

[6.6.5] GAINING ELAN FROM ELEMENTALS

The following table shows the means by which priests and Agents may gain Elan in the service of the Elemental Rulers.

Points Action

FROM ALL FOUR ELEMENTALS

5	For each year spent as a priest (game time)
10	For each year spent as an Agent (game time)
1	For each 100 LB worth of treasure or goods sacrificed to the Elemental Ruler
1	For each attribute point sacrificed to the Elemental Ruler
3	For each elemental of another type bound into service
1	For each elemental of your own type released from service
-2	For each elemental of your own type bound into service
1	For each elemental of another type slain
3	For each human sacrifice to your Elemental Ruler
6	For each priest of another Elemental Ruler slain
12	For each Agent of another Elemental Ruler slain
2	For each additional Agent of the same elemental recruited

FOR GROME ONLY

5	For each human body or creature with INT rating of 10 or greater interred in the earth with proper rites during active play of a game
1	For each point of improvement in the skill of Smithcraft over and above the character's skill when he became an Agent
1	For each 5 LB worth of treasure buried and abandoned in the earth during the course of play
2	For each son or daughter born

Points Action

FOR STRAASHA ONLY

5	For each shipwreck survived
1	For each point of improvement in the skill of Navigation over and above the character's skill when it became an Agent
1	For each point of improvement in the skill of Swimming over and above the character's skill when it became an Agent

FOR LASSA ONLY

1	For each point of improvement in the skill of Song Lore over and above the character's skill when it became an Agent
1	For each point of improvement in the skill of Oratory over and above the character's skill when it became an Agent
3	For each meeting with a separate King or Queen of a Young Kingdom nation in the course of play (meeting the same ruler more than once doesn't count)

FOR KAKATAL ONLY

1D6	(Rolled by GM) For each building successfully burnt to ruins during the course of play
1D20	(Rolled by GM) For each major conflagration caused
2	For each point of improvement in the skill of First Aid over and above the character's skill when it became an Agent

[6.8.5] GAINING ELAN FROM CHAOS

The following table shows the means by which priests and Agents may gain Elan in the service of Chaos. It is somewhat incomplete as I cannot take the space to list all the different Lords of Chaos, but GMs may award 1D10 worth of Elan points to Agents who do something especially Chaotic in the service of any Lord of Chaos not listed below.

Points Action

FROM ALL DEITIES OF CHAOS

4	For each year spent as a priest (game time)
6	For each year spent as an Agent (game time)
10	For making a pilgrimage to Hwaamgaarl in Pan Tang
6	For meeting the Theocrat of Chaos
1	For each human soul slain and dedicated to your deity
1D10	For participating in a military attack on a Lawful nation
1D6	For each new temple of Chaos founded
1D4	For each time the character uses a random method to decide its next course of action in the course of the game
2	For each Lawful priest slain
4	For each Lawful Agent slain
2	For each attribute point sacrificed to Chaos

FOR ARIOCH ONLY

1D4	For each companion slain on an adventure
1D4	For each demon object created and left in the world
2D4	For each unbound demon released in the Young Kingdoms to wreak havoc freely

FOR PYARAY ONLY

10	For each ship sunk on the high seas
1	For each person drowned on the high seas

FOR CHARDHROS ONLY

1	For each helpless person executed
1D3	For each art object destroyed

FOR NARJHAN ONLY

2	For each person maimed and left to live as a beggar
15	For each attack led against Tanelorn

FOR BALO ONLY

1	For each practical joke on companions during an adventure*
2	For each bad pun made in the course of play*

* These are jokes and puns perpetrated by the character, not the player.