jacked out of the NET Architecture.</p> | | | | | | | | |
| | <p>NET Presense: A Miasmataasm automatically succeeds at all Backdoor/Breach Checks, is unaffected by Viruses left by Netrunners without Interface Rank 9 or higher, cannot be unsafely jacked out of a NET Architecture, and cannot be set on fire by, have its STATS lowered by, or have its programs destroyed by a program effect. Its programs can still be de-rezzed as normal. On its Turn in combat, it can reassign new targets for its Black ICE without spending NET Actions. Any Jack Out made by a Miasmataasm is considered a safe Jack Out. When controlling a Control Node, the Miasmataasm can operate the connected devices as if it had a base 16 to any associated Skill Check. The Miasmataasm is immune to all penalties caused by Wound States, except the need to make Death Saves, and Death.</p> | | | | | | | | |
| <p><i>Strange happenings related to broken light fixtures, excessive purchases of pay-per-view videos and four year gold subscriptions to popular netrunning magazines and related novelty calendars have been reported on the forums.</i></p> | | | | | | | | | |

MIASMATASM