

## Elementalist (Specialist Magic-User)

**Ability Score Minimum:** 13 Constitution



The elementalist is a new variety of specialist magic-user beginning to appear throughout the lands. These specialists scorn the "accepted" theories of magical classification (the rigid school structure) in favor of a holistic, natural understanding of magic. The result is elementalism.

Elementalism is not a school in itself; it is an area of specialization focusing on spells involving the four prime elements of air, earth, fire, and water. These spells may be from any of the nine schools of magic. The Fireball spell, for example, belongs to the evocation school, but according to elementalists, it is also a spell of elemental fire.

Unlike other specialists, an elementalist does not specialize in a single school of magic, but may learn and cast spells belonging to any school and sometimes gains access to spells normally barred to magic-users. These spells are considered magic-user spells only when learned, prepared, and cast by elementalists.

Each element has a diametrical opposite: air opposes earth, fire opposes water, and vice versa. Every elementalist must choose one element as his specialty. He may learn and cast any spells relating to his chosen element and gains advantages when doing so. He may also cast spells of the two elements which do not oppose his specialty, for which he receives no bonuses or penalties.

Consequently, he may not learn or cast any spells associated with the element that opposes his element of specialty, even if that spell appears on another, permitted elemental spell list. The exceptions to this rule are the Resist Energy, Elemental Aura, and Elemental Swarm spells, which appear on every elemental spell list.

*Example: A fire elementalist may cast spells relating to fire, air, or earth, but may not cast spells on the Elemental Water list. This includes the Endure Elements and Obscurement spells, as well as other spells which appears on both the Elemental Water and Elemental Air lists.*

A specialist is also prohibited from using magical items that duplicate spell effects of his oppositional element.

Although their repertoire of spells is relatively small, elementalists are potent magic-users, for they gain the following advantages when involved with spells of their chosen element:

- As with other specialist magic-users, elementalists gain one extra spell slot for 1<sup>st</sup> level and higher spells. These additional spell slots must be filled with a spell from the specialist's school.
- Because elementalists have an enhanced understanding of spells within their element, they gain a +2 bonus to when making Saving Throws against spells from that school. Likewise, a specialist adds 1 to the Saving Throw DC for all spells from his chosen school.

## Elementalist Spell Lists

Spells in **bold** are new spells, described after in the section below these lists.

If any of the spell listed below are reversible, the elementalist also has access to that version of the spell.

### Elemental Air

Endure Elements (1<sup>st</sup>)  
Feather Fall (1<sup>st</sup>)  
Obscurement (1<sup>st</sup>)  
Blur (2<sup>nd</sup>)  
Fog Cloud (2<sup>nd</sup>)  
Gust of Wind (2<sup>nd</sup>)  
Resist Energy (2<sup>nd</sup>)  
Whispering Wind (2<sup>nd</sup>)  
Fly (3<sup>rd</sup>)  
Gaseous Form (3<sup>rd</sup>)  
Lightning Bolt (3<sup>rd</sup>)  
Stinking Cloud (3<sup>rd</sup>)  
Sleet Storm (3<sup>rd</sup>)  
Water Breathing (3<sup>rd</sup>)  
Wall of Wind (3<sup>rd</sup>)  
Ice Storm (4<sup>th</sup>)  
Solid Fog (4<sup>th</sup>)  
Wall of Ice (4<sup>th</sup>)  
Airy Water (5<sup>th</sup>)  
Cloudkill (5<sup>th</sup>)  
Cone of Cold (5<sup>th</sup>)  
Conjure Elemental (5<sup>th</sup>)  
Control Winds (5<sup>th</sup>)  
Aerial Servant (6<sup>th</sup>)  
Death Fog (6<sup>th</sup>)  
Wind Walk (6<sup>th</sup>)  
Control Weather (7<sup>th</sup>)  
Reverse Gravity (7<sup>th</sup>)  
Incendiary Cloud (8<sup>th</sup>)  
Whirlwind (8<sup>th</sup>)  
**Elemental Aura** (9<sup>th</sup>)  
**Elemental Swarm** (9<sup>th</sup>)  
**Storm of Vengeance** (9<sup>th</sup>)

### Elemental Earth

**Fist of Stone** (1<sup>st</sup>)  
Magic Stone (1<sup>st</sup>)  
Pass without Trace (1<sup>st</sup>)  
Fool's Gold (2<sup>nd</sup>)  
Resist Energy (2<sup>nd</sup>)  
Soften Earth and Stone (2<sup>nd</sup>)  
Meld into Stone (3<sup>rd</sup>)  
Stone Shape (3<sup>rd</sup>)  
Dig (4<sup>th</sup>)  
Freedom of Movement (4<sup>th</sup>)  
Stoneskin (4<sup>th</sup>)  
Spike Stones (4<sup>th</sup>)  
Conjure Elemental (5<sup>th</sup>)  
Distance Distortion (5<sup>th</sup>)  
Passwall (5<sup>th</sup>)  
Transmute Rock to Mud (5<sup>th</sup>)  
Stoneskin (5<sup>th</sup>)  
Wall of Iron (5<sup>th</sup>)  
Wall of Stone (5<sup>th</sup>)  
Glassees (6<sup>th</sup>)  
Move Earth (6<sup>th</sup>)  
Stone to Flesh (6<sup>th</sup>)  
Transmute Water to Dust (6<sup>th</sup>)  
Statue (7<sup>th</sup>)  
Stone Tell (7<sup>th</sup>)  
Animate Rock (8<sup>th</sup>)

Earthquake (8<sup>th</sup>)  
Glassteel (8<sup>th</sup>)  
Iron Body (8<sup>th</sup>)  
Turn Metal or Stone (8<sup>th</sup>)  
Crystalbrittle (9<sup>th</sup>)  
**Elemental Aura** (9<sup>th</sup>)  
Elemental Swarm (9<sup>th</sup>)

### Elemental Fire

Burning Hands (1<sup>st</sup>)  
Faerie Fire (1<sup>st</sup>)  
Produce Flame (1<sup>st</sup>)  
Flaming Sphere (2<sup>nd</sup>)  
Flame Blade (2<sup>nd</sup>)  
Pyrotechnics (2<sup>nd</sup>)  
Resist Energy (2<sup>nd</sup>)  
Fireball (3<sup>rd</sup>)  
Flame Arrow (3<sup>rd</sup>)  
Melf's Minute Meteors (3<sup>rd</sup>)  
Fire Shield (4<sup>th</sup>)  
Fire Trap (4<sup>th</sup>)  
Produce Fire (4<sup>th</sup>)  
Wall of Fire (4<sup>th</sup>)  
Conjure Elemental (5<sup>th</sup>)  
Flame Strike (5<sup>th</sup>)  
Fire Seeds (6<sup>th</sup>)  
Delayed Blast Fireball (7<sup>th</sup>)  
Fire Storm (7<sup>th</sup>)  
Incendiary Cloud (8<sup>th</sup>)  
**Elemental Aura** (9<sup>th</sup>)  
Elemental Swarm (9<sup>th</sup>)  
Meteor Swarm (9<sup>th</sup>)

### Elemental Water

Endure Elements (1<sup>st</sup>)  
Obscurement (1<sup>st</sup>)  
Fog Cloud (2<sup>nd</sup>)  
Resist Energy (2<sup>nd</sup>)  
Gaseous Form (3<sup>rd</sup>)  
Water Breathing (3<sup>rd</sup>)  
Water Walk (3<sup>rd</sup>)  
Control Water (4<sup>th</sup>)  
Ice Storm (4<sup>th</sup>)  
Solid Fog (4<sup>th</sup>)  
Wall of Ice (4<sup>th</sup>)  
Airy Water (5<sup>th</sup>)  
Cone of Cold (5<sup>th</sup>)  
Conjure Elemental (5<sup>th</sup>)  
Transmute Rock to Mud (5<sup>th</sup>)  
Death Fog (6<sup>th</sup>)  
Lower Water (6<sup>th</sup>)  
Otiluke's Freezing Sphere (6<sup>th</sup>)  
Transmute Water to Dust (6<sup>th</sup>)  
Control Weather (7<sup>th</sup>)  
**Abi-Dalzim's Horrid Wilting** (8<sup>th</sup>)  
**Elemental Aura** (9<sup>th</sup>)  
Elemental Swarm (9<sup>th</sup>)  
Storm of Vengeance (9<sup>th</sup>)

## New Spells

### Abi-Dalzim's Horrid Wilting

Alteration  
Level: Magic-user 8  
Components: V, S, M  
Casting Time: 1 action  
Range: 100' (Medium)  
Effect: 30' radius circle  
Duration: Instantaneous  
Saving Throw: Constitution half  
This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage per level of the caster. Affected creatures are allowed a Saving Throw, with success indicating half damage. This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their Saving Throws.

The material component is a bit of sponge.

### Elemental Aura (Abjuration)

Abjuration, Conjuraton/Summoning  
Level: Magic-User 9  
Component: V  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 hour/caster level  
Magic Resistance: Yes

This spell has four very different effects depending on the type (air, earth, fire, water) of elemental aura cast. Only the caster may receive an elemental aura, and it is not possible to benefit from more than one aura at one time.

Each aura is three inches thick and covers the caster's entire body. An aura of air is hazy white in color, an aura of earth is dull grey, an aura of fire is flickering red, and an aura of water is shimmering blue. The auras have these effects:

Air

- Immunity to gas and air-based attacks.
- Total protection from physical attacks by creatures of the Elemental Plane of Air.
- Ability to cast Fly and Protection from Normal Missiles (once each).

Earth

- Immunity to attacks from non-magical weapons made of stone or metal.
- Immunity to physical attacks by creatures of the Elemental Plane of Earth.
- Ability to breathe and move at full Movement Rate within the element of earth.
- Ability to cast Wall of Stone (once).

Fire

- Immunity to normal and magical fire.
- Total protection from physical attacks by creatures of the Elemental Plane of Fire.
- Ability to breathe and move at full Movement Rate within the element of fire.
- Total protection from hostile environmental effects while traveling on the Elemental Plane of Fire.
- Ability to cast Wall of Fire (once).

Water

- Immunity to water- and cold-based attacks.
- Total protection from physical attacks by creatures of the Elemental Plane of Water.
- Ability to breathe and move at full Movement Rate while traveling on the Elemental Plane of Fire.
- Ability to cast Wall of Ice (once).

The auras do not restrict the caster in any way. He is free to move and act normally while under the influence of an aura.

### Fist of Stone

Alteration  
Level: Magic-User 1  
Components: V, S  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 round/caster level  
Magic Resistance: Yes

Upon completion of this spell, one of the caster's hands (his choice) turns to stone. It is flexible and can be used to punch or grapple opponents as if the wizard had Strength of 20. Combat bonuses for Strength do not apply if the caster uses any weapon other than his fist. The fist deals 1d6+5 points of damage (including the Strength bonus to damage).

The fist can also be used to open doors, crush objects, or bend bars.

While the spell is in effect, the wizard cannot cast spells requiring somatic components.