

ELEMENTALIST

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The power of raw elementalism — Air, Earth, Fire and Water — is great, and elementals care little about the affairs of impure beings such as inhabit the Material Plane. However, sometimes mortals learn to tap into and channel these great energies, nonetheless, gaining the notice and favor of the Elemental Lords and/or the genies of the Inner Planes. These spellcasters are known as elementalists.

Adventurers: Elementalist motivations for adventuring vary as much as, or more than, those of other classes. Some seek new knowledge of the elemental powers, some seek wealth or power. They also seek to expand the reach of elementalism to new regions and expose other cultures to their way of thinking, when it comes to magic. Elementalist adventurers are often more open and tolerant towards their adventuring companions, than other elementalists, but still have an air of superiority about their abilities and self worth.

Characteristics: An elementalist's magic is based on Constitution (due to the strain of channeling such powerful energies). Many of their special abilities are based on Charisma or Wisdom, making these both important abilities for an elementalist. Nearly as important as these abilities is Intelligence, which is key for an elementalist's understanding of magic and the Inner Planes that he or she draws power from.

Alignment: An elementalist may be of any alignment; their elemental patrons simply don't care about them. Many tend towards neutrality or even evil, as greed and the hunger for power are often their prime motivations.

Religion: Elementalists don't generally care about the gods or philosophy, but instead revering the elements and elemental beings. These forces are the mightiest forces of all. With proper training, one can draw upon their powers for one's own needs.

Background: Elementalists exist in remote, dispersed pockets on every continent of Kulan. However, they are most common on the continent of Kanpur, and more specifically, the region known as Zakhara. Elementalists are rare in the west and nearly unheard of on the continent of Janardûn.

They often lead reclusive lives in out of the way places such as high on a mountaintop, deep within a dark jungle, or on one of the thousands of small islands scattered across the world. These small clusters of elementalists are usually lead by the more powerful and charismatic individual, whether that person is male or female. This leader is often referred to as a patriarch or matriarch.

In other elementalist groups, the leader is sometimes an outsider who has bent the elementalists to its will. Most often these groups become cults that worship the outsider as a god. These cults are almost always evil and the outsider is a powerful genie, devil, demon, or fallen celestial. Many fire cults are lead by an evil outsider.

Races: Almost any race on Kulan can become an elementalist but few beyond the shores of Kanpur do. This is more in part to the development of magic throughout the world and that the western continents have only been exposed to elementalism in the last few hundred years. The most common races to become elementalists are those native to Zakhara including dwarves, halflings, gnomes, elves, and half-orcs.

Many other races across Kulan such as the horn minotaurs and the xanth of Triadora and the nagpas and jann of the Fallenlands are also likely to become elementalists. The feline races known as the rakasta and the kitt have been known to have powerful elementalists, as advisors to their leaders. Elementalists are also common amongst the humans in the region of Kanpur known as Talangrán.

Other Classes: Elementalists tend to view themselves as possessed of indisputably superior spellcasters, though others sometimes dispute this. They often clash with wizards and sorcerers due to this; they often clash with clerics because of their disregard for the gods, and they have ideas about nature that clash with those of druids. However, they make valuable companions due to their sheer raw power.

Game Rule Information

Elementalists have the following game statistics.

Abilities: Constitution affects the elementalist's spells and Fortitude saves (important for resisting the strain of their own spells, see below). A Constitution of 10 + the spell's level is required to cast an elementalism spell.

Alignment: Any

Random Starting Gold: 3d4 x 10

TABLE 1E: THE ELEMENTALIST (Hit Die: d6)					
LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL ABILITIES
1	+0	+2	+0	+0	1 st Favored Element
2	+1	+3	+0	+0	Perceive Elemental
3	+2	+3	+1	+1	Strain Resistance 1
4	+3	+4	+1	+1	Bonus Feat, Speak with Elemental
5	+3	+4	+1	+1	2 nd favored Element
6	+4	+5	+2	+2	Strain Resistance 3
7	+5	+5	+2	+2	Dismiss Elemental
8	+6/+1	+6	+2	+2	Persuade Elemental
9	+6/+1	+6	+3	+3	Bonus Feat, Strain Resistance 5
10	+7/+2	+7	+3	+3	3 rd Favored Element
11	+8/+3	+7	+3	+3	Command Elemental
12	+9/+4	+8	+4	+4	Strain Resistance 7
13	+9/+4	+8	+4	+4	Plane Shift (1/day)
14	+10/+5	+9	+4	+4	4 th Favored Element, Bonus Feat
15	+11/+6/+1	+9	+5	+5	Strain Resistance 9
16	+12/+7/+2	+10	+5	+5	Plane Shift (2/day)
17	+12/+7/+2	+10	+5	+5	—
18	+13/+8/+3	+11	+6	+6	Strain Resistance 11
19	+14/+9/+4	+11	+6	+6	Bonus Feat
20	+15/+10/+5	+12	+6	+6	Plane Shift (3/day)

Class Skills (2 + Int modifier per level; x4 at 1st-level): Appraise (Int), Bluff (Cha), Craft (Int), Knowledge (arcana) (Int), Knowledge (the elements) (Int) *, Knowledge (the planes) (Int), Intimidate (Cha), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Stamina (Con) *. See Chapter 4: Skills, in the *De&D Player's Handbook v.3.5*, for skill descriptions.

* A new skill for World of Kulan.

Sidebar: The Elements

The elements are linked to Harqual's calendar by way of the names of the days of the week and the moons of Kulan. The days in order of first to last are Moonsday, Earthday, Fireday, Seaday, Windday, and Starday. The four middle days are of course directly linked to each of the Four Elements - Air, Earth, Fire, and Water.

Elementalists all across Harqual perform special rites and prayers, each week, on their associated day of the week. If this is not done, then the elementalists loses one spell level for the remainder of the week. If the rites are missed again the next week the elementalists incurs a -1 penalty when casting any spells from their elemental school (this continues each week until the elementalists performs the rites on the proper day (this is cumulative, -2, -3, etc.). This only applies to the elementalists of Harqual.

The first and last day are also linked to the elements but hold less daily significance to elementalists. Moonsday, of course, refers to Kulan's two moons - Novan and Lithe. Novan is a water world and is considered the source of power for water and air elementalists. Lithe is a bare, mineral rich airless void that is considered the source of power for earth elementalists.

Starday is named for both the stars and Kulan's sun. It is considered a special day for astronomers, especially during an eclipse or other celestial event (such as a comet). This day is also important to fire elementalists as it denotes the sun and the source of their power. Solar eclipses are considered 'bad' by these elementalists as this lessens their power for the duration of the eclipse [reduced by one level for 1d4+1 turns before eclipse, full duration of eclipse (including partial), and 1d4-1 turns after the eclipse].

Class Features

All of the following are the class features of the Elementalist.

Weapon and Armor Proficiency: Elementalists are proficient with light and medium armor, but not with heavy armor or with shields, and are proficient in all simple weapons plus handaxe, longbow/composite longbow, longsword, rapier, sap, scimitar, shortbow/composite shortbow, and short sword.

Because the somatic components required for elemental spells are not overly complicated, an elemental can cast elemental spells while wearing light and medium armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, an elemental wearing any type of heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass elemental still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: Elemental spells are some of the strongest magicks but are limited in versatility. An elemental can only cast spells from her favored element lists. These are arcane spells based on Constitution. The DC to resist an elemental spell is 10 + spell level + caster's Constitution modifier. However, like divine casters, an elemental may not cast a spell of an opposed alignment (though aligned spells are rare on the elemental list).

Any time the elemental casts a spell, she must make a Fortitude save against the spell's save DC to avoid taking non-lethal damage from the strain of channeling the power through herself. A natural roll of the spell's level or lower automatically fails this saving throw, even if the save DC is beaten. This represents the fact that the character is channeling enormous powers that grow greater and greater as the spell's level increases. The damage inflicted by strain varies with the spell's level, and the spell still takes effect normally. (See under the **Strain Resistance** class ability for more details on how much strain damage an elemental takes when casting his spells.)

TABLE 2E: THE ELEMENTALIST (SPELLS PER DAY)										
LEVEL	0	1	2	3	4	5	6	7	8	9
1	2	1	—	—	—	—	—	—	—	—
2	3	2	0	—	—	—	—	—	—	—
3	3	2	1	—	—	—	—	—	—	—
4	4	3	2	0	—	—	—	—	—	—
5	4	3	2	1	—	—	—	—	—	—
6	4	3	3	2	0	—	—	—	—	—
7	5	4	3	2	1	—	—	—	—	—
8	5	4	3	3	2	0	—	—	—	—
9	5	4	4	3	2	1	—	—	—	—
10	5	5	4	3	3	2	0	—	—	—
11	6	5	4	4	3	2	1	—	—	—
12	6	5	5	4	3	3	2	0	—	—
13	6	5	5	4	4	3	2	1	—	—
14	6	6	5	5	4	3	3	2	0	—
15	6	6	5	5	4	4	3	2	1	—
16	7	6	6	5	5	4	3	3	2	0
17	7	6	6	5	5	4	4	3	2	1
18	7	7	6	6	5	5	4	3	3	2
19	7	7	6	6	5	5	4	4	3	2
20	7	7	7	6	6	5	5	4	3	3

Favored Elements: The elemental chooses her favored elements as she advances in level. She can select spells only from her favored element lists and those available to all elementals. Her class abilities also only function with regard to elementals or elemental planes of her favored elements.

As an elemental gains mastery over more elements, she can channel more power to spells of elements she has favored longer. Much like a ranger's favored enemy bonus, each additional favored element gives the elemental a +1 bonus to all previous favored elements' save DCs. Thus, if Wanda took air as her first favored element, followed by fire and then earth, her air spell DCs are all increased by 2 and her fire DCs

are increased by 1. Elementalists who begin with Air are known as Aeromancers; those who start with Earth are known as Geomancers; those who first master Fire are known as Pyromancers; and those who take Water as their first favored element are known as Hydromancers.

Perceive Elementals (Su): Beginning at 2nd-level, the elementalalist can discriminate between elementals and the surrounding element. For example, an elementalalist can clearly see a water elemental even if it's in water, a fire elemental in an inferno, etc. Elementals never gain concealment from their element against an elementalalist who favors that element, and such an elementalalist can perceive an elemental that is invisible due to its elemental surroundings (such as an invisible stalker). Note that an elemental creature can still hide from the elementalalist normally.

Strain Resistance (Ex): Beginning at 3rd-level, an elementalalist gains strain resistance. An elementalalist gains Strain Resistance 1 at 3rd-level, which increases to Strain Resistance 3 at 6th-level, Strain Resistance 5 at 9th-level, Strain Resistance 7 at 12th-level, Strain Resistance 9 at 15th-level, and Strain Resistance 11 at 18th-level.

Table 3E: Strain Damage shows how much strain damage an elementalalist takes when casting his spells. The elementalalist's strain resistance reduces this strain damage.

For example, Firak casts *brightfire*, a 3rd-level spell, and rolls a 3 on the die for his save vs. strain damage (not good); he suffers 2d4 points of non-lethal damage even if the 3 he rolled would have resulted in a successful Fortitude save because his rolled of 3 is equal to the spell level of the spell he cast. If he had rolled a 4, then he wouldn't take any non-lethal damage on a successful save. Firak rolls 2d6 and gets 5 points of strain damage; however, as a 4th-level elementalalist he has Strain Resistance 1 and thus suffers only 4 points.

This class ability is like the Damage Reduction special ability, except that the elementalalist can only apply it to strain damage.

TABLE 3E: STRAIN DAMAGE	
SPELL LEVEL	STRAIN DAMAGE (SUBDUAL)
0	1d3
1	1d4
2	1d6
3	2d4
4	2d6
5	2d8
6	3d6
7	4d6
8	5d6
9	5d8

Bonus Feats: At 4th, 9th, 14th, and 19th level, an elementalalist gains a bonus feat. At each such opportunity, he can choose a Metamagic feat or any other feats from the following list: Augment Summoning, Battle Caster, Brew Potion, Craft Contingent Spell, Create Portal, Eschew Materials, Extra Slot, Extra Spell, Obtain Familiar, Practiced Spellcaster, Ranged Spell Specialization, Scribe Scroll, Spell Focus, Spell Focus (Greater), and Touch Spell Specialization. The elementalalist must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The elementalalist is not limited to the categories of item creation feats or metamagic feats when choosing these feats.

Speak With Elementals (Sp): The elementalalist can communicate with creatures with the elemental type or with genies of any of their favored elements. This power can be activated once per day for up to 1 minute/level.

Dismiss Elemental (Su): Once per day the elementalalist may attempt to dismiss elementals of a favored type within 60 ft., sending it back to its home plane. Each target must make a Will save (DC equal to 10 plus ½ the elementalalist's class level + Charisma bonus) or return to its home plane. This ability will affect

up to 2 HD of elemental creatures per class level of the elemental, no two of which are more than 20' from each other. This ability is a standard action. It does not provoke attacks of opportunity. There is no saving throw.

Persuade Elemental (Ex): An 8th or higher level elemental can attempt to persuade elementals not to attack, to allow her party passage, etc, as long as it does not directly violate the elemental or genie's instructions, alignment, or nature. The elemental gains a bonus to Diplomacy rolls on creatures of the elemental type equal to twice her favored element bonus for that element. Thus, an elemental with the favored elements of air/earth/fire gets +4 on Diplomacy checks made against air elemental creatures and a +2 bonus on Diplomacy checks made against earth elemental creatures.

Command Elemental (Su): At 11th-level, the elemental may attempt to rebuke or command elementals of any of her favored types within 60 ft. This can be done once per day and functions just like a cleric's ability to rebuke or command undead. If the elemental is already under the magical control of another creature, the elemental and the other creature may make opposed Charisma checks to control the creature from round to round.

Plane Shift (Sp): The elemental may *plane shift* to a favored elemental plane (as per a *plane shift* spell) or back to her home plane, but only from a favored plane. The ability functions just as the spell, except it hasn't any components.

EPIC ELEMENTALIST

The epic elementalist has incredible powers and total mastery of all four elements, but his powers can only increase with epic levels. The elementalist's epic feats are focused on the elements. Another common path for epic level elementalists is to take up the para-elementalist prestige class.

Other Options: Some epic level elementalists prefer to focus on item creation feats, as casting spells above 9th-level — especially epic level elemental spells — imposes horrible strain on the elementalist.

Skill Points at Each Additional Level: 2 + Int modifier

TABLE 4E: THE EPIC ELEMENTALIST	
LEVEL	SPECIAL
21	—
22	—
23	Bonus feat
24	—
25	—
26	Bonus feat
27	—
28	—
29	Bonus feat
30	—

Spells: The elementalist gains no additional spells per day after 20th-level, but his caster level is equal to his class level.

Strain Damage: The strain for elemental spells above 9th-level is as follows:

TABLE 5E: EPIC STRAIN DAMAGE	
SPELL LEVEL	STRAIN DAMAGE (SUBDUAL)
10	6d6
11	7d6
12	9d6
13	11d6
14	13d6
15	15d8

Epic-Level: All epic-level spells deal 10d10 points of strain. The save DC is figured as though the spell level is $\frac{1}{2}$ the Spellcraft DC of the spell.

Bonus Feats: The elementalist gains a bonus feat (selected from the list of Bonus Epic Elementalist Feats) every three levels.

Bonus Epic Elementalist Feats: Air Mastery, Armor Skin, Augmented Alchemy, Augmented Elemental Summoning, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Energy Resistance, Enhance Spell, Epic Endurance, Epic Fortitude, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Forge Epic Ring, Flame Master, Great Constitution, Improved Combat Casting, Improved Elemental Command, Improved Heighten Spell, Improved Spell Capacity, Intensify Spell, Multispell, One with the Earth, Permanent Emanation, Spell Stowaway, Tenacious Magic, Water Lord.