

Elementalists

Requirements: None
Prime Requisite: INT
Hit Dice: 1d4
Maximum Level: None

Elementalists are a specialized form of magic-user. They can use some of the same spells, as well as some spells used by druids, but also have a wide selection of new spells allowing them to invoke the powerful forces of the elements.

Elementalists have the same weapon and armour restrictions as magic-users, and can use the same types of magic items, including those items usable to characters of all classes. However elementalists are generally only able to use and create magic items which have a connection to the elements (for example a *wand of ice* or a *censer of controlling air elementals*). Elementalists can use scrolls containing spells on their spell list, but not scrolls of other magic-user or illusionist spells.

Elementalists advance using the same experience and spell acquisition tables as standard magic-users.

Elementalist Spell List

(Spells marked C are drawn from the cleric spell lists, those marked D are druid spells, I for illusionist spells, and MU for magic-user spells.)

1st level

1. Banish elementine
2. Burning hands (MU)
3. Create water (C)
4. Feather fall (MU)
5. Firelight
6. Lasting breath
7. Manipulate fire (MU)
8. Purify water (D)
9. Ray of fire / cold
10. Read magic (MU)
11. Resist cold (C)
12. Season / windsong / firesong
13. Shapes
14. Summon lesser elementine
15. Unseen servant (MU)
16. Wall of vapor (I)

2nd level

1. Elemental cancellation
2. Fire trap (MU)
3. Fog cloud (I)
4. Heat metal (D)
5. Incinerate / Uncinerate
6. Produce flame (D)
7. Pyrotechnics (MU)
8. Resist fire (C)
9. Summon greater elementine
10. Tidal force

3rd level

1. Banish elemental
2. Fireball (MU)
3. Fly (MU)
4. Gust of wind (MU)
5. Protection from fire (D)
6. Stone shape (D)
7. Summon elemental I
8. Water breathing (D)

4th level

1. Contact elemental spirit
2. Fire shield (MU)
3. Flash fire (D)
4. Ice storm (MU)
5. Lower water (D)
6. Move earth, lesser (MU)
7. Summon elemental II
8. Temperature control (D)
9. Wall of fire (MU)
10. Wall of ice (MU)

5th level

1. Atmosphere bubble (MU)
2. Command elemental I
3. Cone of cold (MU)
4. Contact other plane (MU)
5. Control winds (D)
6. Distort distance (MU)
7. Elemental plane protection
8. Flame strike (C)
9. Passwall (MU)
10. Summon elemental III
11. Transmute rock to mud (MU)
12. Wall of stone (MU)

6th level

1. Command elemental II
2. Control weather (MU)
3. Freezing sphere (MU)
4. Move earth (MU)
5. Part water (MU)
6. Summon aerial servant (C)
7. Summon greater elemental kin

7th level

1. Command elemental III
2. Control weather, greater (D)
3. Earthquake (D)
4. Elemental plane protection, 10' radius
5. Fire storm (D)
6. Statue (MU)
7. Wind walk (C)

8th level

1. Amalgam of earth and air
2. Amalgam of fire and water
3. Elemental portal
4. Elemental wrath
5. Incendiary cloud (MU)

9th level

1. Demand

2. Elemental gate
3. Elemental portal, greater
4. Imprisonment (MU)
5. Meteor swarm (MU)
6. Pact of brass

Elementalist Spells

Amalgam of Earth and Air

Level: 8
 Duration: 1 turn
 Range: See below

With this powerful spell an elementalist can conjure a large quantity of a bizarre substance possessing the qualities of both earth and air. This amalgam can be formed into any shape the caster desires, and is of a volume up to 10 cubic feet per caster level. The caster has complete control over the amalgam for the spell's duration, being able to determine its properties from any of the following: solid or substanceless, heavy or weightless, breathable or suffocating. The amalgam's form and properties can be altered incredibly quickly with a mere thought from the caster, and he is able to move it at will up to 60' per round. At the end of the spell's duration the amalgam disappears instantly.

Amalgam of Fire and Water

Level: 8
 Duration: 1 turn
 Range: See below

Similar to the spell *amalgam of earth and air*, this spell creates a like quantity of a substance which possesses the qualities of both fire and water. The properties which the amalgam can exhibit include any of the following: cold or hot, smothering or burning, falling or rising. The amalgam can cause up to 3d6 hit points damage per round to creatures inside its volume, due to extreme cold, heat or burning.

Banish Elemental

Level: 3
 Duration: Instant
 Range: 120'

This spell causes summoned elementals to return to their plane of origin. A single elemental, of any number of Hit Dice, is affected.

Banish Elementine

Level: 1
 Duration: Instant
 Range: 120'

This spell causes summoned elementines to return to their plane of origin. The number of creatures affected depends on the caster's level - up to 1 HD per level.

Command Elemental I

Level: 5
 Duration: 1 turn per level

Range: See below

This spell has two possible effects, chosen by the caster at the moment he casts the spell. Firstly it may be used to take control of an elemental of up to 8HD within 120'. A free-willed elemental is allowed a saving throw versus spells to resist, but if it fails it must obey the caster's commands unflinchingly for the spell's duration. If the targeted elemental is already under the control of another wizard (either by use of this spell, or as the result of a summoning), there is a base 50% chance that the caster can gain control of it. The chance of success is modified by 5% per level difference between the caster and the controlling wizard.

Alternatively, the spell may be used to augment a subsequent casting of *summon elemental I*, cast within the duration of 1 turn per level. In this case the duration of the summoning is reduced to the remaining duration of this spell, but the elemental can be controlled without concentration, and without any risk of it turning on the caster.

Command Elemental II

Level: 6
 Duration: 1 turn per level
 Range: See below

This spell works in the same way as *command elemental I*, but can either be used to gain control of an elemental of up to 12HD, or to augment a casting of *summon elemental II*.

Command Elemental III

Level: 7
 Duration: 1 turn per level
 Range: See below

This spell works in the same way as *command elemental I*, but can either be used to gain control of an elemental of up to 16HD, or to augment a casting of *summon elemental III*.

Contact Elemental Spirit

Level: 4
 Duration: 1 turn
 Range: 120'

This spell allows an elementalist to awaken the latent elemental spirits which inhabit natural features on the prime material plane such as lakes, rivers, great vistas, mountains and volcanoes. The summoned elemental is friendly to the caster, who is able to converse with it for the duration of the spell. The elemental cannot serve the caster in any way except to divulge information the caster desires to know which is within its feasible sphere of knowledge.

Contact Other Plane

Level: 5
 Duration: Special
 Range: 0

This spell is identical to the magic-user spell of the same name, except that elementalists can only use it to contact powerful beings dwelling on the elemental planes.

Demand

Level: 9

Duration: Instant
Range: 60'

Cast in the presence of a summoned djinni or efreeti, this spell forces the creature to grant the caster a single *wish* (as the 9th level magic-user spell). The creature cannot deny the caster's *demand*, but will always attempt to twist the intent of the wish by fulfilling it to the letter. Once the wish has been granted, the summoned creature is released and has a 50% chance of returning to its home plane and a 50% chance of immediately attacking the caster. The granted wish itself cannot be used to prevent the possibility of the summoned creature attacking the caster.

Elemental Cancellation

Level: 2
Duration: Permanent
Range: 120'

Similar to the 3rd level magic-user spell *dispel magic*, this spell enables an elemental mage to cancel ongoing elemental-based magical effects. When memorizing this spell the caster must choose which of the four primary elements (fire, air, earth, water) will be affected. Only magic of the chosen element may be dispelled, but in all other respects this spell functions in the same manner as *dispel magic*.

Elemental Gate

Level: 9
Duration: See below
Range: 30'

This spell works in the same manner as the 9th level magic-user spell *gate*, but can only be used to contact powerful beings on the elemental planes.

Elemental Plane Protection

Level: 5
Duration: 1 hour per level
Range: Touch

This spell grants the target the ability to survive the natural environmental hazards of one of the elemental planes. The target gains the ability to breathe and to move freely through the matter of the chosen plane, and is unharmed by any pervasive damaging effects such as the omnipresent flames on the plane of fire.

Elemental Plane Protection, 10' Radius

Level: 7
Duration: 1 hour per level
Range: 10'

This spell grants protection from the harmful effects of one elemental plane, in the same manner as the 5th level spell *elemental plane protection*. All creatures remaining within the area of effect are protected.

Elemental Portal

Level: 8
Duration: 1 hour per level
Range: 30'

This spell opens a connection from the prime material plane

directly to one of the elemental planes as chosen by the caster. The portal is 10' in diameter, and allows creatures to travel both ways – the caster and allies may use it to enter the elemental plane, but it also allows elemental creatures to enter the material world. The portal can only be created in a location where there is an abundance of the appropriate element – a volcano, an ocean, a mountain top, etc.

Elemental Portal, Greater

Level: 9
Duration: See below
Range: 30'

Similar to the 8th level spell *elemental portal*, this spell allows the caster either to open a permanent portal to an elemental plane or to open a temporary portal in a location without an abundance of the appropriate element. In the latter case the portal lasts for 1 hour per caster level.

Elemental Wrath

Level: 8
Duration: 1 turn per level
Range: 120'

This dangerous spell allows an elemental mage to unleash a powerful and violent elemental being which embodies the wild and destructive nature of the elements. The spell requires an 8 hour ritual to cast, including the sacrifice of 1000gp worth of rare materials, and can only be cast in the presence of a large quantity of the appropriate element – a huge fire or volcano, a hurricane, a waterfall or raging ocean, a barren mountain side. The summoned being has the qualities of a normal 16HD elemental, with the following differences: 32HD, AC -4, can only be damaged by +3 or greater enchanted weapons, 6d8 damage, double movement rate. These creatures are 100' tall, non-intelligent and incredibly violent. The summoned elemental cannot be controlled by the caster or by any spell or magic item, and has the sole aim of causing as much destruction as possible during the duration of its summoning.

Wise casters seldom use this spell, and those who do ensure that they have some readily available means of escaping from the path of the summoned creature. Even if the caster avoids the creature's wrath, casting this spell is extremely taxing, and there is a 5% chance that the caster's Constitution will be permanently reduced by 1d4 points.

Firelight

Level: 1
Duration: 1 hour, +1 turn per level
Range: 90'

The elemental mage conjures forth a ball of flickering flame, which sheds light but not heat. The ball of flame can be manifested around the caster's hand, around an object he holds (such as a staff), or floating above his shoulder. The flame produced cannot be used to ignite other objects, and cannot cause damage. However at any point during the spell's duration, the caster may cause the flame to flare suddenly, dazzling any creatures within 30' who fail a saving throw versus spells. Dazzled creatures suffer -2 to attack rolls for 2 rounds. The caster is not affected by the flare, but his allies may be, unless warned to shut their eyes. After the

firelight flares it disappears and the spell ends.

Incinerate / Uncinerate

Level: 2
Duration: Special
Range: 20'

This spell is cast as part of a ritual resulting in the transformation of an object into a pile of enchanted ashes which can later be reinstated with the reversed form of the spell.

To create the enchanted ashes the caster must create a fire of some kind (either magically or through normal means) into which the object must be cast. Any single object which is normally combustible can be affected, although it cannot be larger than a 5' cube. The spell must be cast as the fire is dying down, and the burned object is crumbling to embers. When the spell is cast the ashes of the burned object become enchanted, and should be collected by the caster and stored in a suitable container.

At a later date, using the reversed form of the spell, enchanted ashes can be transformed back into the original object as it existed before it was burned. The reinstatement takes 1d6 rounds, during which time a strange black fire surrounds the ashes. The fire causes 1d4 hit points damage to any creature in contact.

Lasting Breath

Level: 1
Duration 1 turn
Range: 10'

The creature touched gains the ability to go without oxygen for the duration of the spell. This can grant water-breathing creatures the ability to function in an air medium, and air-breathing creatures to function underwater, for example. One creature per caster level can be affected.

Pact of Brass

Level: 9
Duration: 101 days
Range: 0

This powerful spell allows a caster to bind a summoned efreeti into service for 101 days, as detailed in the creature's description. The efreeti must first be summoned with another spell or magic item. The binding of the pact also requires the caster to prepare two brass amulets - one which he must wear and one to be worn by the efreeti. These amulets must be inscribed with magical writing, and cost at least 4,000gp each. The power of the spell is such that the summoned efreeti cannot deny the pact and must accept the wizard's amulet. Once the pact is made, it can only be broken if either of the amulets leaves its owner's possession. The bound efreeti cannot discard its amulet of its own accord, however, they are intelligent, chaotic and wily creatures, and often contrive ways to trick the caster to command them to do so, thus breaking the pact. If the pact is broken before its proper end, the efreeti is 90% likely to attack the wizard who bound it.

A wizard may only bind one efreeti to service at any one

time.

Ray of Fire / Cold

Level: 1
Duration: 1 round, +1 round per 3 levels
Range: 40'

A jet of flame or icy cold shoots from the caster's fingertip, causing 1d8 hit points damage to a single target in range if a successful attack roll is made. The ray may be used to attack once per round for the spell's duration, and can be targeted against a new opponent each round.

The caster must choose which effect to create (fire or cold) when memorizing the spell.

Read Magic

Level: 1
Duration: 1 turn
Range: 0

This spell works in exactly the same way as the magic-user spell of the same name, except it allows an elementalist to understand spells on the elemental spell list. Magic-user or illusionist spells can be recognised as such using *read magic*, but cannot be understood by an elementalist.

Seasong / Windsong / Firesong

Level: 1
Duration: 1 turn per level
Range: 30'

This spell weaves a subtle enchantment into the natural sounds of the sea, rivers, a fire or the wind. A source of such sound must already be present, the spell cannot artificially create or enhance it. The enchanted sound takes on a hypnotic song-like quality which can affect creatures in range in one of two possible ways (chosen by the caster upon casting the spell). Firstly the spell can be used to lull all creatures failing a saving throw versus spells into a state of drowsiness and unalertness. Alternatively the spell can be used to bring about a soothing and refreshing sleep in willing targets, allowing them to heal 1hp of damage after a full night's rest.

Shapes

Level: 1
Duration: See below
Range: 20'

This spell gives the caster the ability to form patterns and shapes in a chosen elemental substance within range. Typically this spell is used to create forms in the motion of flames, the flow of water or the spiralling of smoke, but it can also be used to inscribe patterns in soft earth or dust. The forms created have no magical effect, but may be used to entertain or frighten on-lookers, or perhaps to pass messages.

The spell's effect lasts as long as the caster maintains concentration and performs no other actions.

Summon Elemental I

Level: 3

Duration: Permanent
Range: 240'

This spell functions in the same way as the 5th level magic-user spell *conjure elemental*, but summons an elemental of the weakest type - with 8HD. In addition to the standard fire, air, earth and water elementals, elementalists are also able to summon a variety of alternative elementals using this spell (see monsters section).

Summon Elemental II

Level: 4
Duration: Permanent
Range: 240'

This spell functions in the same way as the 3rd level *summon elemental I* spell, but summons an elemental of the middle type - with 12HD.

Summon Elemental III

Level: 5
Duration: Permanent
Range: 240'

This spell functions in the same way as the 3rd level *summon elemental I* spell, but summons an elemental of the greatest type - with 16HD.

Summon Greater Elemental Kin

Level: 6
Duration: 1 turn per level
Range: 120'

This spell allows the caster to conjure forth a variety of creatures from the elemental planes. At 11th level the caster can choose to summon a djinni, sea serpent or xorn. At 13th level he may alternatively summon a flame salamander. At 15th level he may summon a frost salamander, and at 17th level an efreeti.

The summoned creature is bound to serve the caster unerringly for the duration.

Summon Greater Elementine

Level: 2
Duration: 1d4 rounds, +1 round per level
Range: 60'

This spell functions in the same way as *summon lesser elementine*, but conjures a greater elementine of a type chosen by the caster.

Summon Lesser Elementine

Level: 1
Duration: 1d4 rounds, +1 round per level
Range: 60'

This spell summons a lesser elementine of a type chosen by the caster, which appears within range. The caster has complete control of the elementine for the duration of the spell, and can command it to attack nearby foes or perform other tasks within its capabilities.

Tidal Force

Level: 2
Duration: 1 round per level
Range: 60'

This spell creates an amplified tidal force which enables the caster to influence the movements of bodies of water and water-based creatures (including most humanoids and animals). Each round the caster must choose which direction the tidal force will push. All affected creatures in range must make a saving throw versus spells or be pushed 20' in the chosen direction. The spell does not have the force to lift creatures off the ground or to prevent them from falling.

New Monsters

Elementals

In addition to the planes composed of the four classical elements (fire, air, earth & water) and the elementals which dwell there, a range of other elemental planes exist which are in turn inhabited by their own unique elementals. A selection of such creatures is given below. The exact nature of the cosmological connection between the classical elemental planes and these new planes is left to the Labyrinth Lord to decide. It could be that they are simply lesser, or lesser-known, elemental planes, or they could alternatively be viewed as sub-planes which are formed where two of the classical elemental planes meet.

The choice also exists as to whether the standard magic-user spell *conjure elemental* can be used to summon these new creatures, or whether their summoning is the sole domain of elementalists.

They are described in the same format as the classical elementals, with three different sizes ranging from 8 to 16 Hit Dice

Mud Elemental

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	2/0/-2
Hit Dice:	8/12/16
Attacks:	1
Damage:	1d8 or 2d8 or 3d8
Save:	F8 or F12 or F16
Morale:	10
Hoard Class:	None
XP:	1,570/2,800/3,300

Mud elementals appear as a seething slimy mass of ooze and silt. For every hit die possessed they are 2' in diameter and 1/2' high. They attack by lashing out with sticky waves of goo, attempting to drag victims into their ooze. A target which is successfully hit by one a mud elemental will be pulled into its mass and automatically suffer smothering damage each round. Mud elementals can smother any number of victims, but can only make an attack against one new target per round.

A mud elemental's form is completely mutable, allowing it to move through very small spaces such as the gap beneath a door. They are equally at home on land or in water.

Frost Elemental

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 2/0/-2
Hit Dice: 8/12/16
Attacks: 1
Damage: 1d8 or 2d8 or 3d8
Save: F8 or F12 or F16
Morale: 10
Hoard Class: None
XP: 1,570/2,800/3,300

Frost elementals appear as giant humanoids made of frost and ice, and are 2' high for every hit die possessed. They freeze water on touch - up to 100 square feet per round, up to a depth of 6 inches. When in contact with snow or ice a frost elemental regenerates 1d6 hit points per round. They suffer half damage from cold based attacks, and double damage from fire.

Lava Elemental

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 2/0/-2
Hit Dice: 8/12/16
Attacks: 1
Damage: 1d8 or 2d8 or 3d8
Save: F8 or F12 or F16
Morale: 10
Hoard Class: None
XP: 1,570/2,800/3,300

Lava elementals appear as giant roughly shaped humanoids made of magma and volcanic rock. They are 2' high for every hit die possessed. Lava elementals are surrounded by a 20' radius area of searing heat - causing metals to heat up. Upon the second round within range, all characters using metallic weapons or armour suffer 1d4 hit points damage. On the 3rd and subsequent rounds in the creature's presence, metal using characters suffer 2d4 hit points damage and others suffer 1d4 hit points damage. Any wooden objects touching a lava elemental burst into flame.

Ash Elemental

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 2/0/-2
Hit Dice: 8/12/16
Attacks: 1
Damage: 1d8 or 2d8 or 3d8
Save: F8 or F12 or F16
Morale: 10
Hoard Class: None
XP: 1,570/2,800/3,300

Ash elementals appear as a creeping mass of black ash and smoke. For every hit die possessed they are 2' in diameter

and 1/2' high. Their attacks cause damage by desiccation and choking. Anyone within 20' of an ash elemental must save versus poison or suffer -2 to attack rolls due to the blinding smoke. The touch of an ash elemental is toxic to plants - normal plants wither and die, while plant-like monsters automatically suffer 1d8 hit points damage per round.

Steam Elemental

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 180' (60') - flying
Armor Class: 2/0/-2
Hit Dice: 8/12/16
Attacks: 1
Damage: 1d8 or 2d8 or 3d8
Save: F8 or F12 or F16
Morale: 10
Hoard Class: None
XP: 1,570/2,800/3,300

Steam elementals appear as an amorphous cloud of searing steam approximately 2' in diameter per hit die. They attack by condensing their form and enveloping a target, causing damage by burning. The creature's heat is such that it kills any normal plants or insects it comes into contact with, and causes 1d6 hit points damage to all creatures within 20'.

Elementines

Elementines are semi-intelligent beings made of pure elemental matter of one kind or another. They are native to the elemental planes, but can be summoned by certain spells. Elementines can only be harmed by magic and magical weapons.

There are two different power levels of elementines, and the type present will be determined by the spell used to summon them. Lesser elementines have AC 4, HD 1 and are generally around 2' in diameter, whereas greater elementines have AC 2, HD 3 and are around 5' in diameter.

Fire Elementine

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 4/2
Hit Dice: 1/3
Attacks: 1
Damage: 1d4/2d4
Save: F1/F3
Morale: 10
Hoard Class: None
XP: 10/50

Fire elementines appear as a sphere of flame. The creature attacks simply by touching an opponent, causing damage and the ignition of flammable materials.

Air Elementine

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 180' (60') - flying
Armor Class: 4/2

Hit Dice: 1/3
Attacks: 1
Damage: Special - see below
Save: F1/F3
Morale: 10
Hoard Class: None
XP: 10/50

Air elementines are formed of powerful wind vortices, and are usually only visible by the dust which they stir up as they move. They 'attack' foes by surrounding them with their chaotic air currents, not causing any damage but potentially distracting and confusing the target. A creature successfully attacked by an air elementine suffers -2 to its attacks due to the distraction, and cannot cast spells or use missile weapons. These effects last for one round. A creature attacked by a greater air elementine must also make a save versus paralysis or be stunned for 1d4 rounds.

Earth Elementine

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 4/2
Hit Dice: 1/3
Attacks: 1
Damage: Special - see below
Save: F1/F3
Morale: 10
Hoard Class: None
XP: 10/50

Earth elementines can only manifest within a large body of stone or earth - usually the ground. They can move within this earth medium without being noticed (except by detect magic), and attack by disrupting the ground beneath an opponent's feet. The attack does not cause any damage, but the target is usually knocked over and is stunned for one round. Attacks by greater earth elementines cause the target to be stunned for 1 to 3 rounds.

Water Elementine

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 120' (40') - swimming
Armor Class: 4/2
Hit Dice: 1/3
Attacks: 1
Damage: 1-2/1d6
Save: F1/F3
Morale: 10
Hoard Class: None
XP: 10/50

Water elementines appear as a spherical or snake-like formation in a body of water, and can only be summoned where a sufficient quantity of water exists - at least a small pool. They cannot leave the body of water from which they are formed. They attack by overwhelming opponents, causing damage by drowning. Creatures which can breathe water are unaffected by a water elementine's attacks, but fire-based creatures suffer double damage.

Afterword

To be used in conjunction with the Labyrinth Lord Advanced Edition Companion.

The spells and monsters in this document were created by Gavin of The City of Iron blog (www.the-city-of-iron.blogspot.com).

The new content is as yet un-playtested, so I'd be delighted to get feedback from anyone who ends up using the elemental class, or any of the new spells or creatures, in their own games.

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