

# THE ELEMENTALIST

by Stephen Bland

*Character Conjuring, edited by Andy Slack, features new character classes and subclasses for D&D submitted by readers.*

Elementalists are closely related to magic-users and druids. Involved in the control of Earth, Air, Fire and Water. They need an intelligence of 14+ and a wisdom of 16+. Note that this allows them to shake twice to determine whether or not they possess psionic abilities. They need long and arduous studies to increase their skills and do not gain a 10% bonus on experience points unless they have both intelligence and wisdom of 17+. Furthermore they may never wear any armour. Their weapon proficiency and saving throws are as a magic-user.

Despite these restrictions and their limited range of spells, they command awesome power at high levels. Although their absorption in the lore of the elements does not allow them to waste time making magic items or strongholds, they may use any magic items employable by a magic-user or druid — with the exception of weaponry, which is limited to that of a magic-user. They have +2 on saving throws versus Earth-, Air-, Fire-, or Water-based attacks and have the power to identify mineral types, fresh water, unsafe walls, ceilings and floors and detect the presence of gas within 60'. These abilities function when concentrated on for one segment.

Any elementals summoned by them have at least 5 hit points per hit die and can be controlled by minimum concentration (anything short of spell-casting or melee) with no chance of the elemental breaking free.

The *neutral* and *friendly* columns on the level table below refer to influencing elementals. If the required throw is made in the *neutral* column the elemental will return at once to his plane or, if already on it, ignore the party. If a successful *neutral* reaction has been thrown, there is a further percentage chance, as given in the *friendly* column that the elemental will break free of any other control and aid the elemental's party for one hour. Note that two elementalists trying to influence the same elemental will "cancel each other out"; the lower will have no chance of influencing it while the higher has a chance equal to his normal chance less the percent chance of the lower. If this fails the elemental will remain in his former service.

The elementalists' research results in sage-like ability in certain fields, gained on attaining certain levels of experience but only if the elemental has access to the relevant libraries etc.

Level 2	Minor Knowledge of the Elemental Planes.
Level 4	Minor Knowledge of Oceanography.
Level 6	Minor Knowledge of Mineralogy and Geology.
Level 8	Minor Knowledge of Meteorology and Climatology.
Level 10	Major Knowledge of the Elemental Planes.
Level 12	Major Knowledge of Oceanography.
Level 14	Major Knowledge of Mineralogy and Geology.
Level 15	Major Knowledge of Meteorology and Climatology.
Level 16	Specialist Knowledge of the Elemental Planes.

In addition to an elementalists' innate telepathic link with any elemental within 40', his or her specialisation enables the automatic acquisition of one language from the following for each level increase:

Green Dragon, Hippocampus, Ki-rin, Merman, Locathah, Nixie, Pegasus, Pixie, Red Dragon, Sahuagin, Sea Elf, Sprite, Sylph, Titan and Triton.

This specialisation, however, means that an elemental will never learn any other "unnecessary" language, regardless of intelligence.

Elementalists are very jealous of each other, seeing even low level characters as potential rivals for the coveted posts of Master, Grand Master and Lord of the Elements. There will never be more than one elemental in the same party without bloodshed and an elemental will do his best to promote conflict between his party and any other encountered which contains an elemental. There is no honour among them and any



methods may be used to clear their path of any rivals. The three highest levels only have one character each. When an elemental amasses enough experience points to attain one of these levels, he does not gain the abilities until he has killed the occupant of the post. Each will know where to find the other in this case. If the aspiring character has not eliminated his rival within a month or chooses not to take the risk he or she will lose two levels of experience.

Exp. Points	4-Sided Dice for Level	Hit Points	Title	Neutral	Friendly	Spells Usable													
						1	2	3	4	5	6	7	8	9					
0-3,000	1	1	Apprentice	10%	0%	1	1	—	—	—	—	—	—	—	—	—	—	—	—
3,001-6,000	2	2	Initiate	20%	0%	2	2	—	—	—	—	—	—	—	—	—	—	—	—
6,001-12,000	3	3	Invoker	30%	0%	2	1	—	—	—	—	—	—	—	—	—	—	—	—
12,001-25,000	4	4	Summoner	40%	0%	3	2	—	—	—	—	—	—	—	—	—	—	—	—
25,001-50,000	5	5	Controller	50%	0%	4	2	1	—	—	—	—	—	—	—	—	—	—	—
50,001-80,000	6	6	Master of Earth	60%	10%	4	2	2	—	—	—	—	—	—	—	—	—	—	—
80,001-120,000	7	7	Master of Air	70%	20%	4	3	2	1	—	—	—	—	—	—	—	—	—	—
120,001-180,000	8	8	Master of Fire	80%	30%	4	3	3	2	—	—	—	—	—	—	—	—	—	—
180,001-325,000	9	9	Master of Water	90%	40%	4	3	3	2	1	—	—	—	—	—	—	—	—	—
325,001-475,000	10	10	Lord of the Land	100%	50%	4	4	3	3	2	—	—	—	—	—	—	—	—	—
475,001-900,000	11	11	Lord of the Skies	100%	60%	4	4	4	3	1	—	—	—	—	—	—	—	—	—
900,001-1,400,000	12	12	Lord of the Flames	100%	70%	5	5	4	4	2	—	—	—	—	—	—	—	—	—
1,400,001-2,000,000	13	13	Lord of the Seas	100%	80%	5	5	5	4	2	1	—	—	—	—	—	—	—	—
2,000,001-2,700,000	14	14	Master of the Elements	100%	90%	5	5	5	5	2	1	—	—	—	—	—	—	—	—
2,700,001-3,500,000	15	15	Grand M. of the Elements	100%	95%	5	5	5	5	3	2	1	—	—	—	—	—	—	—
3,500,001+	16	16	Lord of the Elements	100%	100%	5	5	5	5	3	2	2	1	—	—	—	—	—	—

Elementalists have many spells which duplicate those of magic-users, illusionists, clerics and druids including all of those directly concerned with the elements earth, air, fire and water. They also have spells which reproduce the effects of certain magic items and have some unique to their class.

Elementalist's spells, unless otherwise stated, have no material component — it is all around them. Also note that all spells, unless stated to the contrary, have both verbal and somatic components.

## ELEMENTALIST SPELL TABLES

1st level	2nd level	3rd level
1 Affect normal fires*	1 Create sleep gas	1 Call lightning**
2 Alchemy	2 Find traps†	2 Collapse
3 Anchor	3 Fire trap**	3 Dispel gas
4 Burning hands*	4 Fire walking	4 Fireball*
5 Dancing lights*	5 Gaseous form	5 Flame arrow*
6 Feather fall*	6 Know alignment†	6 Fly*
7 Jump*	7 Levitate*	7 Gust of wind*
8 Locate self	8 Produce flame**	8 Lightning bolt*
9 Predict weather**	9 Pyrotechnics*	9 Protection from fire**
10 Purify food & drink†	10 Resist fire†	10 Water breathing**
11 Push*	11 Spark shower	11 Water walking
12 Shield*	12 Stinking cloud*	
13 Shock	13 Survival	
14 Shocking grasp*	14 Swim	
15 Stone blend	15 Underwater action	
16 Wall of fog†		

#### 4th level

- |                                    |                                |                           |
|------------------------------------|--------------------------------|---------------------------|
| 1 Adaptation                       | 10 Protection from lightning** | -3 Cone of cold*          |
| 2 Control temperature 10' radius** | 11 Sweet water                 | -4 Conjure elemental*     |
| 3 Dig*                             | 12 Wall of fire*               | 5 Contact other plane     |
| 4 Fire charm*                      | 13 Wall of ice*                | -6 Control winds**        |
| 5 Fire shield*                     |                                | -7 Flame striket          |
| 6 Ice storm*                       |                                | -8 Passwall*              |
| 7 Lower water†                     |                                | -9 Stone shape*           |
| 8 Petrification touch              |                                | -10 Transmute rock to mud |
| 9 Produce fire**                   |                                | -11 Wall of stone*        |

#### 5th level

- |               |
|---------------|
| 1 Airy water* |
| -2 Cloudkill* |

#### 6th level

- |                              |
|------------------------------|
| 1 Aerial servant†            |
| -2 Control weather*          |
| -3 Create poison gas         |
| -4 Djinni summoning          |
| 5 Fire seeds**               |
| -6 Move earth*               |
| 7 Otiluke's freezing sphere* |
| 8 Part watert                |
| 9 Stone tell†                |
| -10 Weather summoning**      |

#### 7th level

- |                           |
|---------------------------|
| 1 Animate rock**          |
| -2 Delayed blast fireball |
| -3 Earthquake†            |
| -4 Firebreathing          |
| -5 Fire storm†            |
| 6 Conjure heat monster    |
| 7 Reverse gravity*        |
| 8 Wind Walk†              |
| -9 Whirlwind              |

#### 8th level

- |                          |
|--------------------------|
| 1 Conjure energy cyclone |
| 2 Glassteel*             |
| 3 Incendiary cloud*      |
| 4 Whirlpool              |

#### 9th level

- |                     |
|---------------------|
| 1 Meteor storm*     |
| 2 Volcanic eruption |

### Spell Explanations

Many elemental spells are the same as those used by other classes. In the Spells Table the following symbols are used:

- \* As magic-user spell of the same name
- \*\* As druidic spell of the same name
- † As clerical spell of the same name
- †† As illusionist spell of the same name

Other spells are unique to elementalists; these are explained below:

**Alchemy:** This spell takes a segment to cast and produces the equivalent of one pouring of an *Alchemy Jug*. A container is not provided.

**Anchor:** This takes one segment to cast and affects one water transport for one day rendering it immobile. *Dispel magic* has only half its normal chance of nullifying this spell.

**Locate self:** This spell takes one segment to cast and enables the caster to know both the position of magnetic north and his approximate distance below or height above the surface.

**Shock:** This takes one segment to cast and is identical to the first function of a *Wand of Lightning*.

**Stone blend:** This takes one segment to cast and lasts for 1 turn/level. It allows the caster or a person touched by him to blend into the walls of a cavern thus making himself practically invisible unless he should move.

**Create sleep gas:** This spell takes ten segments to cast and affects an area of 30' x 30' x 30' for 1 turn. It creates in this area an invisible gas against which any creature in the area or entering it must make a saving throw vs. poison or go to *sleep* (as the 1st level magic-user spell). Note that this can affect any number of creatures of any hit dice.

**Fire walking:** This takes two segments to cast and lasts for 2 rounds/level. It allows the caster or any one person touched by him to walk one foot above flames, lava or boiling mud at normal speed and without damage.

**Gaseous form:** This takes three segments to cast and lasts for up to 3 rounds/level. It allows the caster or any one person touched by him to act as if under the effect of a *Potion of Gaseous Form*.

**Spark shower:** This takes two segments to cast and works as the spark shower of a *Ring of Shooting Stars*.

**Survival:** This takes two segments to cast and enables the caster to survive for up to a week without food or water. After this period of time two weeks of rest must be taken, however, and until this happens ten hit points will be lost.

**Swim:** This takes one second to cast and lasts for up to 1 turn/level. It allows the caster or any one person touched by him to swim on the surface as fast as he would walk on land. At the same time it prevents the affected person from drowning whatever weight he carries. The spell will not prevent a character from being swept away by a current. The spell has only one word as a verbal component and no somatic movement is required. Note that any number of swimmers can hold onto

the affected person. This spell will also work in quicksand.

**Underwater action:** This takes two segments to cast and lasts for 1 turn/level affecting either the caster or any one person touched by him. It works as a *Helm of Underwater Action*.

**Collapse:** This takes three segments to cast and works as a *Horn of Collapsing*.

**Dispel gas:** This takes three segments to cast and automatically dispels up to 5,000 cubic feet of any magic gas (e.g. *sleep*, *poison*, *stinking cloud* and *wall of fog*).

**Water walking:** This takes three segments to cast and lasts up to 2 rounds/level. It has the same effects as a *Ring of Water Walking* except that the weight limit is 200gp/level. It may affect the spellcaster or any one person touched by him.

**Adaptation:** This takes four segments to cast and affects the spellcaster or any one person touched by him. It works as a *Necklace of Adaptation* for up to 1 turn/level.

**Petrification touch:** This takes three segments to cast and enables the spellcaster to cause the next person he or she touches within an hour, with his or her bare hand, to make a saving throw against petrification or be turned to stone. This spell also has a reverse which works on creatures who have been petrified within one week and no system shock roll is required.

**Sweet water:** This spell takes four segments to cast and works as a *Potion of Sweet Water*.

**Contact other plane:** As the 5th level magic-user spell, but only the Elemental Planes may be contacted.

**Create poison gas:** This takes ten segments to cast and creates an invisible gas in an area of 30' x 30' x 30' lasting 1 turn. This necessitates any creature in the area or entering it making a saving throw against poison or death will follow.

**Djinni summoning:** This takes six segments to cast and works as a *conjure elemental* spell except that a djinni will come — remember the minimum of 5HP per dice.

**Firebreathing:** This takes two segments to cast and allows the caster to breathe once within the next hour as an ancient red dragon (i.e. for 80 points of damage).

**Conjure heat monster:** This takes 7 segments to cast and summons a heat monster (*White Dwarf 15*).

**Whirlwind:** This takes seven segments to cast and forms a whirlwind like one of a djinni but inflicting double damage.

**Conjure energy cyclone:** This takes 8 segments to cast and summons an energy cyclone (*White Dwarf 14*). Remember that it will have at least 5HP per dice.

**Whirlpool:** This takes ten segments to cast, affects an area of water in a 50' circle and works only on waters at least 100' deep. During the first round a whirlpool is gradually created, reaching full intensity on the second and decelerating on the third.

1st round: All swimmers take 2d8 damage. Rafts are sunk and thrown into the water to suffer damage on the next round.

2nd round: All swimmers take 6d8 damage. Small boats and barges are sunk, and occupants are thrown into the water to suffer full damage on the following round.

3rd round: All swimmers take 2d8 damage.

Note that any goods thrown into the water will be instantly sucked to the bottom unless grabbed by the occupants of the boat as they are thrown out — only a small chance depending upon size and proximity to the sailor. Note that all items carried by swimmers in the whirlpool must make a saving throw against a crushing blow.

**Volcanic eruption:** This takes 10 segments to cast and affects an area 100' x 100' x 20'. The spell may only be used underground. It lasts for one turn during which time the area will be subject to many of the effects of a volcanic eruption. First the entire area will be filled with a poisonous gas which must be saved against or death will result. Secondly balls of fire will rain down in the area. This counts as dragon breath for saving throw purposes and 70 points of damage will be taken if the save is failed. Finally a selected 20' x 20' area of the floor will instantaneously turn to lava. Any creature in the area must save against dexterity (score dexterity or less on a d20) at -6 (e.g. a character with 14 dexterity must throw an 8 or under) or fall into this pit. This results in instant death and destruction of all the creature is wearing or carrying. ■