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ELEMENTALIST

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+. Like magic users they may never wear armor and similarly have MU weapon and non-weapon proficiencies (although limited to one weapon and two non-weapons at first level), saving throws and combat tables.

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 item 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 starting at 3rd level 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 -- similar to druidic abilities gained at the same level.

Any elementals summoned by them have at least 5 hit points per 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, simply ignore the elemental and his party, depending upon the situation. 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 and his party for one hour. Note the two or more 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 its former service.

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

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

Green Dragon, Hippocampus, Ki-Rin, Merman, Locanth, Nixie, Pegasus, Pixie, Red Dragon, Sahuagin, Sea Elf, Sprite, Sylph, Titan and Triton. Any other applicable languages may be added by the DM, such as Salamander, Fire Newt, Cloud Giant, Storm Giant and Xorn. This specialization, however, means that languages not on this list require two separate language slots for an elemental to learn them.

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 honor among them and any method may be used to clear their path of rivals. The three highest levels only have one character each -- similar to high level druids. When an elemental amasses enough experience points to attain one of these levels, he does not gain the abilities until he has killed the former 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.

This should not be overplayed, although it is the reason that this, the oldest form of Magic, has nearly died out. Rivalry and in-fighting have greatly hampered this ancient class and made elementalists incredibly rare in all but the most isolated regions. These specialists hoard their spell books, never letting other elementalists access. Often an elementalist will even destroy his tomes shortly before his death, rather than allow others to profit from them. Spells are only rarely exchanged even with "normal" mages or other "non-hostile" spell casters for fear of the magics "falling into the wrong hands." If magics are traded, they are usually of the more common varieties.

The elementalist spell lists may seem ragged and incomplete; this is because of the large number of spells lost during "mystic wars" and the general lack of libraries and references. Many of these "holes" may be filled with spells which have been "lost" -- spells found in Unearthed Arcana and Oriental Adventures.

Elementalists will not take apprentices until they reach at least 8th level and they rarely associate with any colleagues other than former students. An elementalist will only have one apprentice at a time. These pupils are usually the only beings to whom an elementalist will entrust his spell book and often great conflicts erupt after the death of a master with more than one student as his former pupils battle over the master's spell books.

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

It is rumored that Hierophant Elementalists exist, similar in power and nature to Hierophant Druids. But since there are few enough members of this profession in the first place, this myth would be VERY hard to prove...

ELEMENTALIST TABLE I

Experience	Hit Dice	Level	Level Title
0 3000	1d4	1	Apprentice
3001 6000	2d4	2	Initiate
6001 12,000	3d4	3	Invoker
12,001 25,000	4d4	4	Summoner
25,001 50,000	5d4	5	Controller
50,001 80,000	6d4	6	Master of Earth
80,001 120,000	7d4	7	Master of Air
120,001 180,000	8d4	8	Master of Fire
180,001 325,000	9d4	9	Master of Water
325,001 475,000	10d4	10	Lord of the Land
475,001 900,000	11d4	11	Lord of the Skies
900,001 1,400,000	12d4	12	Lord of the Flames
1,400,001 2,000,000	13d4	13	Lord of the Seas
2,000,001 2,700,001	14d4	14	Master of the Elements
2,700,001 3,500,000	15d4	15	Grand Master of the Elements
3,500,001+	16d4	16	Lord of the Elements

Elementalist Spell Progression

level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1								
2nd	2								
3rd	2	1							
4th	3	2							
5th	4	2	1						
6th	4	2	2						
7th	4	3	2	1					
8th	4	3	3	2					
9th	4	3	3	2	1				
10th	4	4	3	3	2				
11th	4	4	4	4	3	1			
12th	5	5	5	4	4	2			
13th	5	5	5	4	4	2	1		
14th	5	5	5	5	5	2	1		
15th	5	5	5	5	5	3	2	1	
16th	5	5	5	5	5	3	2	2	1

- 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 Oceanology
- level 14 Major Knowledge of Mineralogy and Geology
- level 15 Major Knowledge of Meteorology and Climatology
- level 16 Specialist Knowledge of the Elemental Planes

SPELLS:

1st level

- 1) Affect Normal Fires*
- 2) Alchemy
- 3) Anchor
- 4) Burning Hands*
- 5) Dancing Lights*
- 6) Feather Fall*
- 7) Jump*
- 8) Locate Self
- 9) Predict Weather**
- 10 Purify Food & Drink@
- 11 Push*
- 12 Read Magic
- 13 Shield*
- 14 Shock
- 15 Shocking Grasp*
- 16 Stone Blend
- 17 Wall of Fog@@

2nd level

- 1) Create Sleep Gas
- 2) Find Traps@
- 3) Fire Trap**
- 4) Fire Walking
- 5) Gaseous Form
- 6) Know Alignment@
- 7) Levitate*
- 8) Produce Flame**
- 9) Pyrotechnics*
- 10 Resist Fire@
- 11 Spark Shower
- 12 Stinking Cloud*
- 13 Survival
- 14 Swim
- 15 Underwater Action

3rd level

- 1) Call Lightning**
- 2) Collapse
- 3) Dispel Gas
- 4) Fireball
- 5) Flame Arrow*
- 6) Fly*
- 7) Gust of Wind*
- 8) Lightning Bolt
- 9) Protection from Fire**
- 10) Water Breathing**
- 11) Water Walking

5th level

- 1) Airy water*
- 2) Cloudkill*
- 3) Cone of Cold*
- 4) Conjure Elemental*
- 5) Contact Other Plane
- 6) Control Winds**
- 7) Flame Strike@
- 8) Passwall*
- 9) Stone Shape*
- 10) Transmute Rock to Mud*
- 11) Wall of Stone*

7th level

- 1) Animate Rock**
- 2) Conjure Heat Monster
- 3) Delayed Blast Fireball
- 4) Earthquake@
- 5) Firebreathing
- 6) Fire Storm@
- 7) Reverse Gravity*
- 8) Wind Walk@
- 9) Whirlwind

* as Magic User spell

** as Druid spell

@ as Cleric spell

@@ as Illusionist spell

4th level

- 1) Adaptation
- 2) Control Temp. 10'r**
- 3) Dig*
- 4) Fire Charm*
- 5) Fire Shield*
- 6) Ice Storm*
- 7) Lower Water@
- 8) Petrification Touch
- 9) Produce Fire**
- 10) Protection from Lightning**
- 11) Sweet Water
- 12) Wall of Fire*
- 13) Wall of Ice*

6th level

- 1) Ariel Servant@
- 2) Control Weather*
- 3) Create Poison Gas
- 4) Djinni Summoning
- 5) Fire Seed**
- 6) Move Earth*
- 7) Otiluke's Freezing Sphere*
- 8) Part Water@
- 9) Stone Tell@
- 10) Weather Summoning**

8th level

- 1) Conjure Energy Cyclone
- 2) Glassteel*
- 3) Incendiary Cloud*
- 4) Whirlpool

9th level

- 1) Meteor Storm*
- 2) Volcanic Eruption

FIRST LEVEL SPELLS:

- Alchemy** -- This spell takes 1 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* will affect this spell normally.
- 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/sea level.
- Shock** -- This takes one segment to cast and is identical to the first function of a *wand of lightning* (1d10 per touch, metal armor ignored for purposes of AC).
- 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

SECOND LEVEL SPELLS:

- Create Sleep Gas** (Cloud of Slumber) -- This spell take 10 segments (1 melee) to cast and affects an area of 30'x30'x30' 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 first 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 walking 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 effects 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 (1/6 of a segment) to cast and lasts for up to one turn/level. It allows the caster or any one person touched by him to swim on the surface as fast as he could 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 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 affect 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*.

THIRD LEVEL SPELLS:

- Collapse** -- This takes three segments and works as a *horn of blasting*
- 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*).
- Fireball** -- This works as normal for an MU, but 1s rolled are treated as 2s.
- Lightning Bolt** -- This works as normal for an MU, but 1s rolled are treated as 2s.
- Water Walking** -- This takes three segments to cast and lasts up to 2 rnds/level. It has the same effect as a *ring of water walking* except that the weight limit is 200gp/level. It may effect the spellcaster or any one person touched by him.

FOURTH LEVEL SPELLS:

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 potion takes four segments to cast and works as a *potion of sweet water*.

FIFTH LEVEL SPELLS:

Contact Other Plane -- As the MU spell, but only the Elemental Planes may be contacted.

SIXTH LEVEL SPELLS:

Create Poison Gas -- This takes ten segments (1 whole round) to cast and creates an invisible gas in an area 30'x30'x30' 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.

SEVENTH LEVEL SPELLS:

Conjure Heat Monster -- This takes 7 segments to cast and summons a Heat Monster (White Dwarf 15) -- in DC's world this will summon a Para-Elemental of any type (although each must be memorized separately).

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 hit points damage).

Whirlwind -- This takes seven segments to cast and forms a whirlwind like one of a Djinni but inflicting double damage.

EIGHTH LEVEL SPELLS:

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. -- in DC's world this spell will also summon the various denizens of the Plane of Electro-Magnetism.

Whirlpool -- This takes ten segments to cast, affects an area of water in a 50' circle and works only on water at least 100' deep. During the first round a whirlpool is gradually created, reaching full intensity on the second round 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 all 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 on the whirlpool must make a saving throw against crushing blow.

NINTH LEVEL SPELLS:

Volcanic Erruption -- This takes 10 segments to cast and affects an area 100' x 100' x 20'. The spell may be used underground or aboveground. 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 are inflicted (save to half). Finally, a selected 20' x 20' area of the floor will instantly turn to lava. Any creature in the area must save against dexterity at -6 or fall into this pit. This results in the instant death and destruction of all the creature in wearing or carrying.