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ENCYCLOPEDIA
ARCANE

ELEMENTALISM

THE PRIMORDIAL FORCE



Alejandro Melchor



Encyclopaedia Arcane Elementalism

Alejandro Melchor

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INTRODUCTION

Common arcane lore divides physical existence into four basic elements: Air, Earth, Fire and Water. By manipulating these elements, arcane spellcasters create some of the most spectacular effects of magic, raising walls of stone around themselves or raining fiery death upon their enemies. Unlike druids, who control nature's resources via a pact of mutual respect, wizards and sorcerers master the raw elemental forces without permission and, most of the time, even without acknowledgement.

Simply by blowing creatures away or breathing underwater, all arcane spellcasters are elementalists in a way. Their knowledge, however, is limited to the strictly defined effects of spells they learn from the eight schools of magic. Beyond that basic knowledge, there are those who dare to further their understanding of elemental forces, eschewing their progress in the general arcane arts to walk the Four Elemental Ways and gaining power over the building blocks of the universe.

The School of Elementalism, or the School of the Four Ways, is a collection of disciplines that enable its students to understand, tap into, and bend the elements. They start small, capable of learning and preparing more powerful spells from a favoured element, but their skills improve as they progress through the Five Circles of the Way. They slowly learn how to make the most of their control over elemental creatures, and their expertise soon earns them the attention of the natives and rulers of the Elemental Planes. With time, they know the secrets of their chosen element so well that they can avoid its perils, and can even travel and survive in the Elemental Planes. Such spellcasters earn the recognition and respect of the poorly known Elemental Courts and find themselves in the middle of their interplanar wars.

Any evoker can detonate his enemies and any conjurer can summon elementals to serve him for a few moments, but the spellcaster who gains a greater control over the elements not only does it better, he truly understands the forces behind the spells and is capable of feats of arcane might undreamt of by the uninitiated. For one who knowingly controls the primordial forces, there is little that can stop him.

ENCYCLOPAEDIA ARCANE

Elementalism: The Primordial Force is the latest volume of the Encyclopaedia Arcane series, presenting a new way of looking at elementalism. Designed to be seamlessly slotted into any fantasy-based d20 game system, these sourcebooks enhance and expand all arcane spellcasting classes, adding a new dimension to campaigns. Each book of the Encyclopaedia Arcane is not intended just for Games Masters to use in conjunction with their Non-Player Characters, however. Players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options the core rulebooks present them with.

ELEMENTALISM: THE PRIMORDIAL FORCE

The primary purpose of this sourcebook is to give players and Games Masters alike all the information they need to play with the primordial forces of the universe. Within these pages you will find chapters devoted to elementalism as a new school of magic that will not interfere with a wizard's specialisation nor with a sorcerer's lack of one, new methods to control the elements of air, earth, fire and water, both through the formulae of spells and by sheer force of will. The elementalists also have ways to summon, control and make pacts with the powerful elementals, the embodiment of the raw forces of creation, and the intelligent and devious outsiders that make their homes in the Elemental Planes.

Any spellcaster worth his salt can command the elements to take shape through a simple spell, but the elementalists understands the true power that can be obtained from their manipulation, knowing full well that to limit his knowledge to a few paltry spells will keep him from realising the potential of tinkering with the four pillars of energy that give form and substance to the world.

If not for the shadows their mounts projected on the sand, Thalox the Red would have believed the caravan was travelling upon the surface of the sun and not the blasted terrain of the Broken Lands around Kahltur.

'You are holding up very well for your first time in the Broken Lands.' The caravan leader approached him on his latest inspection run. He was clad in the traditional garb of the desert people and regarded the sorcerer with a mocking grin that hesitated from becoming condescension.

'Did you not hear the talk among the camel herders?' Thalox grinned wickedly. 'why should I fear the desert when I have the blood of the efreet running through my veins?'

'Hush!' The nomad barked him silent, looking warily at the rest of his people. 'Don't speak so loud, fool! I agreed to let you come with us because you paid very well, but I will not hesitate to leave your flesh for the scorpions if you bring any kind of trouble.'

'I shall remain silent,' Thalox said, nodding gravely, but he was laughing in his head. His tanned white skin did not go well with his red hair and fiery amber eyes, a birthmark that pointed to the magic he had been able to command since a very young age. He had joined the Jhorkala Academy of Magic and learned to control his power, but he had not been content until he had stumbled upon the texts that spoke of the Four Ways, and the fire in his blood had ignited ... metaphorically speaking.

After the caravan leader left, he rummaged inside his desert tunic, taking good care that no one saw him. He produced a small box of finely wrought silver and blew gently over the diminutive lock. He heard the click and opened the lid cautiously. He felt the breeze caress his face.

'We should be near the old temple ruins,' the sorcerer whispered to the box. 'Fly fast and sure, oh fairest of the fair, whose beauty is not matched in a thousand worlds, and tell me what you find.'

'Flattery ... will ... get you nowhere ... my master ...?' He heard the soft laughter in the wind, and a small gust blew his hood off, a last playful gesture from the sylph he had bound to the little box to do his bidding.

The sun hid behind the far-off mountains and the caravan broke camp. It was definitely cooler during the night, but it was also extremely dangerous to travel in darkness in the Broken Lands. The sorcerer's tent stood apart from the others, a small gesture from Thalox towards the superstitious teamsters who linked him to the terrible efreet. Perhaps they were not wrong.

He saw the flame from his candle tremble as if by a strong wind, even though the flaps of his tent were securely tied shut. He smiled as the sylph took her true form as the beautiful woman he had praised her to be. She sat cross-legged in front of him with the veils that comprised her only attire flitting around her, moved by her windy nature so as not to show any of her hidden female charms. She smiled back.

'I have found it, master,' her voice a whisper loud enough to hear without straining. 'It stands no more than half a day's journey from here.'

'Perfect, oh loveliest among Zephyr's daughters.' Thalox did not tire of complimenting the sylph. Her kind had a weakness for pretty language, and he was not lying in any case. 'I shall inform our guide that we do not need his services anymore.'

'Would you travel at night, master?'

'I am a flesh-bound son of Fire, as you are an ephemeral daughter of Wind,' he replied, smiling gently. 'Not the desert, the ruins, nor the City of Brass that lies beyond them holds danger for a fire elemental of the Fourth Circle. No danger, but great power awaits us, my pretty one.'



ELEMENTALISM - AN OVERVIEW

The Material Plane is a collection of matter scattered around with no apparent order or reason. Since the beginnings of arcane study, wizards and sorcerers have sought ways to understand and control the world around them. As part of those studies, they discovered the power and influence of the four elements: Air, Earth, Fire and Water.

Most early arcane magic evolved from the manipulation of the four elements in one form or another and slowly grew to encompass the less definable aspects of Creation. There are so many remnants of elemental magic inside scrolls, spellbooks and treatises that only the most foolish and ignorant dismiss the importance of the Four Elements in arcane praxis.

As important as elemental magic is in arcane lore, there are very few spellcasters who call themselves 'elementalists'. Even among those few, the majority are merely normal spellcasters who make a point of learning spells with elemental effects. They have not dedicated their whole lives to the understanding of the elements, standing at the crossroads of the Four Elemental Ways but committing to none of them.

THE SCHOOL OF THE FOUR ELEMENTAL WAYS

Called the School of Elementalism or just Elementalist School, this discipline grew at the same time as the traditional schools of Abjuration, Conjunction, Divination, etc., but quickly fell out of favour as the eight schools provided a more precise coding of magical effects. It was certainly not forgotten.

Curiously, it was sorcerers rather than wizards who kept Elementalism alive. Many claim that their draconic blood called them to practice this art as dragons are aligned to the elements, others that it is because their true power comes from the bloodlines of elementals and other outsiders. Sorcerers find it easy to become elementalists, and they have done the most to make this school prosper and survive.

Elementalism divides into two disciplines that cross and apply to the Four Ways, with no restriction as to who can learn what. The first, elemental mastery, is the one that sorcerers excel at and used to keep the school alive. The discipline concentrates on manipulating the raw essence of the elements to include their energy into any spell the sorcerers know, although elemental masters are more famous for being able to produce their element of preference out of thin air than for their control of existing amounts of it.

Elemental invocation is the second discipline and the one most wizards stick to, as they are more familiar with its process. Invokers study the lore of the Elemental Planes more extensively than other spellcasters, and they learn of rituals and additional formulae that allow them to summon the higher elementals as well as more powerful elemental creatures and, with some time and risk, elemental rulers. They also create the wondrous Receptacles, magical items that bind or imprison elementals so that they remain always at hand, answering to the owner's wishes at any time.

The Four Elemental Ways

The elementalist disciplines are open to any spellcaster, even to non-elementalists who stumble upon them, although the students of the Four Ways will always have an advantage because of their developed affinity with the elements.

A devoted student of the Elementalist School chooses one of the Four Elemental Ways: Air, Earth, Fire or Water. Once he starts learning the secrets of that first element, he is forever barred from learning the abilities of its opposite, but may later choose to thread a second and even a third Way from the remaining elements. The elementalist becomes familiar with the characteristics of his chosen element, which not only includes its physical manifestation but also its philosophical correspondence, its Elemental Plane, and the creatures and elementals aligned with it.

Air—the Seeker of Secrets

Students of the Way of Air are the most interested in learning for its own sake. Curious and persistent, their peers consider them flighty because they shift from one subject of study to the next, apparently leaving things unfinished. What they do is try to keep the big picture in sight, always remembering where they left off any of their studies and ready to pick them up again. The Way of Air values honesty and wit and loathes stagnation.

Earth—Unflinching Stability

Those who travel the Way of Earth are constant and dogged in their pursuit. The polar opposite of Air, they pursue a task until its completion and are the worst kind of perfectionists. They are reliable but sometimes stubborn, speaking with brutal honesty and always to the point. The Way of Earth values patience and responsibility and loathes slackers.

Fire—the Cleansing Change

Shifting and energetic, students of the Way of Fire are powderkegs ready to detonate. Whatever they undertake, they do so with the utmost enthusiasm, devoting all their strength. Their demeanour can be exhausting to others, and the Fire followers are said to devour everything they come in contact with. One sure thing is that whatever they touch with powers or personality never remains the same. The Way of Fire values energy and drive and loathes passivity.

Water—Source of All Life

Serene is the keyword that describes the adherents of the Way of Water. They seek the deeper wisdoms of the world and take the time to learn them. They are nurturing and many care for the safety of others, although they are not strange to duplicity, always hiding something beneath the surface. Students of Water adapt easily to any circumstance, flowing around their problems with ease. The Way of Water values wisdom and adaptability and loathes recklessness.

The Four Elemental Ways are general directions of study, not narrow areas of knowledge. An elementalism can practice the disciplines of elemental mastery and elemental invocation as he sees fit without losing his ability to practice either in light of his preference. Any wizard can dabble in any of the methods from the elemental disciplines, but he lacks the expertise of a true elementalism and has no access to the more refined and advanced techniques and power.

THE ELEMENTS

The foundations of elemental studies are the elements themselves. Elementalists probe them, work and experiment with them, sometimes with disastrous results. According to the earliest texts, the raw elements compose all the energy and matter in existence, distilled in many forms and combinations. Based on this assumption, students of the Four Ways look for the element's correspondence with everything. Most matter corresponds with earth and

water as energy relates to air and fire, but no classification is absolute and several apparent contradictions exist, such as acid (the water that burns) and sonic energy (blunt air).

Elementalists appear to be engaged in a race of sorts, trying to relate materials, energy and effects to their elements, and thus gain power and influence thanks to their studies. Material correspondences are more useful to alchemists and conjurers, for they extract the essence of the ingredients to achieve their respective results of creating substances like alchemist's fire and summoning specific elemental powers as the royal salamanders. Many an elementalism will carry a gem or precious stone that relates to his element, not only for luck but also for the focus of his magic.

By calling on the properties of an element, a student of the Four Ways may also influence related phenomena, as adepts of Air and Fire are able to affect lightning, and adepts of Earth and Water to command oozes. These subtle correspondences take more time to develop but greatly increase the elementalism's array of powers and augmented magic.





The most powerful students of the Elementalist School learn to apply an element's higher correspondences, the philosophical foundations of each element. This higher knowledge is much harder to come by, and only constant study and practice can help a spellcaster attain it, for it expands his area of influence to its utmost reach. Among the higher correspondences are Air's relationship with mind-affecting magic and Fire's aspects of change in transmutation magic.

THE EIGHT SCHOOLS OF MAGIC

The relationship between the traditional Eight Schools and the elementalists' Four Ways is one of mutual respect, as the practice of elementalism does not carry the stigmas of demonology or necromancy or the reputation of battle magic. The most extreme attitude is of condescending competitiveness, with the regular specialists seeing their elementalist colleagues as a bit backwards in following a school of thought that the Eight Schools made outdated. The elementalists reciprocate, believing the traditionalists to be snooty snobs who have forgotten who put them where they are in the first place.

The Elementalist School is similar to a specialist school in that it emphasises its students' efforts in a particular area as they neglect others. Elementalism, however, crosses over several traditional schools of magic, with a fire elemental possessing a wider selection of favoured spells than the smartest evoker where fire is concerned.

THE FOUR ELEMENTAL PLANES

A spellcaster's studies of the elements will bring him in contact with the Elemental Planes sooner or later. The first and most easily understood manipulation of these planes is the summoning of an elemental creature via conjuration magic. The spellcaster calls forth a simple elemental for a brief time, and the experience helps him learn some details of what life on an Elemental Plane can be like. Dedication and discipline will broaden the student's understanding, and progress in the Elementalist School will allow him to tap into these planes, letting him draw elemental material from them to achieve the effects elementalists are famous for. Eventually, he can willingly open temporal vortices and gates to an Elemental Plane.

The vortices an elementalist creates are small pricks in the fabric of the Material Plane that connect directly to the Elemental Plane of the spellcaster's choice, and elemental material spouts with varying intensity as desired by the elementalist. Other wizards and sorcerers scoff at this method, calling it crude and uncontrolled, but elementalists can and do control the material they bring from other planes.

The Four Elemental Planes are quite hostile to life as it is known in the Material Plane, with Air being the most benign and Fire the most hazardous. The planes do not need an elementalist to connect them to the Material Plane as natural vortices occur in extreme locations such as active volcanoes, deep-sea trenches, the world's core, and at great altitudes, each for a corresponding element.

The School of the Four Ways claims that the world was created as the gods opened the gates of each Elemental Plane and then stirred the pouring material, mixing and shaping it until everything was given structure. The energies coming from the Negative and Positive Energy Planes started the world on its constant movement between life and death, but it was the Elemental Planes that gave it form and substance.

ELEMENTAL BEINGS

All spellcasters are aware of the existence of elementals, but they are familiar only with the barely sentient clumps of material that answer to simple summoning magic. Elementalists who delve more deeply into their craft know better. They know that the Elemental Planes are inhabited by a surprisingly wide variety of creatures, with elementals being the most base.

Elementals and Elemental Creatures

Elementals are the basest denizens of the Elemental Planes, being animated quantities of material that can be born and come undone randomly, their consciousnesses small shards of the plane's power. An elemental bears no ill to a summoning spellcaster once it returns home, as it probably did not exist prior to the summoning and is not likely to survive as an individual for much more time either.

The larger elementals are the ones that have endured for one reason or another, amassing more of the elemental material around their consciousness shards. An elemental slain in the Material Plane will reform in its home plane none the worse for wear, but if destroyed in its native plane the consciousness shard rejoins the rolling material of the plane, to regenerate anew somewhere else as a lesser elemental.

Elemental creatures are a bit more complex, taking the shapes of creatures that exist on the Material Plane and having an ecology of sorts. As with elementals, they possess a consciousness shard that gathers elemental material to give it shape, but their shards are different. While elementals are primitive brutes, elemental creatures are the animals and beasts that comprise the plane's fauna.

The scholars of the Elementalist School have concluded that the natural cycle of predator and prey that exists between elemental creatures is based on the devouring of the consciousness shards, which the elemental creatures need to sustain their forms in the dynamic flow of their home's material. This would explain why they would attack planar travellers, as it is not their bodies that they seek to consume, which provide no nourishment to them, but the spark of consciousness and intelligence.

Higher Elementals and the Courts

Unbeknownst to all but the most learned scholars of the traditionalist schools and intermediate students of the Four Ways, there are more kinds of elementals.

The ones more frequently met are the magmin and the invisible stalkers, who have a much greater intelligence than base elementals. These higher elementals possess a society that nearly none are privy to, and they certainly have more company.

Higher elemental creatures have the strongest consciousness shards and do not relinquish them lightly, living existences as fully sentient individuals. The most typical higher elementals include the sylphs from the Plane of Air, the undines from the Plane of Water, the royal salamanders from the Plane of Fire (not to be confused with the salamander outsiders), and the gnomides from the Plane of Earth. They are to their native planes what humanoid races are to the Material Plane: the citizens, workers, warriors, adventurers and rulers of their domains.

The higher elementals are organised in courts, and there exist several of these just as there are many humanoid kingdoms, but in general they are called the Elemental Courts. The higher elementals group in hierarchies that have more to do with castes than with actual power. The most powerful invisible stalker still has to bow before a common sylph. It is very hard to summon these elementals, and it is usually the domain of dedicated elementalists who still must bargain for favours instead of just giving orders.

Above all the higher elementals are the elemental rulers, demigods in their own right who wield great power and have dominion over their elements and the corresponding planes. The elemental rulers even have clerics among both elemental natives and creatures of the Material Plane, although their cults are small compared to those of the true gods.

Outsiders and Others

Outsiders make up the next order of elemental denizens, powerful creatures that have made the Elemental Planes their homes. The greatest among them are the djinn and the efreet, with strange fauna like arrowhawks, xorns, and the fabled phoenix roaming around, not made from the plane's material as the elementals are but definitely at home there.

There are also creatures that, even if their home is definitely the Material Plane, are closely aligned with the elements, enough to be affected by the elementalists' power: giants, basilisks, hydras, gargoyles, and, marginally, even dragons.



THE SCHOOL OF ELEMENTALISM

Studying the ways of the elements requires discipline and dedication, and the spellcaster must be willing to devote time and effort away from his normal studies in order to further his knowledge of the Four Elemental Ways.

Advancement in the Elementalist School does not interfere with a spellcaster's normal progress, whether it is a wizard's systematic study or a sorcerer's self-examination and training. At its worst, it only slows down that progress in lieu of becoming increasingly familiar with the forces behind each element. For the students of the Four Ways, the price is more than worth it.



THE FOUR ELEMENTAL WAYS

Upon commencing his studies in the Elementalist School, the spellcaster must choose one of the Four Ways: Air, Earth, Fire or Water. This decision will forever define the elementalists' access to elemental magic and elemental relationships. The first element he chooses becomes his Primary Way; if he later learns the abilities for a second or even a third element, he is always known as an elementalists of that Way. For example, a sorcerer begins studying the Way of Air and, after reaching its higher levels of power, complements his knowledge by studying the Way of Fire; he is still known as an air elementalists.

Spell Correspondence

Each Way allows a caster to specialise in the learning, preparation and actual casting of certain spells, accessible through the Elemental Specialisation ability (described later). At first these spells are few in number but, as he advances through the ranks of the School, he learns the elemental correspondences of other spells. Most of the spells found in *Core Rulebook 1* relate to an element in one of three degrees: direct, subtle or higher correspondence. Players and Games Masters may include spells from other d20 products according to these guidelines:

Direct Correspondence: These spells directly manipulate the element in question. Direct Fire spells always have the fire descriptor or cause an amount of fire damage. Direct Water spells are usually those with the cold descriptor or whose description mentions ice, clouds of vapour, or water itself. Direct Air spells include methods of flight, manipulation or transformation of gases, some forms of clouds and vapours, transportation of solids or communications over the air, and the handling of winds. Direct Earth spells are more straightforward, enabling the character to create and/or control stone, mud and soils.

Subtle Correspondence: Subtle elemental spells are harder to define and classify, for they exploit the elements' contribution to secondary phenomena. Electricity effects may belong to Air or Fire, while acid may belong to Water or Earth, depending on its particular effect. Sonic and telekinetic effects belong to Air, while poisons are related to Water. All effects that target or include minerals in their description are subtle correspondences to Earth, as are the ones that

affect solid matter, except any inclusion of wood or plants. Light and energy effects relate to Fire, but not when they combine damage from another source like holy or unholy damage or have an alignment descriptor. The Games Master has the final say on whether a spell is subtly correspondent to an element.

Higher Correspondence: This refers to the philosophical meanings of each element. Most mind-affecting spells belong to Air, including telepathic and divination effects that extend the caster's senses but do not allow a vision of past or future. Protection and stability are the provinces of Earth and many abjuration spells fall in this category. Higher Earth spells also involve strength and permanence. Fire is the element of change and purification but may also include some forms of illusion and emotion-affecting spells. Healing, nourishment and life are part of Water's higher correspondence, which may also include the delving of mysteries and the manipulation of time. The Games Master has the final say on whether a spell has a higher correspondence to an element.

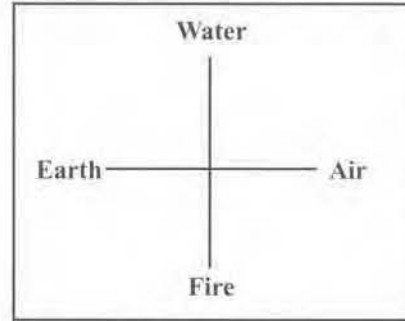
Divine Elemental Magic

Many elemental spells belong to the spell lists of the cleric and druid classes; they are considered arcane spells *for elementalists only*. Elementalists cannot share these spells with regular arcane spellcasters, and any scroll they scribe can be used only by casters who include that spell in their spell lists according to *Core Rulebook I*. An elementalist may study and learn the spell from a divine source as long as he is an experienced enough elementalist, which means that the spell in question appears in the list for direct, subtle, or higher correspondence (see below). For example, an air elementalist can study and learn *air walk*, which is normally a cleric spell, but he cannot scribe it in a scroll so that other arcane spellcasters can learn it, not even elementalists from another of the Four Ways who do not have a basic understanding of the element of Air.

Elemental Opposition

The elements, as well as their Elemental Planes, are arranged in a cross where one of them opposes another. When a character chooses one of the Four Ways as his Primary Way, he can never learn the abilities of its opposing Way and cannot learn any of its correspondent spells.

OPPOSING ELEMENTS



An elementalist with Fire as his primary Way can never learn the abilities of the Way of Water, nor learn *water breathing*, *grease*, or *calm emotions* as listed in the direct, subtle, and higher specialisation spell lists (see below).

Elementalism and the Schools of Magic

The Elementalist School is not incompatible with any of the traditional magic schools. Quite the contrary, all the benefits stack together but, unfortunately, so do the restrictions. For example, a water elementalist who is also an evoker may prepare an extra Evocation spell *and* an extra Water spell per day, but he can never learn *flaming sphere* (an Evocation



THE SCHOOL OF ELEMENTALISM

spell, but also a direct Fire spell) or *lightning bolt* (another Evocation spell, but also a subtle Fire spell). He cannot even learn a Water spell if it belongs to one of his prohibited schools. It is no surprise that evokers often follow the Way of Fire, transmuters opt for Earth or Water, and conjurers and diviners go for Air.

THE FIVE CIRCLES

Advancement in the Elementalist School is divided into five progressive Circles for each of the Ways. Each of the Circles grants the student ever more familiarity with his chosen element so that he can better use its properties.

Entry into the Elementalist School is expensive. Instruction is taught only by specialised masters in the field, and progressing through the Circles is a time-consuming endeavour. In addition to the prerequisites that the aspirant must meet in order to advance into each Circle, he must also pay an amount of gold, experience and time in order to obtain all of the Circle's benefits.

To achieve Apprentice status (1st Circle), the character must meet the initial prerequisites so that a master accepts him as a student. He must then spend one month in study, spending 1,500 gp for tuition and material costs. At the end of his instruction, he spends 500 experience points to reflect all that he has learned and then enjoys the benefits of the 1st Circle of the Elemental Way that he chose.

Advancing to subsequent Circles becomes more difficult each time. The table below shows the time, money and experience costs for advancing to each Circle. The prerequisites for even trying are in each Circle's written description. The character cannot skip levels of knowledge; he must go through the

proper order, completing his entry into one Circle before trying for the next. The character cannot spend so much experience that he drops a level. For example, a 2nd-level sorcerer with 1,200 XP cannot spend the required 500 XP to enter the 1st Circle of Earth, because he would drop to 1st level. Equally, a 10th-level wizard with 54,000 XP can afford the 7,500 XP to enter the 5th Circle without dropping to 9th level.

Another restriction is that at least six months must pass before the elementalist tries to enter the next Circle, as he needs time to practice his newfound knowledge before studying the more advanced lore. Should an elementalist character attain enough experience to gain a level, he may 'store' the XP to pay for the next Circle instead of gaining a level, thus delaying his advancement as a character. If he chooses to gain a level, he keeps the experience points but must wait to accumulate enough to pay for the Circle's experience cost without dropping a level.

Upon attaining the 2nd Circle in his Primary Way, the spellcaster can attain the 1st Circle of a second or even a third Elemental Way at normal costs, provided that neither of them is the opposite element to that of his Primary Way. This broadens the scope of an elementalist's abilities at the cost of his advancement as a normal spellcaster and in detriment to his progress in his Primary Way because of the experience cost. The character can never advance in the subsequent Ways to an equal or higher Circle than his Primary Way. For example, a water elementalist of the 4th Circle can spend time and study in the Way of Earth and the Way of Air, but he cannot advance in these secondary Ways above 3rd Circle until he reaches the 5th Circle in the Way of Water. The maximum to which a character can advance in his secondary Ways is the 4th Circle.

Elementalist Circle Advancement

Circle	XP	Tuition	Time	Advantages
1st Circle (Apprentice)	500 XP	1,500 gp	1 month	Elemental Focus, Elemental Specialisation (direct)
2nd Circle (Initiate)	1,500 XP	3,000 gp	2 months	Elemental Familiar, Minor Conjunction
3rd Circle (Novice)	3,000 XP	4,500 gp	4 months	Elemental Mark, Elemental Specialisation (subtle), Heightened Elemental Summoning, Major Elemental Familiar
4th Circle (Scholar)	5,000 XP	6,000 gp	7 months	Elemental Resistance, Minor Elemental Control
5th Circle (Adept)	7,500 XP	7,500 gp	1 year	Elemental Immunity, Elemental Specialisation (higher), Elemental Vortex, Greater Elemental Mark

Although the character no longer needs a master once he understands the basics of elemental magic, trying to advance in this manner takes double the time and an extra 500 gp as the elementalists spoils more material in his unguided experiments.

1st Circle (Apprentice)

Prerequisites

Languages: The languages required for speaking and reading the proper elemental language (Aquan and Elven for Water, Auran and Draconic for Air, Ignan and Draconic for Fire, and Terran and Dwarven for Earth).

Knowledge (arcana): 5 ranks.

Knowledge (nature): 5 ranks.

An Apprentice learns the basics of working with his chosen element. He cannot achieve the spectacular effects of his betters, but he is one step above regular spellcasters in using the elements. He gains the following abilities:

Elemental Focus: The character adds +2 to the Difficulty Class for all saving throws against spells from the element of this Way. This bonus stacks with the one provided by the Spell Focus feat if an elemental spell also belongs to the school the feat is chosen for. The bonus for Elemental Focus is limited to the spells of the element that appear in the Elemental Specialisation (direct) list below. Upon reaching the 3rd Circle, the bonus applies to subtle spells, and at the 5th Circle they apply also to higher correspondence spells.

Elemental Specialisation (direct): The character can prepare one extra spell per level of his Primary Way only and cannot learn or prepare spells of the opposite element. This extra spell comes in addition to the extra spell granted by specialising in a School of Magic like Abjuration or Evocation. At 1st Circle, the extra spell is limited to those spells with a direct correspondence with the element of the Primary Way, as described in the tables at the end of this chapter. The character can learn and prepare divine elemental spells as arcane magic as long as they appear in the same table for direct correspondences.

2nd Circle (Initiate)

Prerequisites

Knowledge (arcana): 8 ranks.

Knowledge (the planes): 5 ranks.

Spellcasting: Must be able to prepare or cast at least three spells that use another plane, such as *contact other plane*, *rope trick*, and *summon monster*.



Once the student is familiar with the characteristics of the element, he shifts his studies to the plane where it comes from. An Initiate understands the relationships between the Material and the Elemental Planes and is able to draw upon that connection to empower his magic.

Elemental Familiar: The relationship between the elementalists and the planes becomes so strong that his familiar gains the characteristics of a creature of his Primary Way's Elemental Plane. Apply the appropriate elemental native template to the elementalists's familiar. The familiar retains all the abilities it gained as a result of the character's advancement and continues to gain them with further progress.

Minor Conjunction: The character adds his Charisma or Intelligence modifier (whichever is higher) to the number of HD he can call with *lesser planar binding*, *planar binding*, and *greater planar binding*; to the save DC for *banishment* and *dismissal*; to the number of rounds an elemental creature remains in the Material Plane with *summon monster* spells; and to the check to avoid ability damage from *contact outer plane*. This bonus applies only if the spells deal with the element of the Way (except *banishment* and *dismissal*, which work with all elementals).



3rd Circle (Novice)

Prerequisites

Knowledge (arcana): 11 ranks.

Elemental Skill: The character must have 5+ ranks in a skill corresponding to the Way's element: Craft (any) for Earth, Perform for Fire, Knowledge (any except arcana, the planes, and religion) for Air, and Swim for Water.

The Novice delves more deeply into the secrets of the elements, and it begins to show not only in an expanded range of magic and more powerful summonings but also in his appearance. The 3rd Circle is considered as the point of no return, for once an elemental mage reaches it, his nature as a master of the elements is unmistakable.

Elemental Mark: The character's features begin changing subtly to reflect his close relationship with the element of his Primary Way. Hair and eyes turn shades of blue for Water, red and amber respectively for Fire, and brown and black for Earth, and they pale distinctively from their natural colours for Air. The character now has a +1 inherent bonus to all Charisma-based skill checks regarding elementals and elemental creatures of his Primary Way and a -2

inherent penalty to the same rolls with creatures from the element opposite to his Primary Way. These modifiers do not apply to the 4th Circle's Minor Elemental Control ability.

Elemental Specialisation (subtle): The list of spells from which the elemental mage can choose an extra prepared spell of his Primary Way, as well as spells barred because of opposite elements, now includes spells with a subtle correspondence with the element of the Primary Way, as described in the tables at the end of this chapter. He can learn and prepare divine elemental spells as arcane magic as long as they appear in the same table for subtle correspondences.

Heightened Elemental Summoning: The elemental mage casts all conjuration spells for the Way's element at +1 caster level.

Major Elemental Familiar: The character's familiar is now thoroughly planetouched. It transforms into a mephit or a Small elemental of the appropriate element. The familiar's HD remain the same, but it gains all the normal and special abilities of its new form. It retains all the abilities it gained as a result of the character's advancement and continues to gain them with further progress.

4th Circle (Scholar)

Prerequisites

Knowledge (the planes): 8 ranks.

Feat: Endurance or Spell Focus (abjuration).

Special: Must spend a week exposed to environmental extremes relating to the Way's element.

It could be said that Scholars of the 4th Circle have their chosen element running through their veins, and it is not too far from the truth. An elemental mage who comes this far has an intimate connection with his element now, and he can affect it with his will alone.

Elemental Resistance: The elemental mage can concentrate and withstand the rigours of the element of the Way as elemental-aligned dragons as shown on the table below. He gains a damage resistance equal to 5 plus his Charisma (sorcerers and bards) or Intelligence (wizards) modifier for a number of rounds equal to his caster level. In the case of suffocation, drowning, and some gases, the character adds his caster level in rounds to the time he can hold his breath. For gases with detrimental effects, the caster adds his corresponding ability modifier to his



Fortitude save. This is a supernatural ability that the elementalists can use once per day for every three character levels.

Elemental Way	Resistant to Damage Type
Air	Gases and suffocation
Earth	Damage from acid and bludgeoning weapons
Fire	Fire damage
Water	Cold damage and drowning

Minor Elemental Control: The elementalists can turn or destroy creatures from his Primary Way's opposite element as a good cleric turns undead, or rebuke or command creatures from his Primary Way's element as an evil cleric rebukes undead. The character cannot destroy and command elemental creatures in their native plane, but can turn and rebuke them. He can use these abilities a total number of times per day equal to 3 + his Charisma modifier.

5th Circle (Adept)

Prerequisites

Elemental Ability: The character must have a score of 13+ in the ability corresponding to the Way's element: Charisma for Fire, Constitution for Earth, Intelligence for Air, and Wisdom for Water.

Knowledge (arcana): 15 ranks.

Knowledge (the planes): 11 ranks.

An Elemental Adept is a force to be reckoned with, almost a force of nature by virtue of his complete

control of his chosen element's power. Only a committed elementalists can reach this level of expertise, as it is available only to the spellcaster's Primary Way.

Elemental Immunity: The elementalists can survive in his Primary Way's Elemental Plane for one hour per caster level. After this duration, he must resort to other magic to protect himself from the plane's environment. He can move at his normal speed using the most convenient method of movement, and breathe and not suffer any damage from the conditions of the plane.

Elemental Specialisation (higher): The list of spells from which the elementalists can choose an extra prepared spell of his Primary Way, as well as spells barred because of opposite elements, now includes spells with a higher correspondence with the element of the Primary Way, as described in the tables at the end of this chapter. He can learn and prepare divine elemental spells as arcane magic as long as they appear in the same table for higher correspondences.

Elemental Vortex: The elementalists can create a small vortex, a pinprick in the fabric of the Material Plane that connects directly to the Elemental Plane of his Primary Way. Elemental material bursts forth in a cone 10 feet per caster level in length and width as directed by the caster, but it cannot change direction or point of origin for the duration of the effect. The vortex remains open for a number of rounds equal to half the elementalists's ranks in Concentration

'What do you expect to find in here?' the sylph asked, flying around Thalox as he inspected the ruins.

'A gateway. According to legends, this place was once governed by efreet before Malakhut discovered how to trap them in receptacles. I want to reach the City of Brass.'

'But ... why?' The sylph coalesced into her human shape, hovering a few inches above the dusty ground. 'I could help you reach the djinn, if you want to talk to a genie.'

'Ah, were that so easy!' The sorcerer stood, inspecting a promising doorway. 'I bought information about something an efreeti stole from one of the praetors of the Elemental Court of Ignaris. It has been in his possession for a couple of decades. If I get it back, I will surely rise in rank in the Court.'

'Royal salamanders' She made a casual gesture and dust shot away from her, raising clouds that made Thalox cough, but it also uncovered something beneath her.

'There! You found it!' He pointed at the sylph's feet. 'Oh, my precious! If you were truly flesh I would gladly take you as my wife now!'

'Now, that's a thought,' she sighed, but Thalox took no notice. After all, a daughter of the Plane of Air rarely spoke in tones other than a sigh.



THE SCHOOL OF ELEMENTALISM

(minimum 1 round). The element attacks have the following effects:

Air: A veritable hurricane blows from the vortex and all creatures inside its cone must make Strength checks (DC 10 + caster level) or be blown over, suffering 2d6 points of subdual damage and falling prone. Creatures still standing are checked, unable to advance against the wind. Small creatures suffer a -2

penalty to their checks and will continue to be blown away at a rate of 10 feet per round if they fall.

Earth: Creatures who fail a Reflex save (DC 5 + caster level) are pumelled by an avalanche of all kinds of rocks, suffering 1d6 points of damage per caster level (maximum 10d6). Creatures who fail their saving throw are buried under the rocks and

Elemental Specialisation Spells (Direct Correspondence)

Spell Level Air Spells

0 level *breeze**
 1st Level *feather fall, ventriloquism*
 2nd Level *levitate, silence, whispering wind, wind armour**
 3rd Level *fly, gaseous form, gust of wind, wind wall*
 4th Level *air walk, erode**
 5th Level *control winds, wind bindings*, wind walk passwall*
 6th Level *suffocate**
 7th Level *vacuum slash**
 8th Level *whirlwind*
 9th Level *storm of vengeance*

Earth Spells

dancing lights
magic stone, pass without trace
soften earth and stone
meld into stone
spike stones, stoneskin
stone shape, transmute mud to rock, transmute rock to mud, wall of stone
flesh to stone, move earth, stone tell, stone to flesh
earthquake, statue
repel metal or stone, reverse gravity
imprisonment

*This spell is detailed in the Elemental Magic chapter.

Elemental Specialisation Spells (Subtle Correspondence)

Spell Level Air Spells

0 level *ghost sound, mage hand*
 1st Level *message, obscuring mist, unseen servant*
 2nd Level *shatter, sound burst*
 3rd Level *call lightning, lightning bolt, sculpt sound,*
 4th Level *sending, shout*
 5th Level *telekinesis*
 6th Level *chain lightning, control weather*
 7th Level *phase door*
 8th Level *Otiluke's telekinetic sphere*

Earth Spells

mage hand, mending
spider climb
darkness, make whole, shatter
keen edge
rusting grasp
wall of iron
iron body

Elemental Specialisation Spells (Higher Correspondence)

Spell Level Air Spells

0 level *daze*
 1st Level *expeditious retreat, hypnotism, sleep*
 2nd Level *detect thoughts, remove paralysis, suggestion*
 3rd Level *clairaudience/clairvoyance, confusion, haste*
 4th Level *freedom of movement, modify memory, phantasmal killer, Rary's mnemonic enhancer*
 5th Level *dream, feeblemind, mind fog, Rary's telepathic bond*
 6th Level *mind bite*
 7th Level *insanity*
 8th Level *mind blank*
 9th Level *freedom*

Earth Spells

resistance, virtue, purify food and drink
hold portal, jump, mage armour, sanctuary
bull's strength, endurance, hold person
magic vestment, slow
dimensional anchor
permanency
globe of invulnerability
protection from spells

must succeed in a Strength check (DC 5 + caster level) to try to escape as a full-round action. The cone of spouting rock can be used effectively as a ram, hitting inanimate objects with a Strength of 20 + caster level.

Fire: The vortex into the Elemental Plane of Fire creates a cone of flame similar to a dragon's breath

weapon. Creatures inside the cone suffer 1d6 points of fire damage per caster level (maximum 20d6). A successful Reflex save (DC 5 + caster level) halves this damage. Unattended flammable objects caught inside the cone ignite immediately.

Water: A geyser of great strength spurts from the vortex. The effect of the cone is similar to that of the

Fire Spells

flare
burning hands, faerie fire
continual flame, flame blade, flaming sphere,
heat metal produce flame pyrotechnics
explosive runes, fireball, flame arrow

fire shield, fire trap, wall of fire
flame strike,

fire seeds

delayed blast fireball, fire storm
incendiary cloud
meteor swarm

Fire Spells

light
shocking grasp
daylight
call lightning, lightning bolt

chain lightning

Fire Spells

emotion
polymorph other, polymorph self

Tenser's transformation

polymorph any object

Water Spells

create water, ray of frost
chill touch, obscuring mist
chill meta, fog cloud, Melf's acid arrow

sleet storm, stinking cloud, water breathing,
water walk
ice storm, quench, wall of ice
*cloudkill, drown**

acid fog, cone of cold, control water,
*Otiluke's freezing sphere, razor rain**

*whirlpool**
storm of vengeance

Water Spells

detect poison
grease
delay poison
neutralize poison
rusting grasp
fabricate
control weather

horrid wilting

Water Spells

cure minor wounds
cure light wounds
calm emotions, cat's grace, cure moderate wounds
cure serious wounds, remove disease
cure critical wounds

healing circle

heal
resurrection
mass heal regenerate
true resurrection



Air vortex, except that the DC for the Strength check is 15 + caster level and the creatures caught inside must roll a Fortitude save (DC 15) every round or suffer 1d6 points of subdual damage from drowning. Creatures able to breathe water are immune to this.

As an option, the elementalist may bring the elemental material through the vortex in a non-damaging way, ignoring the normal duration and filling up to a 5-foot cube per caster level with the element, and the caster can close the vortex at will.

This is a spell-like ability that the elementalist can use only once per day.

Greater Elemental Mark: The character's features are now planetouched and take on the appearance of an elemental of the appropriate element. Air Adepts are always surrounded by a soft breeze, Earth Adepts' skin takes on a stony and solid quality, Fire Adepts have glowing eyes and bright yellow and orange hair (and an increased body heat), and Water Adepts have a bluish skin tone, their hair becomes green, and they may grow webbing between their fingers. The elementalist now has a +2 inherent bonus to all Charisma-based skill checks regarding elementals and elemental creatures of his Primary Way and a -4 inherent penalty to the same rolls with creatures from the element opposite to his Primary Way. These modifiers do not apply to the 4th Circle's Minor Elemental Control ability.

ELEMENTAL SCHOOL SPELLS

Throughout this book is mention of elemental spells for purposes of elemental focus and specialisation as abilities of the 1st, 3rd and 5th Circles in the Elemental School. All spells mentioned in this section should be considered elemental spells of the proper type and correspondence according to the table in which they are listed. For example, *burning hands* is a direct fire spell, while *shout* is a subtle air spell and *bull's strength* is a higher earth spell. A student of the Four Ways can prepare or spontaneously cast one extra spell of the appropriate level from these lists per day, subject to the normal restrictions from elemental opposition and from wizardly specialisation, if any. The character does not get these spells automatically; he must obtain them in the usual manner for wizards and sorcerers.

Universal Spells

Some spells have different versions according to the caster's choice of effect. They are available to the Four Ways as direct spells when used to call, resist, entrap, or otherwise affect creatures and manifestations of the proper element. An elementalist can prepare any of these spells as his extra elemental spell provided he casts it as a spell of his element, as detailed in each spell description. For example, an earth elementalist can prepare and cast *elemental swarm* when he uses it to summon earth elementals, but he cannot do so to summon air elementals.

The following are the spells considered universal by the Four Elemental Ways. Spells followed by an asterisk are described in the Elemental Magic chapter. All levels: *summon monster I-IX*; 2nd level: *pass through element*; 3rd level: *awaken element**, *elemental shape**; 4th level: *siphon elemental lifeforce**; 5th level: *contact other plane*, *lesser planar binding*, *magic circle against elements**; 6th level: *elemental fabrication**, *planar binding*; 8th level: *greater planar binding*; 9th level: *elemental swarm*, *gate*.

Permitted Opposite Spells

Elementalists can ignore the rules of elemental opposition when preparing spells that protect them from an element or attack that element's creatures. The following spells can be prepared and cast freely as extra elemental spells with a direct correspondence in regards to elemental specialisation. The spell followed by an asterisk is described in the Elemental Magic chapter. 1st level: *endure elements*; 2nd level: *resist elements*; 3rd level: *protection from element*; 5th level: *dismissal*, *magic circle against element**; 7th level: *banishment*.



ELEMENTAL MASTERY

To put it in raw, simple terms, elemental mastery is all about pulling hard on the reins of the elements to get them to do things that normal magic was not meant to do. Sorcerers are the likeliest candidates to become elemental masters, for their versatility is well suited to the rather improvisational style of this discipline of elementalism. Elemental masters learn to tap the elemental forces to empower their castings, freely turning elemental energy to spell energy and vice-versa. They reach a point in their practice in which their magic, however normal, takes on the characteristics of the elements and they are able to exchange the energy freely.

The elemental mastery discipline is based on the assumption that a spellcaster can burn magic energy in ways that do not necessarily unleash spells. Sorcerers know how to channel the energy they accumulate as they grow in power, which enables them to cast any spell they know at any moment. Wizards must twist and store that energy every time they prepare their spells.

Elemental masters learn to harness their own spell energy and transform it into pure elemental power. What they do with it divides the discipline into its two main methods: They can channel it into normal spells or they can manipulate the element itself to create shapes and effects that mimic some spells but are infinitely more flexible.

‘Where did all these rocks come from?’ asked Maren as he surveyed the crushed bodies of the goblin war band that had surrounded them.

‘Stone-throwing competition in the halls of the gods,’ Narrad answered with a wicked grin, dusting his hands in satisfaction.

SPELL ENERGY SUBSTITUTION

By attaining the 1st Circle in any of the Four Ways, an elementalist is aware of the interaction between spell energy and elemental power. Other spellcasters

must work a bit harder to mirror this familiarity, but they can still do it with some effort.

Spell energy can be spent to power elemental mastery effects in a spontaneous manner, even if the master is a wizard. At any time during the day, the elementalist ‘spends’ one of his daily spell slots or transforms one of his prepared spells into raw energy, losing the spell in the process. The slot or prepared spell is now available as free spell energy and must be used during the next standard action after it is transformed or it will dissipate harmlessly. The liberated spell energy cannot be transformed back into a spell slot or prepared spell as it is hovering around the caster, the original spell’s pattern already unravelled or the stored energy spent.

Energy Points

For each level of the prepared spell or spell slot being freed, the spellcaster receives one energy point which he can use to power the effects of elemental mastery. The quantity is the same for elementalists and regular spellcasters, but each has its own restrictions and advantages:

Elementalists

- Can use energy points only to power effects for elements in which they are versed. That is, they must belong to at least the 1st Circle of the Elemental Way they want to affect. An elementalist cannot utilise elements in which he is not knowledgeable and may never use the opposite element to his Primary Way.
- Can transform up to one spell slot or prepared spell in the same round for every Circle they have advanced plus one. If the elementalist has advanced in more than one Way, all the Circles he has reached stack together. For example, an air elementalist of the 2nd Circle of Air and the 1st Circle of Water could transform up to four spells in the same round; if he transforms two 1st level spells, a 3rd level, and another of 4th level, he has a total of 9 energy points available to him.

- Transform spells into energy as a move-equivalent action.

Other Spellcasters

- Can use energy points for effects of any of the four elements, but they must know at least one spell from that element so they are familiar with the element’s magical signature. Any of the spells in the elemental specialisation tables found in the previous chapter counts for this requisite.



ELEMENTAL MASTERY

- Can transform only one spell slot or prepared spell in a single round. The spell can be of any level.
- Transform spells into energy as a standard action. They must roll a Concentration check (DC 15 + spell level) to accomplish this. If they succeed, the energy becomes available on the next turn; if they fail, they do not lose the spell slot or prepared spell.

CHANNEL ELEMENTAL ENERGY

Once a spellcaster transforms any spell slots or prepared spells into raw magical energy, he can pour it into elemental mastery effects. The first and easiest way to do this is to use existing spells as a base and complement them with elemental energy. The caster must designate which element he is using when he transforms his spells into energy, for it will affect what spells and effects he can alter.

There are some spells with energy types that are slightly different from pure elements, such as acid, cold, lightning, and sonic. Regular spellcasters, not being committed to any of the pure elements, have no problem manipulating these energies. An

elementalist is limited to the energy that corresponds to the elements of any Ways in which he has attained at least the 1st Circle: acid corresponds to Earth; cold corresponds to Water; lightning and sonic correspond to Air, but not both at the same time.

Each use of elemental channelling carries a cost in energy points, which are spent at the same time as the altered spell is cast. The spellcaster must have freed those energy points from his spell repertoire in his previous action. Any points not spent at the end of the character's turn altering a spell dissipate harmlessly.

Elemental Countering

Cost: 1 energy point per countered level +1.

The spellcaster can throw pure energy of the opposite element to counter an elemental spell, provided he has access to that element. The caster readies an action as normal and rolls a Spellcraft check (DC 15 + spell level) to identify the spell an opponent is casting. If the spell is an elemental spell, the character has the option of transforming a number of spell slots into energy points of the opposite element by rolling a Concentration check (DC 15 + energy points desired). He throws the energy at the spell to counter it.

For example, a normal wizard identifies that an opponent is casting *chain lightning* (an electricity effect and thus an Air spell). He knows *stoneskin*, so he has access to Earth energy, Air's opposite. *Chain lightning* is a 6th level spell, so the wizard needs 7 energy points to counter it. He has no 7th level spells available, so he cannot counter the spell. If he were an elementalist, he could have transformed more than one spell into energy points in that round.

Energy Conversion

Cost: Half the altered spell's level (rounding up).

The character converts the energy type of a spell into the elemental energy type he chose when freeing his spell energy. For example, a wizard has only a *fireball* left as an offensive spell but knows it will not have any effect on the fire giant bearing down on the party. He succeeds at a Concentration check (DC 10 +3 for the *fireball*'s level) to transform one of his remaining 2nd level spells into 2 points of cold energy and in his next action casts the *fireball* with its damage type changed from fire to cold, dealing double damage to the fire giant. An elementalist of the 2nd Circle and above would have been able to transform two 1st level spells to pay the cost of the energy transformation.



Energy Splice

Cost: 3 energy points +1 per additional die.

The character laces a spell with elemental energy, adding another source of damage from the element he chose when freeing his spell energy. The spell deals an additional 1d6 points of damage per original spell level from the spliced energy type, but it can deal an additional 1d6 points for every extra energy point spent above the base cost. This additional damage is part of the original spell and can be negated or halved with a successful saving throw against the base spell.

For example, a 3rd Circle fire elemental bard targets a group of creatures with a *sound burst* (a 2nd level spell with Air correspondence). He wants the spell to deal additional fire damage and transforms one 3rd level spell and two 2nd level spells into 7 fire energy points (he can transform up to three spells because he is a 3rd Circle elemental). In addition to the original 1d8 points of sonic damage from *sound burst*, the spell detonates for 6d6 points of fire damage (2d6 for the original spell's level plus 4d6 for the remaining energy points after paying the 3-point cost).

**Metamagic Empowerment**

Cost: 1 energy point per additional level.

The last effect of this aspect of elemental mastery does not change or mix different energy types but bolsters elemental spells with their corresponding elemental energy. When using metamagic feats on an elemental spell, a spellcaster may pay for the additional levels the feat requires with energy points at a one-for-one rate. The energy points must be from spells with the same element as the augmented spell, using the specialisation tables found in the previous chapter as a basis to determine the element to which a spell belongs. A fire elemental can use his freed energy points to bolster Fire spells but not Earth or Air spells.

For example, a 2nd Circle water elemental sorcerer wishes to cast an empowered *ice storm*. The Empower Spell metamagic feat adds two levels to the original spell, so the sorcerer transforms a 2nd level spell (or two 1st level spells) into 2 energy points to pay for the two levels.

Special: If a metamagic feat raises a spell's level to one the caster cannot learn yet, he must pay an additional energy point for every spell level he cannot cast. If the sorcerer from the above example were 8th level, he could cast the unaltered 4th level version of *ice storm*, but the feat raises it to 6th level.

Since he will not be able to cast 6th level spells until he reaches 12th level, he must pay for the two 'missing' spell levels with energy points. He must pay 2 energy points to cast the empowered 6th level version of *ice storm* in addition to the 2 energy points for the levels the feat required. Had the sorcerer actually been a 12th level caster, he would pay only for the feat, not for any missing spell levels.

'Just point me to the damned thing and there won't even be cinders left.'

Elharid Balaztar, sorcerer of the 4th Circle of Fire

RAW ELEMENTAL CONTROL

A more ambitious approach to elemental mastery is controlling the elements without using spells as a crutch. Regular spellcasters can attempt the most basic techniques of elemental control, but the energy costs keep all but the highest level casters from even trying. Dedicated students of the Elementalist School are more proficient in handling elemental forces and can gather more spell energy to control them.

Raw elemental control is a spell-like ability that takes at least a full-round action and costs the spellcaster a number of energy points depending on what he is attempting. There are two ways of using this ability: controlling existing amounts of an element, which is a Transmutation effect, or creating it out of nothing, a Conjunction (creation) or Evocation effect (in the case of fire). Only direct elemental effects can be attempted, which means that the spellcaster can control or create only air, earth, fire and water, not acid, cold, electricity, or sonic effects. Raw effects can be used against elementals and elemental creatures, with varying consequences defined in each description.

Raw Elemental Control Effects

Elementalists can attempt to exert raw control over only those elements in which they are knowledgeable, meaning the Elemental Ways in which they have attained at least the 1st Circle. The effects accomplished with raw elemental control techniques are always spectacular and incapable of fine manipulation. The process for raw elemental control is:

1. Decide if the effect is to be Transmutation or Conjunction/Evocation.
2. Define the technique and its parameters.
3. Calculate energy point cost.
4. Transform spells into energy points.
5. Unleash the technique's effect.

Transmutation or Conjunction/Evocation Effects

Conjuring an element from thin air is expensive and impractical if there is a lot of the element lying around, so the spellcaster must judge carefully what he wants to do. Transmutation effects add nothing to the base cost of each effect, as the energy is spent altering what is already present. Conjunction and Evocation are much more costly, adding 2 energy points to the cost of any effect, as the spellcaster must use it to provide the effect with its element.

Any amount of material will suffice to fuel a raw elemental effect, something that benefits Air and Earth immensely, as those elements are common almost everywhere. Water takes some work, but Fire is at a greater disadvantage when it comes to availability. Using a raw elemental effect in one of the Elemental Planes gives a -2 to the final cost if it comes from the plane's element, but the spellcaster must pay 4 extra points instead of only 2 if the plane and his desired elemental effect are opposites.

Types of Techniques

Raw manipulation is limited only by the spellcaster's imagination ... and his spell energy reservoirs. The following are the most typical techniques an elementalist can attempt when manipulating an element, but players and Games Masters are encouraged to come up with new ones. Each technique carries a base cost in energy points that provides a basic set of parameters, which can be increased by spending additional energy points. Base costs, parameters, and specific effects for each element are detailed later in this chapter.

Elemental Propulsion: The raw power of the spellcaster's will allows him to use an element as a means of transport and/or propulsion for another transport.

Imprison/Barrier: The character moves the element in such a way that it immobilises another creature or erects a protective barrier around himself and others.

Increase/Decrease Element: This technique takes an element and increases or decreases its volume and mass. If no amount of the element is present, this technique creates the amount in the technique's basic parameters as a conjunction effect.

Move Element: The character can shift around the position of a basic volume of the element. This includes the mythical parting of the waters.

Project Element: This allows the spellcaster to push a certain amount of the element at great speeds in order to cause damage.

Shape Element: The magical energy moulds and shapes an element into a variety of forms, maintaining it until the spellcaster dismisses it or runs out of energy.

Technique Parameters

Paying the base cost of a technique enacts it with at a minimum set of parameters, which the character can increase at additional cost. Spending a single point increases a parameter by the listed amount, but there is no limit to the number of energy points that can be spent to increase a single parameter. Most of the parameters resemble those of a spell, with some differences.

Effect Level: For purposes of certain special abilities and resistances, a technique counts as a spell level equal to its base cost plus the elementalists' highest

Circle for that element. For example, *project element* has a base cost of 3 energy points. If used by a spellcaster from the 4th Circle of Air and the 2nd Circle of Fire, the technique counts as a 7th level spell if used to project air, and as a 5th level spell if used to project fire. It would only count as a 3rd level spell if used by a caster without any special elemental training. This level equivalence does not factor to calculate saving throws.

Casting Time: All raw elemental control techniques take at least one full-round action. For every 5 energy points used to increase parameters, not to pay for a base cost, the duration increases by one partial action. Two partial actions would become another full-round action, while a single partial action becomes a standard action that must be taken before movement.

Range: Almost all of the techniques work at close range (25 ft. +5 ft. per caster level), but this can be increased by spending energy points as described under each technique.

Target/Area: Exactly as a spell, a technique can be made to target one or more creatures, an area, a cone, etc. Techniques with a personal range affect an emanation around the spellcaster.

Duration: Each description lists how much a technique lasts by paying the base cost only. Instantaneous techniques cannot have their duration increased.

Amounts: This defines any quantitative parameter, such as volume and mass, or dice of damage.

Saving Throw: The base DC to save against a technique is equal to 10 plus the elementalists Circle for that element, plus his Intelligence or Charisma modifier, depending on if the caster is a wizard, a sorcerer, or a bard. The DC can be increased with energy points. Each description details which saving throw a victim must roll and the effect of success.

Paying the Cost

Once the spellcaster decides which parameters he wishes to increase, he adds this cost to the technique's base cost. If it is a Conjunction or Evocation effect, add +2 to the final amount. The elementalists then decides what spell slots or prepared spells he will transform into energy points. Transforming spell energy is a free action and is actually part of the full-round action of a technique's base duration.

RAW CONTROL TECHNIQUES

Elemental Propulsion

Base Cost: 3 points

Parameter	Base	Increase per point
Range	Medium (100 ft. + 10 ft./level)	20 ft. per Circle
Target	Number of creatures and objects inside a 20-ft. radius area equal to Circle	1 creature or object
Duration	10 minutes/caster level	10 minutes
Amounts	Speed 60 ft./round	+20 ft./round
Save	Fortitude negates (harmless)	+1

Air: As many creatures as you have advanced Circles in the Way of Air, including you, are hoisted up by a small, harmless hurricane. You rise to a maximum height equal to 10 feet per caster level and move with perfect manoeuvrability at a base speed of 60 feet per round. As an option, the caster can make the wind blow to propel a sailed vehicle at its normal speed.



ELEMENTAL MASTERY

Earth: The ground shifts beneath the character and any other creatures he wants to move, transporting them without effort for the duration of the technique. The moving earth transports characters up walls and ceilings as if they were the normal 'down' direction, but any object that leaves the elementalists' surroundings drops normally. For an additional energy point, the character can travel through solid earth and stone, much like a xorn.

Fire: The subjects of this technique are surrounded by flickering tongues of fire. They move as if under the effects of the *jump* spell, leaving a thin trail of flame in their wake.

Water: The character and other subjects of the technique move on or under the surface of water at the listed speed. The technique creates a bubble around the characters and objects moving underwater, but the air inside lasts only 1 minute per caster level and must be replenished.

Effect on Elementals: The character can inflict 4d6 points of damage by passing through an elemental using this technique.

Imprison/Barrier

Base Cost: 3 points

Parameter	Base	Increase per point
Range	Close (25 ft. + 5 ft./level)	10 ft. per Circle
Target	1 medium-size creature	1 size category
Duration	1 round/level	1 round per Circle
Amounts	Strength 16 + Circle	+2
Save	Reflex negates	+1

Air: Swirling wind envelops the target and holds him still a few inches above the ground. The target can take only a partial action that does not involve moving, and any spellcaster must roll a successful Concentration check (DC 15 + spell's level + Circle) in order to cast a spell. He can break free of the wind with an opposed Strength check, with the wind bindings having a base Strength score of 16 plus the elementalists' Circle. However, the air makes a new attempt to hold the target every round, provoking new Reflex saves. If used as a barrier, the wind provides a deflection bonus equal to the caster's Charisma or Intelligence modifier plus his elementalists' Circle.

Earth: The ground and walls buckle and weave, shooting forward to grab the target. The target and the rocky bands make opposed grapple checks, with the earth effect using the caster's base attack bonus but its own Strength modifier. For purposes of the grapple, the imprisoning rock is of equal size to the target. As a barrier, a sturdy sheet of rock rises or appears between the caster and a source of attack. It provides full cover, and the caster can change its facing as a move-equivalent action.

Fire: Columns of flame shoot upwards and around the target, dancing wildly but not touching it. If the target tries to escape, he suffers automatic fire damage equal to 1d6 per Circle. The flames follow the target, who must make a new Reflex save every round the flames try to surround him. As a barrier, the flames provide a deflection bonus equal to the caster's Charisma or Intelligence modifier plus his elementalists' Circle, as the flames burn incoming attacks or slash at their sources.

Water: The water version of this technique works best when underwater or near a body of water. A large, rolling mass of water surrounds the target. Trying to cross it inflicts automatic subdual damage equal to 1d6 per Circle, and the target must make a new Reflex save. If he fails, the water tosses him back inside. As a barrier, the swirling mass provides nine-tenths concealment and a deflection bonus equal to the caster's Charisma or Intelligence modifier plus his elementalists' Circle. For an extra energy point, this technique can create bindings or barriers made of ice, with the same effect as the earth version.

Effect on Elementals: Normal, but all DCs increase by +8 if they are from an opposite element to the elemental.

Increase/Decrease Element

Base Cost: 1 point

Parameter	Base	Increase per Point
Range	Close (25 ft. + 5 ft./level)	10 ft. per Circle
Area	10 ft. radius	5 ft. radius per Circle
Duration	Permanent	n/a
Amounts	Fills the area	n/a
Save	Reflex negates	+1

Air: Create enough breathable air for one person for 10 minutes for every 5 feet in the technique's area. This technique is much too slow to produce a sudden

vacuum when reducing the air, but it may keep air from an area, with all breathing creatures inside suffering the effects of suffocation.

Earth: The amount of soil or stone can impede creatures in the area as per a *web* spell or be used to dig when decreasing the amount, removing the material in the area, with a height or depth of 5 feet.

Fire: The conflagration is a normal fire that deals 1d6 points of fire damage to anyone who spends a round inside the area. All flammable materials burn normally unless the fire is quenched by normal or magical means. When reducing the amount, the fire in the affected area dies down instantly.

Water: As the *create water* spell, but it can also be used to reduce it by the same amount.

Effect on Elementals: As *haste* if increasing the amount, or as *slow* when decreasing it.

Move Element

Base Cost: 2 points

Parameter	Base	Increase per Point
Range	Close (25 ft. + 5 ft./level)	10 ft. per Circle
Area	30 ft. x 30 ft area*	5 ft. radius per Circle*
Duration	1 round/level	1 round per Circle
Amounts	All inside the area	n/a
Save	Reflex negates	+1

*The affected area can be shaped at will.

Air: Creates soft breezes of less than 20 mph. It is enough to clear smoke and push gases and vapours in a different direction to their normal spread, but does not impede movement for flying creatures. It can keep in check a creature in *gaseous form* or similar ability.

Earth: A more effective but expensive way to dig, this acts as *increase/decrease element* in terms of area and volume. The material can be used to make platforms or palisades, as it is the only element that maintains the position at which the caster leaves it with this technique.

Fire: Creates a clear path across a patch of flames, on which creatures suffer no damage. If the fire is pushed so that it touches flammable objects, they

start burning even when the fire returns to its original position after the technique ends.

Water: Keeps an area of height/depth of 10 feet empty of water. It can be used to cross rivers and other bodies of water. It also works with pools of fairly liquid materials like acids and poisons.

Effect on Elementals: As *hold monster*. The elemental resists with a Fortitude save instead of Reflex.

Project Element

Base Cost: 3 points

Parameter	Base	Increase per point
Range	Medium (100 ft. + 10 ft./level)	20 ft. per Circle
Target	1 creature	1 creature*
Duration	Instantaneous	n/a
Amounts	2d6 damage per Circle	+2d6
Save	Reflex halves	+1

*Targets cannot be more than 30 ft. apart from each other.



ELEMENTAL MASTERY

Air: Pushes air into razor-sharp gusts that act as slashing weapons. Deals double damage against creatures in *gaseous form* or a similar ability.

Earth: Creates or shoots shards of stone that act as piercing weapons. If the target fails its save with a roll of 1, it becomes pinned to the nearest vertical surface. It must make a Strength check (DC 15 + Circle) to escape, suffering 1d4 points of damage every round it tries.

Fire: Creates lancets of flames (or shoots them from a nearby fire source). On a failed save, the target must make a second saving throw to avoid any flammable materials in his possession from catching on fire.

Water: Water splashes around, acting as a bludgeoning weapon. For an extra energy point, this technique can create shards of ice with the same secondary effect as earth.

Effect on Elementals: Double damage if targeted by an attack of the opposite element.

Shape Element

Base Cost: 2 points

Parameter	Base	Increase per Point
Range	Close (25 ft. + 5 ft./level)	10 ft. per Circle
Target	1 medium-size object	1 size category
Duration	Permanent	n/a
Amounts	The object*	n/a
Save	Fortitude negates (object)	+1

*For fire: 1d6 points of damage per Circle.

Air: This technique does not work well for air, as it dissipates instantly. It can be used to shape smoke and gas to follow a more complicated route. For an extra energy point, this effect lasts for 10 minutes per caster level. For another extra energy point, the sculpted air can take on a semisolid quality, enough to sustain creatures standing on it.

Earth: As *stone shape*, with the technique's parameters instead of the spell's.

Fire: The same as with air, but the fire can be made to mimic the shape of objects. Fire weapons deal 1d6 points of fire damage per elemental's Circle in the Way of Fire, but an energy point must be spent so that the fire does not burn its wielder. For an extra

energy point, this effect lasts for 1 round per caster level.

Water: As for earth, but it can be used on ice. A water sculpture can keep its shape for 10 minutes per caster level by paying an extra energy point.

Effect on Elementals: As *polymorph other*, but the elemental can attempt a saving throw every hour.

Example 1

A 12th level wizard (Int 16), 2nd Circle of Fire, confronts a small pack of three winter wolves. He has no combat spells left, but he can still attack by sacrificing his remaining prepared spells to power an elemental control effect. He chooses to do damage, shooting flaming bolts at the wolves from the torch he is holding. This is a Project Element effect with the following base parameters, taking into account the wizard's level, Intelligence modifier and Circle:

Base Cost: 3 energy points

Range: 220 feet

Target: 1 creature

Duration: Instantaneous

Damage: 4d6 points of fire damage

Save: Reflex halves (DC 15)

Since he is facing three rather strong beasts he decides to increase the damage by 4d6 (2 extra energy points), have it affect the other two creatures (2 points), and be harder to avoid, with a DC 18 (3 points). His total cost is 10 energy points. As he is a 2nd Circle elemental, he can sacrifice two spells in the same turn, and he chooses *cone of cold* (a 5th level spell useless against winter wolves) and *fabricate* (another 5th level spell). Fire lancets shoot from the torch, and the three wolves must save against Reflex (DC 18) or suffer 8d6 points of fire damage. Being cold creatures, failing their saves means they take double damage.

Example 2

A 9th level sorcerer (Charisma 19), 4th Circle of Earth is running from a formian colony in the company of his party (four extra members). They know the surface lies near, but they turn a corner to find themselves trapped in a dead end. The earth elemental decides to risk it and take everyone through the rock. This is an Elemental Propulsion effect with the following base parameters, taking into account the sorcerer's level, Charisma modifier and Circle:

Base Cost: 3 points
Range: 190 feet
Target: 4 creatures
Duration: 90 minutes
Effect: Burrow speed 60 feet
Save: Fortitude negates (harmless) (DC 18)

Passing through rock instead of just moving across its surface costs an extra energy point, plus another point to include the fifth party member. The sorcerer decides he is powerful enough to maintain the control technique for enough time to take everyone to the surface, so the final cost is 5 energy points. As he is a 4th Circle elemental, he can sacrifice four spells in the same turn, and he chooses four of his remaining 1st level spell slots. The party huddles together and the earth buckles under the sorcerer's will, taking them to the surface and away from the encroaching formians.

MASTERING TECHNIQUES

An elementalist may become so familiar with a raw control technique that he can perform it with much more ease than other effects. He understands what he is doing and has practiced it long enough that he can skip some steps in the process.

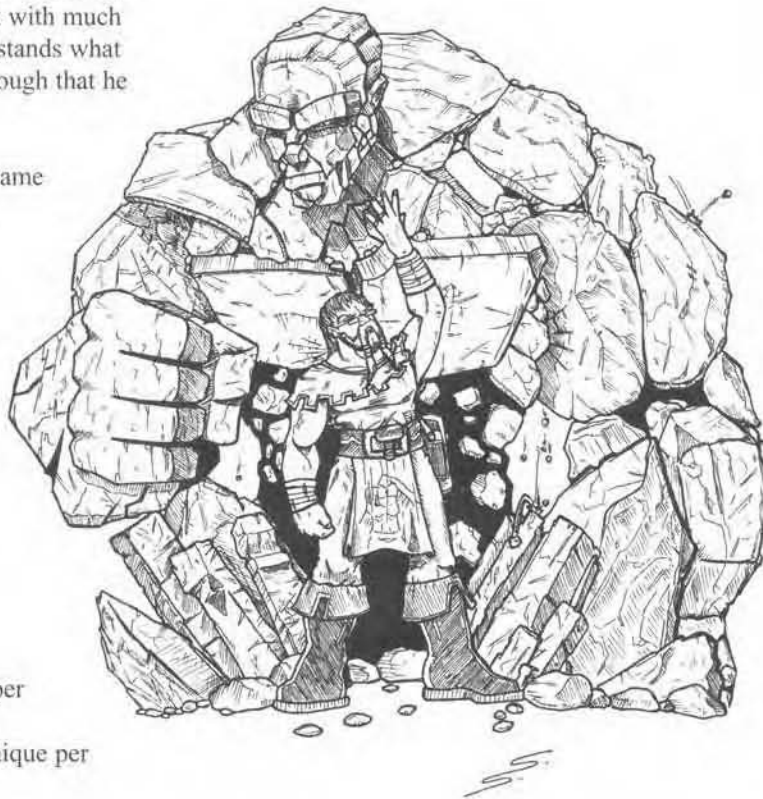
A mastered technique always uses the same parameters to achieve the same effect, which allows the elementalist to perform it as a spell-like ability that takes a standard action. This constancy also reduces the cost to activate the technique by half, and the caster transforms his spells and spell slots as a free action.

To master a technique, the player defines all the parameters and pays 75 XP per energy point in the final cost to activate the technique. From now on, he can use this ability as many times as he can afford. An elementalist can master one technique per Intelligence modifier per Circle. Non-elementalists can master only one technique per Intelligence modifier.

The mastered technique will always have the same effect even if the caster advances to another Circle of the Elemental School. The only parameters

affected by advancement are those that depend on caster level. A mastered technique has no verbal, somatic or material components, although many elementalists are fond of naming the technique and shouting its name as they perform it.

For example, a 10th level sorcerer of the 3rd Circle of Water (Charisma 16) masters a technique that shoots ice shards at an enemy. The base cost for Project Element is 3 energy points, plus 2 because he is conjuring the ice from nowhere. He would deal a base 6d6 points of damage, but he raises it to 8d6 for an extra energy point, and also raises the base DC from 16 to 18, for another 2 points. The total cost for this technique would be 8 energy points. The elementalist pays 600 XP to master this technique, which he names *razor frost*. From this point onward, it will cost him only 4 energy points to activate and he may use it as a spell-like ability in a single standard action, instead of taking one full round plus a standard action.



ELEMENTAL INVOCATION

The discipline of elemental invocation is less spectacular than that of elemental mastery, but it is no less deadly. Invokers specialise in their relationship with elementals and other denizens of the Elemental Planes, exploiting the possibilities of the Conjunction school to the fullest. A good invoker does not rely on simple spells like *summon monster* or even *planar binding* to call the elementals to do his bidding, saving his spells for tasks that he cannot accomplish through knowledge and practice alone.

Calling elementals through special rituals, the invoker is not limited in his summonings to those brutish collections of matter and a couple of outsiders, but can also call native elemental creatures and even higher elementals like sylphs and undines. Spellcasters with enough power and the daring to use it can even call an Elemental Ruler in order to make long-lasting pacts of mutual assistance.

All spellcasters have access to the denizens of the Elemental Planes through spells like *contact other plane*, *summon monster*, and *planar binding*; many are content with using them to extract service from elemental creatures. The School of Elementalism has worked hard to uncover more friendly and stable methods of gaining the aid of the primordial forces of Creation and, while these secrets have leaked to the arcane community, it is students of the Four Ways who benefit most from them.

The two main contributions of elementalism to arcane practice are the elemental conjuration rituals, known collectively as 'major elemental conjuration', and the art and science of trapping elementals in specially prepared receptacles, magical items that house—or imprison—the creatures and allow their owners to exploit their powers without the need to cast a conjuration spell every time they have need of them.

MAJOR ELEMENTAL CONJURATION

Few spellcasters bother with the elemental rituals, for the spell method is quicker and less expensive. It also has the potential to anger the Elemental Courts and win the caster a few enemies he could do without if he had only said 'please'. Major elemental conjuration works through rituals, which are powered by the enactor's will and an offering to the creature being called.

An elementalist can summon creatures of any element, but he works much better with those aligned to his Primary Way. There are many differences between conjuring elementals through spells and doing so with elemental school rituals. The first and most important is that the spell versions essentially kidnap the target creature from its home, whilst the ritual invites it to come with the promise of a fair exchange of favours. The second difference stems from this, as a ritual-summoned elemental will not immediately try to attack the caster if it breaks free of a *planar binding*. There may be protective measures just in case, but the elementals either do not notice or pretend not to care, as they can return to their home plane at any time.

Unlike the practice of demonology, the art of summoning elemental creatures is not a contest



of wills for domination, but a lengthy diplomatic affair in order to keep the creature's interest and get it to accept a deal. Luckily for invokers, base elementals are content with simple offers in exchange for their services, and the higher elementals are as curious about the Material Plane as the caster is eager to obtain their aid.

Elemental Lore

The key to all summoning rituals is knowledge. Even if elementals are simple and without a Byzantine political structure as fiends have, it is imperative that any who would harness a sentient expression of a primordial force do so with full knowledge.

Fortunately, knowledge about elementals and their realms is readily available in most arcane libraries, and even the conjuration spells offer much in the way of insight. *Contact other plane* offers a sort of information desk for enterprising invokers, which is the way many of them research the necessary knowledge for their rituals.

Invoking simple elementals and elemental creatures is not difficult, with spellcasters sticking to the most basic rituals in order to minimize expenses and effort. If they wish to invoke the more powerful higher elementals and creatures like djinn and efreet, not to mention Elemental Rulers, it is more than worthwhile to conduct more specialised research. Every advantage counts when dealing with these strong and temperamental entities.

Higher elementals and their rulers are individuals in every respect of the word, and while a general ritual may invite a random gnomide into the summoning circle, targeting a specific creature or at least a narrower range of creatures increases the chance of success. One of the easiest facts to find is a creature's allegiance and status in respect to the Elemental Courts. Calling for a herald from the minor court of Kerr'ka'kr the All-Consuming is more likely to attract the attention of a particular royal salamander of that court than if the ritual calls for any royal salamander to attend.

Second, and most difficult to find out is an elemental lineage, which is a mixture of parentage and patronage. A higher elemental belongs to a family line independent of court allegiance, and sometimes that family includes a particular mentor the creature respects. The Elemental Courts chapter has more details on courts and status.



The strongest leverage to have in the summoning of an elemental creature is its name. An elemental has two names: the one it uses daily and its True Name, which is always spoken in the creature's native tongue. The caster must know what the True Name means in order to have any effect. A ritual containing a name always brings the same individual, with the True Name giving the invoker certain leverage in any following deal. The disadvantage of using names in a ritual is that there is a 5% chance that the creature is no longer alive, for the higher elementals have a more dynamic society and are not formless clumps of their element. This chance increases by 1% for every rank in an Elemental Court, and by another 1% for every five levels in a character class the elemental may have, to represent the sometimes cutthroat politics of court intrigue and the risky life of a higher elemental adventurer.

The key skill for learning the basic formulae for the elemental summoning rites is Knowledge (the planes). The check is a week of research that the caster spends digging up the knowledge he wants, and the DC depends on the obscurity of such lore. Using *contact other plane* adds from a +1 to +5 bonus to the Knowledge (the planes) check, depending on how clever the caster was with his questions. The Games Master determines how high



ELEMENTAL INVOCATION

this bonus is. Each particular bit of lore adds a modifier to the invocation check according to the following table:

Elemental Lore Table

Information	DC	Bonus to Invocation checks
Specific Elemental Court	11	+1
Court Position	15 + court rank	+2
Lineage	20	+1
Common Name	25	+2
True Name	20 + creature's CR	+5

Ritual Components

Before attempting the ritual, the caster must first gather a few components and meet certain requisites.



Wards like *protection from elements* and *magic circle against elements* (described in this book) are not vital to the summoning, for most elementals are not immediately hostile as are demons and devils, but they are always a good failsafe in case things go wrong.

However, elemental rituals require specific ingredients or they will not work at all, no check or roll necessary. Physical ingredients are surprisingly easy to procure, with each elemental requiring any material that would relate to its element, or even the element itself in a consecrated bowl, brazier, censer, or other container worth at least 50 gp.

Around the container, the caster draws a circle in a secret iconic language called elemental runic. Learning this alphabet requires that the caster speak the appropriate elemental tongue and the language of its alphabet, plus have at least 5 ranks in Knowledge (arcana) and Knowledge (the planes) each. Elemental runic is not a big secret, easily translated by Decipher Script checks (DC 20) and the *read magic* cantrip.

Element	Language	Alphabet
Air	Auran	Draconic
Earth	Terran	Dwarven
Fire	Ignan	Draconic
Water	Aquan	Elven

Without the runic circle, any invocation will automatically fail, so it is vital that the caster spends at least ten minutes writing it. The player rolls a Knowledge (arcana) check (DC 18) to write the circle, but he can take 10 or 20 to ensure that he makes no mistakes. A faulty circle imposes a -2 penalty to the summoning check and any other rolls against the elemental. Failing the roll by more than 10 points renders the circle useless for the invocation. On a natural 20 on this roll, the summoned creature is so impressed by the caster's prowess in his native tongue that he has a +2 morale bonus to all opposed die rolls against this particular creature.

Summoning Ritual

Once the caster has all the components set and is sure in his knowledge, the summoning ritual is equally easy. The character rolls a Knowledge (the planes) check as he chants and recites his invitation through the planar boundaries. Since contacting the Elemental Planes is a more specialised task than the general lore that Knowledge (the planes) imparts, all DCs are slightly higher than they would be for a

normal summoning. This specialty penalty is already factored in the DCs and is easily offset by adequate research prior to enacting the ritual. The base DC for a summoning ritual is 10 plus the creature's Challenge Rating.

The caster can entwine a conjuration spell into the ritual at the cost of temporary Charisma damage. This small sacrifice is a gesture towards the elemental, indicating that the caster does not wish to imprison or coerce it through the normal spell effect. The caster must succeed at a Spellcraft check (DC 10 + spell's level) for the entwining to be of use. Failing this check ruins the ritual. After the character suffers the Charisma damage, he can add a bonus to his Knowledge (the planes) check equal to the spell's level.

Spell	Charisma Damage
Contact Other Plane	1
Summon Monster I-IX (Lesser/Greater) Planar Binding	Spell level/2 (minimum 1) Spell level/2 (minimum 2)

Pacts and Service

If the ritual succeeds, the desired creature (or a close approximation) appears. Its intentions are not automatically hostile; after all, it answered the invitation voluntarily. What follows is a period of bargaining and verbal manoeuvring. In the case of base elementals, this process is confined to a 'would you do this if I gave you this?' question, but it can get much more elaborate for higher elementals and other outsiders, as their goals and motivations are more complex.

Obviously, major elemental conjuration is a waste of time if all the character wants is for the creature to fight for him. That's what *summon monster* spells are for. What the rituals for this discipline are good at is extracting long-term agreements or special favours.

The favours and services are similar to the ones a caster could excise from an outsider using the *planar binding* spells, except that there is a price involved and the creature will not try to subvert the request (unless the creature is of Chaotic Evil alignment). Also, the creature will not automatically try to kill the caster on a failed roll.

This exchange of offers can be represented by opposed Bluff, Diplomacy and Sense Motive checks, with the caster gaining some advantage if he knows

the creature's True Name, follows the same Elemental Way, or has another ace up his sleeve. The Games Master sets the price in exchange for the service, and the character is free to haggle. The following are the most common services and petitions, with some of the more common prices.

Court Allegiance: The elemental may want to pledge allegiance to an Elemental Court. He needs to summon a Court official for this, not just any elemental, and his case must be debated with other officials, so it is not an immediate deal. Court allegiance means that the character gains connections with an Elemental Court and has an advantage when summoning creatures from that court. If he announces his visit to the court, he and any companions are protected from the plane's adverse effects as long as he complies with etiquette and protocol. In exchange, the court's ruler can contact the caster telepathically at any time and ask for favours and services just as a humanoid liege would do. The elemental must be careful with whom he throws in his lot, for wise Elemental Rulers will not abuse their Material Plane allies and expect the courtesy to be returned.





Elemental Knowledge: Sometimes the caster wishes to extend his elemental knowledge by asking a native. This kind of negotiation is conducted on a *quid pro quo* basis, with the creature asking a question for every answer it gives. Higher elementals will never reveal another's True Name but will gladly accept an opponent's True Name as payment for powerful elemental secrets. Other bits of elemental lore include spells, instruction in elemental mastery, knowledge about the plane itself, etc. The price for each fact varies depending on the creature's attitude and actual knowledge.

Enter a Receptacle: The creature agrees to enter a previously prepared receptacle and allow the caster to use its powers (see below for information on creating and using a receptacle). Few creatures agree to this unless the price is high. Higher elementals are curious to know the Material Plane, and they ask that they be freed after a certain amount of time and allowed to wander the world at their leisure. The same ritual allows them to do so. Other, more ambitious elementals ask that the caster provide them with humanoid bodies to inhabit and control at will. They are content with artificial bodies, but living ones will convince them more readily.

Extended Service: The caster asks the creature to become a servant for a specific period, usually a year and a day. This service is similar to the relationship between spellcaster and familiar. To call the elemental creature to him, the character must cast a *summon monster* spell adequate for the creature's power (consult the list in the Help for Games Masters chapter), but it takes a slot one level higher than the spell, just as if it were a spell augmented by a metamagic feat. This spell version calls the specific elemental for the duration of a single specific task, or triple the spell's normal duration if the task is vague. The usual price for this service is that the caster loses Charisma points as long as the creature is in service, or payment in the form of experience points depending on the creature's power (around 100 XP per Challenge Rating).

Single Service: As mentioned above, a single service is similar to the results of a *planar binding* spell, with the advantages that come of dealing fairly with the creature. Base elementals require only the destruction of an appropriate offering worth from 100 to 5,000 gold pieces, depending on the service, but higher elementals and other outsiders may ask for a favour in return or impose a simple quest on the character. Base elementals are not good at following complicated instructions, so it is best to use them for minor, but mighty, tasks. Such services include aiding in a ship's sailing for air elementals, providing water supplies for a long trip for water elementals, battering down a castle's defences for an earth elemental, and burning down a building for a fire elemental.

Negotiation Modifiers

The character ...	Modifier
Is an elemental of the same Way	+2
Is an ally of the creature's court	+3
Is a member of the creature's court	+4
Knows the creature's True Name	+5
Has freed an imprisoned creature of the same court	+3
Has freed that same creature from imprisonment	+8
Is an elemental of the opposite Way	-2
Is an enemy of the creature's court	-3
Is a member of an enemy court to the creature's	-4
Has used <i>planar binding</i> on creatures of the same element	-3
Has a prison receptacle in his possession (see below)	-6

RECEPTACLES

Higher elementals hate being imprisoned by mortal spellcasters, and they resent the service they must provide when stolen from their homes via spells. Nothing is more insulting to them than being held in a receptacle, unless one did so of its own accord in exchange for a heavy price. Receptacles are special magic items any spellcaster may create with adequate knowledge and preparation. They are traps that can imprison a creature and make use of its powers without the need to summon or bargain with it.

First devised by unscrupulous elementalists, the art of crafting receptacles spread quickly among arcane circles and, while still uncommon, it is easy to learn. Regular spellcasters use receptacles to trap elementals and element-aligned outsiders lured onto the Material Plane by the *planar binding* spells, replacing a magic containment circle with a much safer way of imprisoning the creature.

The two types of receptacles are prisons and vessels. A prison captures the elemental and keeps it inside against its will, sapping its power slowly. Prison receptacles are dangerous to handle because the trapped creature is always looking for a chance to escape and, if the wielder does not know how to strengthen the item's bonds, he could face a very angry elemental in addition to any opponent he wanted to unleash its powers upon. For the elemental, the interior of such an item is uncomfortable and cramped, designed to impede all his attempts to break the magical chains.

Vessels require less care in their construction, as they host a willing elemental. The creature spends its time inside the receptacle in comfort, if not luxury. Instead of luring the creature inside the receptacle as a trap, the caster invites it through the lengthy invocation ritual detailed above and offers it a reward in exchange for its residence within the item. A vessel has a definite date when it will stop working; the day that the contract between caster and elemental ends.

Receptacles have only two powers: to hold an elemental creature and to open a hole in its internal wards just enough for the spellcaster to use its abilities and qualities. Without a creature held inside, they are harmless. Receptacles can be reused as long as they remain intact after their guest leaves, something that often does not happen in the case of prisons, as the creature's second priority after killing its tormentor if it ever gets free is stamping the item into scrap.

Crafting a Receptacle

Building and enchanting a receptacle follows the same process as creating a 'normal' magical item. The caster must possess the Craft Wondrous Item feat, but he also needs at least 8 ranks in Knowledge (the planes) in order to apply what he knows about planar creatures into the wards. Miscellaneous items are the safest receptacles, as experiments in binding elementals into staves, rods, rings, armour, and weapons have proved tricky in handling, with elementals breaking free more often than they are able to from a wondrous item. Lamps are strangely popular to trap fire and air elementals, whilst bottles, bowls, and boxes work well with any kind of elemental creature. There is no way to bind an elemental creature in a scroll, potion or wand.

The first decision a crafter must make is whether the receptacle will be a prison or a vessel. Prisons are more expensive, having more spell requirements built into them in order to keep the elemental creature in check and have full use of its powers. Vessels are much cheaper, but they offer less control over the abilities of their guests.



ELEMENTAL INVOCATION

Receptacles are similar to other magic items, but they have a few features that set them apart in terms of costs and requisites. By their range of capacity and power, receptacles have many characteristics that the crafter can customize as he creates the item.

Elemental Way: A receptacle must be crafted with a specific element in mind. An Air receptacle will not hold any creature not corresponding to Air, for example. Due to their requisite spells, vessel receptacles for some elements are more costly to make, while all prisons have the same cost. An elemental can make a receptacle for any element for which he has attained at least 1st Circle.

Ability Slots: This represents how many of the creature's special abilities the item can call upon. The spellcaster does not need to define which abilities will be usable at the time of crafting, just how many will be available to a wielder. The character chooses the abilities themselves at the moment when an elemental creature first inhabits the receptacle, and he cannot change them until a new guest takes residence.

Holding Strength: For prison receptacles only, this is the DC that a prisoner must beat on a Will save to escape. It gives the modifier for a caster check in order to defeat the prisoner's Spell Resistance, if any. Receptacles have a base holding strength that the spellcaster can increase at additional cost.

Grade: Receptacles are made at three power levels, dependent on how powerful a guest they are designed to hold, how many times per day each of its abilities can be used, and how many base ability slots it has.

Power	Creature Times		Holding	
	HD	per Day	Slots	Strength
Grade I	8 HD	3/day	2	15 (+2)
Grade II	16 HD	2/day	3	16 (+3)
Grade III	24 HD	1/day	4	18 (+4)

Charges: All uses of an elemental creature's special abilities count as one charge the item uses to channel its power and unleash the final effect. With prisons, the creature gets a new saving throw to escape when the last charge is used, but if it fails all charges are replenished from its struggle. For a vessel, this marks the end of the creature's obligations. If it made a time-based agreement with the spellcaster, the item remains dormant for one day per the creature's HD, and at the end of this period all charges are replenished. A receptacle has a maximum number of charges equal to 50 minus the creature's HD.

Prison Receptacle

This item holds an elemental creature prisoner and uses its power without its consent. There are several command words to work this item: to capture an elemental creature, to unleash it, to free it, to recall it, and to use each of the chosen powers. See below for the process of capturing an elemental creature and keeping it prisoner.

Caster Level: 9th (Grade I), 11th (Grade II), or 15th (Grade III); Prerequisites: Craft Wondrous Item, Heighten Spell, *charm monster*, *dimensional anchor*, *protection from elements*; Market Price: 28,350 gp (Grade I), 33,660 gp (Grade II), or 46,800 gp (Grade III); Weight: varies.

Receptacle Enhancement Costs

	Grade I	Grade II	Grade III
Prison Receptacle			
Additional ability slot	+675 gp	+990 gp	+1,800 gp
+2 (+1) to Holding Strength	+315 gp	+375 gp	+495 gp
Additional use per day*	+135 gp	+198 gp	+360 gp
Vessel Receptacle			
Additional ability slot	+420 gp	+675 gp	+990 gp
Additional use per day*	+84 gp	+135 gp	+198 gp

*For one ability only.

Vessel Receptacle

This item creates a suitable extradimensional home for an elemental creature to inhabit and manifest its powers as requested by the item's wielder. There are several command words to work this item: to call it forward, to recall it, and to use each of the chosen powers.

Caster Level: see the table; Prerequisites: Craft Wondrous Item; Heighten Spell; *rope trick*; *wall of fire* (Fire), *wall of ice* (Water), *wall of stone* (Earth), or *wind wall* (Air); Market Price: see table; Weight: varies.

Vessel Caster Levels and Costs

Element	Grade I	Grade II	Grade III
Air	5th	7th	9th
Air Cost	9,450 gp	14,280 gp	17,550 gp
Earth	9th	11th	13th
Earth Cost	28,350 gp	33,660 gp	35,490 gp
Fire	7th	9th	11th
Fire Cost	17,640 gp	22,950 gp	25,740 gp
Water	7th	9th	11th
Water Cost	17,640 gp	22,950 gp	25,740 gp

'Did I ever tell you that I need new furnishings in here?' The sylph whispered in Thalox's mind as he held the little bejewelled box.

'Yes, oh precious one, you did.' He smiled as he navigated his way towards the City of Brass. 'But the Plane of Fire is not the best place to discuss interior decoration.' Thalox chuckled when he heard the telepathic equivalent of a pout.

Receptacle Enhancements

As discussed earlier, a receptacle's characteristics can be enhanced at additional cost. It is more expensive to enhance a prison than a vessel, and the more powerful a creature it can hold, the higher the price to enhance the receptacle.

Other Items as Receptacles

Wondrous items are the most suitable kinds of receptacles, but other magical items can also be made to hold an elemental creature inside them.

Armour and Weapons: Elemental creatures are not comfortable inside armour and weapons, so these items can be made as prison receptacles only.

Instead of Craft Wondrous Item, the caster needs the Craft Magic Arms and Armour feat. All other requisites remain the same. 'Receptacle' becomes an armour and weapons special ability, and the market price modifiers are as follows: Grade I gives a +3 bonus to the market price, Grade II gives +4, and Grade III gives +5. Characteristics for armour and weapons cannot be enhanced.

Rings and Rods: These items cost the same to make as wondrous items. Instead of Craft Wondrous Item, the caster needs either the Forge Rings or Craft Rods feat, respectively. Rings and rods are weaker receptacles; subtract -4 and -2 from a ring's or a rod's Holding Strength respectively. They also have one fewer use of an ability per day (minimum 1).

Staves: Instead of Craft Wondrous Item, the caster needs the Craft Staff feat. A prison receptacle staff costs 34,594 gp (Grade I), 51,563 gp (Grade II), or



95,625 gp (Grade III). Elementals find staves too uncomfortable and will not willingly enter one, so a staff cannot be a vessel receptacle.

CAPTURING AN ELEMENTAL

A receptacle's power comes from the creature inside it, and its magic is geared to exploiting the powers of such creatures. An empty receptacle is more useful as a paperweight than as a magical item, which is why its owner is well advised to keep an elemental creature inside it.

Vessels and prisons are fundamentally different in the way they exploit an elemental's power. While in actual use they are the same, prisons have more inherent dangers, as the creature trapped inside is always looking for a way out.

The way to power vessels is elaborate but fairly easy. Following the rules for elemental conjuration, the caster attracts an elemental creature and proposes

that it inhabits the receptacle in exchange for a favour, a service, or something else that the elemental and the caster agree to. The caster may cajole or threaten the elemental if it is within his means, and the creature may respond and honour a coerced agreement, but the caster's standing among the Elemental Courts will suffer. That is all there is to it.

Getting an elemental inside a prison receptacle is trickier but faster and requires no negotiation; the elemental is forced to serve him, no questions asked or favours exchanged. While similar in effect to a summoning spell, creatures created through *elemental fabrication* (see the Elemental Magic chapter) cannot be placed inside a receptacle.

The Lure

The first step for this is to attract the creature near the receptacle. This can be achieved in various ways:

Summon Monster: This spell is the easiest and safest way to get an elemental creature near the receptacle, but is fairly limited in the choices available and the window of opportunity. The creature is ripped out of its home plane and is compelled to fight as the caster directs it. The round after the creature appears, the caster can try to trap it, before the spell's duration ends.

Planar Binding: The three conjuration spells by this name were created expressly for the purpose of trapping outsiders. The difference here is that the trap in question is not a *magic circle* or a diagram, but the receptacle. The spells work normally, and if the creature fails its saving throw against the spell, it is successfully pulled inside the receptacle. The only means of escape the creature has available during this process is a Spell Resistance check, but the caster enjoys the bonus from the receptacle in addition to his own caster check. See 'Escape' (below) for more information on how the creature can try to free itself.

Attack: Sometimes the owner of an empty receptacle is gifted by the appearance of an elemental creature, whether it was summoned by another caster or because it wandered into the Material Plane. Some powerful magical guilds even organise expeditions into the Elemental Planes to trap their natives inside receptacles. This method requires no effort from the receptacle wielder except for the dangers of confronting a free, rampaging





elemental creature with a small lamp or other seemingly innocuous object.

Trapping the Creature

Once the creature is present, the receptacle wielder speaks the first command word and points the object toward a target creature no farther away than 100 feet. The creature must make a Will save (DC equal to the receptacle's Holding Strength score). If it succeeds, the caster cannot try to trap it until the next day; if it fails, the creature is sucked inside the receptacle. Note that the *planar binding* spells make the creature save against the spell's DC, not the receptacle's.

The creature has one last chance to break free if it has Spell Resistance. The wielder must make a caster check with a bonus provided by the receptacle's Holding Strength. The creature's fate is sealed if the caster succeeds in defeating its Spell Resistance, but he should have countermeasures ready in case he fails, for the creature will break free

to wreak havoc, and the same receptacle cannot be used to contain it ever again.

Spellcasters who know the workings of receptacles take every precaution to avoid the creature's liberation, so it is not common that the target avoids the trap. Once the creature is contained, the caster immediately knows what its powers are and chooses from them to fill the receptacle's ability slots, along with other powers that feed from the prisoner's elemental nature, not precisely from its individual abilities.

The creature enters a vessel willingly, so there is no roll involved. The elemental fills the item's ability slots normally and does not worry about the creature escaping before their agreement comes to an end.

Using the Receptacle

Taking advantage of the trapped creature's power counts as a standard action and draws an attack of opportunity, as the wielder points the receptacle and utters the command word for the ability he wishes to unleash. Depending on the power level and any enhancements crafted into the item during its creation, each ability can be used a finite number of times per day. Trying to use them more than this risks the elemental's liberation.

Anyone who knows the command words can use the receptacle's power, but only a spellcaster who knows its operation can use it to trap other creatures or to keep them inside.

Vessels do not pose such dangers, but the wielder cannot coax more uses per day of a power above the item's capabilities. The elemental inside simply refuses and may even stop working until the wielder apologises.

Escape

Elementals trapped against their will are always looking for to escape, constantly probing the limits of their prisons for any weaknesses they can take advantage of. One can break free by a Will save or by a Spell Resistance check against the caster. Each type of roll can be attempted only during specific circumstances, and the prisoner does not miss an opportunity to try. The creature can try to escape when any of the following happen.





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Charges Exhausted: As mentioned before, a receptacle holds as many charges as 50 minus the prisoner's HD. Once the caster uses the last charge, the creature can try either a saving throw or a Spell Resistance check, but not both. The DC for the Will save is still the receptacle's Holding Strength, which will not change, unlike the caster's chance to dominate the elemental as he acquires caster levels. The cruel irony is that the creature's failed struggle recharges the item fully.

Extra Ability Use: Each of the receptacle's elemental-born abilities can be used a finite number of times per day. Every time the wielder tries to use an ability beyond this limit, the creature can force a Spell Resistance check. For every subsequent use of the ability after the first extra one, the creature gains a +2 bonus to its Spell Resistance for that same day, with all the bonuses adding together.

Damage to the Object: Every time the item suffers damage, whether from area effects or against the receptacle directly, the creature can attempt a Will save. If the source of damage corresponds to its element, it has a +2 morale bonus to the roll. If the receptacle is destroyed, the prisoner is freed automatically. This is the favourite method for the prisoner's friends to try to liberate it. Calculate the item's hardness and hit points according to the information for breaking objects in *Core Rulebooks I* and *II*, depending on what the item actually is.

Travelling to an Elemental Plane: If the character visits the creature's native or corresponding Elemental Plane, the creature can roll a Will save every hour the receptacle remains there. It is, of course, in very poor taste and potentially fatal to travel to an Elemental Plane with one of its citizens imprisoned in a receptacle.

Death: One of a receptacle's possible abilities is to call the creature forth as if by a *summon monster* spell. If the creature is destroyed in combat, it dissipates and reforms on its native plane, free of all bindings and also free to plot its revenge. Trapped creatures will fight recklessly to force their own destruction and will not stop until all opponents are dead or the receptacle's wielder speaks the recall command word.

Freeing the Creature

All receptacles have a command word to free the prisoner voluntarily, just in case the caster wants the space to trap a stronger creature if he feels capable of the feat. If it is the creature's original captor who utters this word, he should have protective magic already cast on himself, as well as *banishment* or *dismissal* ready, for the creature will attack him on sight.

However, anyone else finding the liberation command and using it will elicit a different reaction, depending on the creature's alignment, personality, and the time it has spent imprisoned. A lawful creature will feel a debt of gratitude towards its liberator and will do whatever he wishes ... once. An evil elemental may try to vent its pent-up frustration on the first living thing it encounters namely the character who freed it, but it can be reminded that it would still be a prisoner otherwise. Freeing a creature trapped in a receptacle is a sure way to win the favour of its Elemental Court.

Receptacle Powers

The following are the powers a caster may choose to fill any receptacle's ability slots. Each power takes up one ability slot; even if some of them are classified together, each still counts as one ability. Unless otherwise indicated all saves against an elemental ability have a DC equal to twice the receptacle's Grade, plus the creature's Wisdom or Charisma modifier, whichever is higher.

Combat: The character calls the creature forth to fight for him as if by a *summon monster* spell. The creature has no limit to the time that it can remain out of the receptacle, but if it is destroyed it reforms on its native plane. Former prisoners will try to take revenge, and former vessel residents still expect the caster to fulfil his part of the deal. The caster can recall the creature with the appropriate command word as a standard action, and the creature vanishes into the receptacle instantly. The creature recovers hit points at a rate of double its HD per full day spent inside the receptacle.

Destroy Opposed Element: At great cost, the elemental creature can try to destroy an elemental creature opposed to its own element. Air and Earth

creatures can try to destroy each other, as can as Fire and Water creatures. Compare both creatures' Hit Dice, and the one with the higher number destroys the other utterly but suffers 1d6 points of damage per the destroyed creature's HD. If this damage brings the creature to 0 hit points, it is also destroyed. The creature can heal this damage as described above.

Elemental Burst: The elemental creates a powerful burst of its element coming from the receptacle. The burst is strong enough to cause 1d4 points of damage per the creature's HD and has a range of 25 feet plus 5 feet per creature's HD. A Reflex save halves this damage.

Elemental Explosion: The creature can create rippling waves of elemental force radiating outwards. All creatures in an area of 30 feet radius centred on the receptacle suffer 1d6 points of damage per two of the creature's HD from the slashing winds, bouncing stones, licking flames, or wild water the receptacle emanates. A Reflex save halves this damage but the victims must also roll a Fortitude save or be knocked down, ending in a prone position five feet away from the receptacle. The person who utters the command word is immune to these effects.

Elemental Mastery Techniques: The creature is capable of reproducing a raw control technique from the Elemental Mastery chapter. The creature is considered to belong to a Circle equal to the receptacle's Grade plus two for the purposes of the effect's parameters, so an elemental inside a Grade II receptacle is considered a 4th Circle elemental. The creature has a number of energy points to enhance the technique equal to its Wisdom score, and a single technique counts as one ability.

Reconnaissance: As the Combat ability, the character calls the creature forth but, instead of commanding it to fight, he orders it to travel away to explore the surroundings. The creature moves as per its own speed and method of movement for an indefinite period of time and has a homing sense that allows it to know in which direction and how far its receptacle is at all times. If the caster utters the recall word, the creature returns in one quarter the time it has been away.

Special Ability: This encompasses any special attack or quality that the creature may possess. Attacks are performed as per the creature's description, and it can bestow on the receptacle's wielder any quality that affects itself. Examples are the elementals abilities of air mastery (Ex), whirlwind (Su), earth mastery (Ex), push (Ex), burn (Ex), fire immunity (Ex), water mastery (Ex), drench (Ex), vortex (Su); a djinni's or efreeti's spell-like abilities (Sp), an invisible stalker's invisibility (Su), a magmin's combustion (Ex), fiery aura (Ex) or melt weapons (Ex). The Games Master has the final decision on how the receptacle translate the creature's special ability into a magical item effect.

Survival: The creature grants the receptacle's user the ability to survive in its home plane for a number of hours equal to the elemental's HD. The character can breathe water, is immune to fire, and can move normally in the air. This effect applies only in the Elemental Plane corresponding to the creature, not on similar conditions in the Material Plane like in a lake of molten lava or the ocean depths.

Element Spell-Like Abilities

The following abilities can be granted only by an elemental of the corresponding type or a creature aligned to a certain element. These spell-like abilities mimic specific spells as if cast by a sorcerer of the creature's HD. If a sorcerer of a level equal to the creature's HD cannot cast a spell of a certain level, the creature cannot provide this spell-like ability.

Air Abilities: *Clairaudience, mage hand, protection from arrows, telekinesis, water breathing, whispering wind, wind wall.*

Earth Abilities: *Detect secret doors, detect snares and pits, passwall, stonewall, wall of stone.*

Fire Abilities: *Continual flame, detect animals and plants, heat metal, produce flame, pyrotechnics, wall of fire.*

Water Abilities: *Control water, create water, drown, rusting grasp, wall of ice, water breathing.*



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Some of these spells are listed as belonging to clerics or druids only but, as with other divine spells of elemental nature, they are available as arcane spells to elementalists of the 1st Circle from the appropriate Way.

Awaken Element

Transmutation [see text]

Level: Drd 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: 5 ft. cube of an element for every 4 levels

Duration: 10 minutes/level

Saving Throw: None (Object)

Spell Resistance: No

You give an element human-like sentience. You target a volume of air, earth, fire or water no bigger than a 5-foot cube per four caster levels, and it awakens as if becoming an elemental. It has all the statistics of an elemental of Small size for its element type, except that its Intelligence score is 3d6.

The creature is friendly towards you and, although it is not bound to you, will perform any reasonable task you ask of it until the spell's duration ends and it collapses or disperses back into its material. An intelligent element remembers what happened around it for one week per caster level before it was awakened and can answer questions about that.

When you use this spell to awaken an air, earth, fire or water creature, it is a spell of that type. For example, *awaken element* is a fire spell when cast to awaken a fire elemental.

Material Component: A fistful of crushed crystal powder.

Breeze

Evocation [Air]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Effect: A gentle gust of wind

Duration: 1 round/level

Saving Throw: None (Object)

Spell Resistance: Yes

You create a gentle breeze to blow continuously over an area as far as 30 feet away from you. The breeze is cool and pleasant, giving a +1 morale bonus to any Fortitude save against hot weather. It does not help in extreme heat conditions, like those found in a volcanic crater or the Plane of Fire. It can also be used to dry humid or drenched objects like scrolls and clothing, or to fly a kite.

Drown

Conjuration (Creation) [Water]

Level: Clr 5, Drd 5, Water 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes



You create a volume of water around your target's head or other respiratory organs. The creature must make a Fortitude save every round to hold its breath against the magically conjured water, and each round after the first the DC increases by +1. If the creature fails a save, its hit points drop to 0; starting the next round, they drop by -1 per round as the creature slowly drowns. You can dispel the effect at any time, and the creature stabilizes automatically if the effect ends before it dies. Creatures that do not breathe or that can breathe water are completely unaffected.

Material Component: A few drops of water.

Elemental Fabrication

Conjuration (Creation) [see text]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 full-round

Range: Close (25 ft. + 5 ft./level)

Effect: One created elemental

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Instead of summoning an elemental from its native plane, you create your own elemental out of the raw elements to attack your enemies. It appears where you designate and acts immediately on your turn. It attacks any opponents to the best of its ability. You can direct it not to attack, to attack particular enemies, or to perform other actions by concentrating as a free action. The elemental fabrication acts normally on the last round of the spell and disappears at the end of its turn.

When you use this spell to create an air, earth, fire or water fabrication, it is a spell of that type. For example, *elemental fabrication* is an air spell when cast to create an air fabrication.

Creating an Elemental Fabrication

When creating an elemental fabrication, you assemble the desired creature from a large elemental but, instead of having the listed special attacks and qualities, you can choose four special abilities from the appropriate elemental menu. Some abilities count as two or three abilities as specified in their description. Regardless of the abilities chosen, the elemental fabrication always has the following qualities:

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject

to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Elemental Subtype: An elemental fabrication is immune to attacks of its same element and takes double damage from attacks of the opposite element.

All

- **Additional Attack:** One additional attack at highest attack bonus; both attacks -2 to attack roll.

- **Buff (Ex):** Construct gains 3d10 temporary hit points (multiple selections do not stack). Counts as two abilities.

- **Charge (Ex):** If the construct charges a foe during the first round of combat, it can make a full attack even if it has already taken a move action. If it has the squeeze ability, it can also use this (see entry below). Counts as two abilities.

- **Elemental Burst (Ex):** As the receptacle power (see Elemental Invocation chapter).

- **Elemental Explosion (Su):** As the receptacle power (see Elemental Invocation chapter).

- **See Invisible (Su):** Can see invisible things (as the power) at all times. Counts as three abilities.

- **Size Increase/Decrease:** By spending two abilities, the fabrication is of Huge size. Making the fabrication of Medium size grants two extra abilities;



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making it of Small size grants four. The spell can create elemental fabrications from Small to Huge sizes only.

- Trip (Ex): If the construct hits with a slam attack it can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the construct.

Air

- Air Mastery (Ex): As the normal elemental special quality.
- Invisibility (Sp): As the *invisibility* spell (self only) as a standard action. Counts as two abilities.
- Whirlwind (Su): As the normal elemental special quality. Counts as two abilities.
- Wind Manipulation (Sp): As the *telekinesis* spell cast by a sorcerer of the caster's level. Counts as two abilities.

Earth

- Earth mastery (Ex): As the normal elemental special quality.
- Heavy Armour (Ex): +4 deflection bonus to AC. Counts as two abilities.
- Push (Ex): As the normal elemental special quality.
- Squeeze (Ex): A construct that gets a grip can make a squeeze attack (+9 melee) to deal damage of 2d4 + Strength modifier. If it charges an opponent on the first round of combat, it can also squeeze (must also have the charge ability; see entry above). Counts as two abilities.
- Trample (Ex): As a standard action during its turn each round, the construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal

bludgeoning damage equal to 1d4 + Strength modifier.

Fire

- Burn (Ex): As the normal elemental special quality.
- Combustion (Ex): Anyone a fire fabrication touches must succeed at a Reflex save (DC 11) or take an additional 1d8 points of fire damage as clothes ignite or armour becomes searing hot. The damage continues for another 1d4+2 rounds after the fabrication's last successful attack. Fire fabrications can also ignite flammable materials with a touch.
- Immolation (Ex): Anyone within 30 feet of a fabrication must succeed at a Fortitude save (DC 11) or suffer 1d6 points of heat damage from the intense heat. Treat this effect as an emanation.
- Melt Weapons (Ex): Any metal weapon that strikes a fire fabrication must succeed at a Fortitude save (DC 11) or melt away into slag.
- Sprint (Ex): Once per hour, the construct can take a charge action to move 10 times normal speed.

Water

- Drench (Ex): As the normal elemental special quality.
- Smack Down (Su): Once per day the construct can make a normal attack to deal additional damage equal to its HD. Counts as two abilities.
- Vortex (Su): As the normal elemental special quality.
- Water Mastery (Ex): As the normal elemental special quality.

Material Component: A bellows or fan (air), a fist-sized rock (earth), a torch or larger fire (fire), or a pint of water (water).

Thalox looked all around searching for an opening in the circle of creatures surrounding him, but there was none. The lesser salamanders had him cornered.

'What should we do with you, human?' one of the snake-like outsiders mocked. 'You can walk as fire but ... can you dance like fire?'

'If you give me some room, I can show you,' Thalox said, bowing. The lesser salamanders were not friends of the elementals of Vulcanos, and here he was, deep in their territory on a mission from the royal salamanders, a human who could exist in this place thanks only to the magic at his disposal.

'Do not try to call for help. Our domain is sealed. You can summon nothing as your kind does!'

'Who said I was going to summon anything?' The sorcerer smiled and began casting his spell. True, he would not be able to summon the aid of fire elementals in their home plane but, if he could not bring, he could create. He smiled in satisfaction as the salamanders stepped back, the flaming minotaur construct emerging from the flames freely available to stand between them and himself.

Elemental Shape*Transmutation* [see text]**Level:** Clr 3, Drd 4, Sor/Wiz 3**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level (D)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You can transform a creature's body, including your own, into pure elemental matter. The target of this spell retains all its special attacks and abilities, including spellcasting, and gains some of the abilities of the element it transformed into:

Air: Flies at double its speed with perfect manoeuvrability. Can squeeze through narrow spaces and gains a damage reduction of 5/+1. Suffers a -2 penalty to saves against earth-based attacks.

Earth: Moves at half its speed but gains a +4 natural armour bonus to AC. Takes half damage from slashing and piercing weapons. Suffers a -2 penalty to saves against air-based attacks.

Fire: Every melee or unarmed attack does 1d6 points of additional fire damage and gains a damage reduction of 5/+1. Suffers a -2 penalty to saves against water-based attacks.

Water: Swims at double its speed and ignores all penalties for fighting underwater. Can breathe as if benefiting from the *water breathing* spell and takes half damage from bludgeoning and piercing weapons. Suffers a -2 penalty to saves against fire-based attacks.

The creature can return to normal at will before the spell ends but cannot take the elemental shape again. Casting this spell on an elemental of the opposite element does 3d6 points of damage to it. When you use this spell to transform a creature into an air, earth, fire or water creature, it is a spell of that type. For example, transforming a creature into water means you cast a water spell.

Material Component: A fan (air), a fistful of sand (earth), dry tinder (fire), or a few drops of water (water).

Erode*Transmutation* [Air]**Level:** Drd 4**Components:** V, S, F/DF**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Target:** All objects in a 60-ft. radius area or one object**Duration:** 1 round/level (D)**Saving Throw:** Fortitude half (Object)**Spell Resistance:** Yes

You concentrate centuries of wind in a few continual gusts to erode away rock and stone. An area with a radius of 60 feet is enveloped in strong and steady wind, and every object made of rock or stone suffers 1d8 points of damage per round of exposition, bypassing their hardness. Objects get a saving throw only if they are being held or carried, and they use their owner's save bonus. As an option, you can concentrate all the eroding wind on a single object, inflicting 4d8 points of damage per round. Creatures made of rock or stone like earth elementals and stone golems suffer double damage, including characters under the effects of *elemental shape*, *flesh to stone*, *statue*, and *stoneskin*.

Focus: An hourglass.

Magic Circle against Elements*Abjuration***Level:** Brd 5, Clr 5, Drd 5, Sor/Wiz 5**Components:** V, S**Casting Time:** 1 action**Range:** Touch**Area:** Emanates 10 ft. from touched creature**Duration:** 10 minute/level**Saving Throw:** None (harmless)**Spell Resistance:** No

As *protection from elements*, except that it protects everyone inside the area. Additionally, the spell prevents elemental creatures from approaching. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creatures. The protection against contact by elemental creatures ends if any of the warded creatures makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.



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As an option, a magic circle can be focused inwards rather than outwards. In this case it serves as an immobile, temporary magical prison for a summoned elemental creature. The caster must beat a creature's SR in order to keep it at bay, but the negation of natural weapons still applies. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from elements* spell for that creature only.

This spell is not cumulative with *endure elements*, *protection from elements*, or *resist elements* and vice-versa.

Pass through Element

Abjuration [see text]

Level: Brd 2,Clr 2,Drd 1,Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: Passage through 5 ft./level

Duration: Concentration



Saving Throw: None (harmless)

Spell Resistance: No

You can walk through a barrier made from a certain element without harm. At the moment of casting you select the natural occurrence of an element and you will be able to walk as far as 5 feet per caster level without suffering damage or any adverse effect. This spell does not work with magical expressions of an element, meaning that while it will let you navigate through a burning building, it will not let you cross a *wall of fire*. You could cross a *wall of stone* or a *wall of ice*, since the material is normal and remains there after the spell is cast. If the effect ends while you are immersed in a solid, you are ejected to the nearest safe place and suffer 1d6 points of subdual damage for every 10 feet travelled that way. If you are immersed in a non-solid element, you start suffering the effects immediately.

When you use this spell to pass through an element or energy type, it is a spell of that type. For example, *pass through element* is a water spell when cast to cross a *wall of ice*. Choosing air allows you to walk through gases, scalding vapour, or extremely cold terrain; earth allows you to walk through worked stone or rock, or through metals at half the distance. Picking fire allows you to walk through natural flames or lava at half the distance, and by choosing water you can walk at the bottom of a body of water or cross sheets of ice.

Razor Rain

Evocation [Water]

Level: Drd 6

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 5 ft./level radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

By casting this spell, drops of water begin to fall from the sky with such speed as to cause damage to anyone inside the area of effect. The *razor rain* inflicts 1d6 points of damage per caster level (maximum 20d6) and does double damage to creatures with the fire subtype. If it is raining already, whether from natural or magical causes, victims suffer a -2 penalty to their saving throws.

Siphon Elemental Lifeforce*Necromancy* [see text]**Level:** Sor/Wiz 4**Components:** V, S, F**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Ray of negative energy**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You extend your hand toward any source of magical elements and shoot a ray of negative energy specially tailored to affect that element. If the target is a creature, it must make a Fortitude save or gain 1d4 negative levels as the *enervation* spell. If it is a static source of magical element, such as a *wall of fire*, this spell subtracts 1d4 dice of damage it inflicts. For each level or die subtracted in this manner, you can increase the DC of the next spell you cast by +1.

When you use this spell to siphon energy from magical air, earth, fire or water, it is a spell of that type, and the spell you bolster with this energy also becomes a spell of that type. For example, *siphon elemental lifeforce* is an earth spell when stealing energy from an earth elemental, as is the next spell you cast with an increased DC. If the target of the bolstered spell is particularly vulnerable to your spell's new type, the DC is increased by +2 for each stolen level or subtracted damage die, instead of +1.

If you are using the rules for elemental mastery presented in this book, you can choose to have *siphon elemental lifeforce* provide you with 5 energy points for each stolen level or subtracted damage die, which you can use in conjunction with any additional energy points in your next turn.

Focus: A small, empty tin container.

Suffocate*Necromancy* [Air]**Level:** Clr 6, Drd 6, Sor/Wiz 6

As *drown*, except that you suck the air from the target's lungs or other respiratory system. In addition to the danger of dying, every round that the target succeeds its Fortitude save, it suffers 1d6 points of subdual damage. If it falls unconscious from the subdual damage, the spell works as if it had failed a Fortitude save and its hit points drop to 0.

Creatures that do not breathe, such as undead and constructs, are completely unaffected. Creatures who breathe water are affected.

Material Component: A gag made of cloth.

Vacuum Slash*Evocation* [Air]**Level:** Sor/Wiz 7**Components:** V, S**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level**Area:** 5 ft. wide to medium range (100 ft. + 10 ft./level) or 10 ft. wide to 50 ft. + 5 ft./level**Duration:** Concentration (maximum 3 rounds) (D)**Saving Throw:** Special**Spell Resistance:** See text.

You fan out your hands and create a line of hard vacuum extending away from you. All creatures inside the area suffer 10d6 points of damage, but they can halve this with a successful Fortitude save.



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Creatures standing up to 10 feet away from the affected area must roll a Strength check (DC 17 + Intelligence or Charisma modifier) or be sucked inside the vacuum. Any unattended object is sucked in automatically. Those inside the vacuum can try to escape with a Strength check (DC 20 + caster's Intelligence or Charisma modifier) and must also roll to escape the 10-foot area outside the vacuum. You can concentrate to maintain the vacuum up to 3 rounds, and those caught inside or sucked in must roll a Fortitude save every round to halve the subsequent 10d6 points of damage. Spell Resistance can negate the damage but does not protect against the sucking effect. Constructs are also unaffected by the vacuum damage, but undead suffer the effects normally.

Whirlpool

Evocation [Water]

Level: Drd 8

As *whirlwind*, but creates a whirlpool in a large body of water. Ships caught in the whirlwind take the spell's full damage (if you use the rules from *Seas of Blood*, the spell deals structural damage).

Wind Armour

Evocation [Air]

Level: Brd 2, Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Reflex negates (harmless)

Spell Resistance: Yes (harmless)

Strong, swirling winds surround the target creature, granting it a deflection bonus to AC of +4 against melee attacks and of +6 against ranged weapon attacks. The target suffers a -2 penalty to its own ranged weapon attacks. In addition, the winds are strong enough that the creature takes damage from falling as if the height were 10 feet shorter.

Material Component: A thin piece of paper.

Wind Bindings

Evocation [Air]

Level: Clr 5, Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)



Target: One creature

Duration: 1 round/level (D)

Saving Throw: Special

Spell Resistance: Yes

A storm-like force presses on the target from all sides, keeping it from moving. The creature can make a Strength check (DC 18) to move at half speed each round. While the wind holds it in check, the creature suffers a -2 to all its attack rolls and saving throws. You can direct the wind's strength from any direction, even up and down, and the creature must make a Fortitude save to avoid being moved 10 feet in that direction. If the creature is moved upwards or in a way that it is not touching the ground, it cannot attempt to move or resist any further movement by the caster. Spellcasters trapped like this must roll a Concentration check (DC 15 + spell's level) or lose any spell they try to cast. Huge and larger creatures gain a +2 to their checks and saving throws, and Gargantuan and Colossal creatures are not affected.

Material Component Focus: Iron fillings.

THE ELEMENTAL COURTS

Hidden from any casual traveller, the Elemental Courts are built in the deepest recesses of the Elemental Planes. Few mortals know of their existence and the higher elementals like it that way. Let the planar dilettantes believe that the City of Brass is the greatest metropolis in the Plane of Fire and miss Vulcanos, capital city of the Ignan Elemental Rulers, where the royal salamanders gather to discuss their business.

Djinn and efreet are powerful elemental creatures and have forged their dominions in their respective planes, but they managed to do so because the higher elemental powers did not mind having such neighbours. The cities and settlements of the higher elementals are almost impossible to find in the infinite reaches of the Elemental Planes without specialised knowledge, or the favour and curiosity of their inhabitants.

Higher elementals are easier to understand than their base counterparts, for they organise themselves in a semblance of the humanoid kingdoms and have a society of sorts. The similarities are in form only, for the sentient inhabitants of the Elemental Planes do not have the needs of the denizens of the Material Plane. They have no need to compete for land, for not only are their planes infinite, but particular 'places' move around in the currents and eddies of elemental movement, from the free-floating cities of the sylphs to the slow drift of the gnomides' fortresses.

The elementals gather in settlements for mutual defence against threats like rampaging base elementals, efreet slavers, invading fiends, and anything else that believes the Elemental Planes are a source of infinite resources. Since their personalities are not as diverse as those of Material denizens, their forms of

government have changed little in millennia, and as labyrinthine as politics can get in the Elemental Courts, they all follow certain patterns.

The Elemental Courts are, in short, slow, grand plays of domination and one-upmanship. While courtiers and nobles do get things done when it is time to marshal the elementals' forces, most of the time they spend their time plotting against each other in elaborate games of intrigue. Of course, each elemental has a different approach to this most dangerous game; the passionate and destructive affairs of the royal salamanders cannot be compared with the slow and more honest dealings of the gnomides, nor do the fluid and changing allegiances of the undines bear similarities to the intellectual and complicated tactics of the sylphs.

'A patrician,' the efreet said, eying Thalox, 'and envoy from Ignaris, yet you are flesh, you burn.'

'I stand in the City of Brass,' the sorcerer said, letting the marks of elemental favour from the Ignan Court show. 'I have presented myself as required; I have presented my liege's petition as tradition dictates. I am a member of Court Ignaris and I shall not be insulted, lest you want war with the royal salamanders.'



HIERARCHY

There are several courts in each Elemental Plane. Each has its own titles and status symbols, so much that navigating the Byzantine court politics is an almost impossible task for a non-elemental. Some courts are more powerful than others, with low officers in one ranking as high as lofty nobles from another.

Elemental Rulers

At the top of each court is its ruler, a higher elemental of great power and status, able to command the respect and obedience of all in his domain. The power of an Elemental Ruler can be compared to that of a lesser deity, and they can expect to come out ahead even when battling an archdemon. The current rulers have been in their positions for so long that nobody, not even the elementals, can remember if there was anyone else ruling before them.

An Elemental Ruler embodies the personality and attitude of his court. In a way, the Elemental Ruler *is* his court. An observant visitor can pick up many clues as to how to act and what to expect from an

Elemental Ruler just by watching his subjects carefully. If an outsider, whether from an Outer or the Material Plane, gains audience with a ruler, he must be very careful with his words and requests, for these greater elementals are pure expressions of Air, Earth, Fire and Water.

Court Ranks

Below the rulers, elemental courtiers have a more mercurial status, with positions changing as a noble falls from grace in the face of his peers and another takes his place. One thing that does place the Elemental Courts apart from their Material counterparts is that an elemental title brings real, palpable power, not just political. An elemental noble has the power to command and summon the lesser elementals, as well as to manipulate the plane's element by force of will. This power is not as strong as the ruler's power to shape kingdoms into being, but it marks its wielders as something above commoners.

The few elementalists who have studied the Elemental Courts classify the majority of titles and positions in five ranks not unlike the Five Circles of the Elemental Way. Upon attaining each rank, an elemental noble has its power increased in ways inaccessible to other higher elementals through study or practice, and they lose those powers if they ever fall in rank. Unlike Circles, an elemental does not have to pay any experience to advance; he climbs the social ladder by proving worthy and by receiving the honour from the Elemental Ruler or a noble of higher status.

Each rank can be made up of a score of different titles and subpositions, shuffling up and down in the rank's hierarchy, but they have the same power when dealing with members of a different rank. As it climbs through the positions, a higher elemental gains greater powers, both political and physical but also acquires greater responsibilities towards the administration of the territories bound to his court. The Elemental School assign the following designations to the ranks based on observation and study, but each court can have its own names.

- *Patricians* are privileged citizens, holding more status than commoners but still not fully part of elemental nobility. Knights and magistrates usually come from this rank.



Elemental Court Ranks

Rank	Energy Points	Summon Elemental	Command Bonus	Spell-like Abilities	CR
1st Rank (Patrician)	8	1d4 Small	+1	<i>protection from element</i>	+2
2nd Rank (Quæstor)	11	1d4 Medium	+2	<i>charm monster</i>	+2
3rd Rank (Rhetor)	17	1d4 Large	+3	<i>Rary's telepathic bond</i>	+3
4th Rank (Strategos)	21	1d4 Huge	+4	<i>banishment</i>	+3
5th Rank (Prætor)	28	1d4 Greater	+5	<i>gate</i>	+4

• *Quæstors* are administrators and overseers, in charge of handling the court's resources such as prisoners, drafting militia, and contacting planar travellers for aid. They are akin to feudal lords.

• *Rhetores* have lesser policy responsibilities. They have more decision power than quæstors and their opinion counts, having earned the Elemental Ruler's trust that when they speak, they speak for the court. Many ambassadors and military officials, as well as government councillors, are from this rank.

• *Stratego*i are true elemental nobility, able to act on their own and command great numbers of lesser-ranking elementals. They are in charge of court holdings away from the main citadels and act as military commanders in times of war.

• *Prætors* are few and for good reason, as the position is reserved for the greatest heroes and leaders of higher elemental society. When the Elemental Ruler is not available, the prætors dictate the court's direction.

Court ranks work like a template that applies to a higher elemental creature, with each bestowing additional powers and increasing the elemental's Challenge Rating accordingly. The abilities work only for elementals and the element of the same type as the creature and do not stack as the creature advances in rank. The new values replace the old.

Energy Points (Su): An elemental noble has a number of energy points he can use to power elemental mastery effects, whether channelling elemental energy or controlling a raw element. See the Elemental Mastery chapter for details. If you are not using the elemental mastery rules, convert the points to spell levels and select spells from the elemental correspondence tables as spell-like abilities.

Summon Elemental (Sp): Once per day, the noble can summon a number of base elementals of a certain size, or double that number of elementals of smaller size. The elementals arrive and act in the same turn in which they are summoned, and obey the summoner blindly. This ability works in addition to any summoning power the creature may already possess.

Command Bonus (Ex): The noble adds this bonus to all rolls against elementals of lesser rank. It adds half this bonus to Charisma-based rolls when dealing with outsiders and other creatures with its same elemental type.

Spell-like abilities: The elemental noble has the listed abilities for its rank and those below it. *Charm monster* and *Rary's telepathic bond* work only with creatures of the same element type as the noble; the





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rest work for all elements and Elemental Planes. The noble can use these abilities once per day each as if cast by a sorcerer of the creature's HD.

Challenge Rating: The creature's Challenge Rating increases by this amount as its power and abilities grow.

Outsiders in the Court

Sometimes a court accepts a foreigner into its ranks. It can be an outsider of the same elemental type or a material creature that expresses its alignment or allegiance to the Elemental Court. Dragons are honoured members of a court, as are some genies. Even powerful humanoid spellcasters have earned the right to call themselves part of a court, especially if they are elementalists.

Non-elemental creatures first join a court as commoners, beholden to the elemental nobles but also able to call for aid. They may climb to *quæstor* rank only and even then enjoy only the command bonus from a rank's abilities. For conjurers this is still a boon, as the command bonus stacks with the summoning modifier for being part of a summoned creature's court.

THE COURTS

The several courts that thrive in all Elemental Planes are governed as city-states, with each Elemental Ruler competing for supremacy with the sovereigns of other courts. In all this internal fighting, the courts can find common ground in a central city, a metropolis staffed by independent elementals where no guest is allowed to attack another. Elementalists have been unable to determine which authority these four central cities follow, but whispers and rumours speak of an elemental overlord, a true primordial deity to which all elemental creatures owe obeisance.

Vulcanos, the Courts of Fire

The city of Vulcanos is the central gathering place for the Ignan Courts. Surrounded by colossal gouts of flame, it is hidden and protected from unwanted visitors. Its streets are made from pure lava and the buildings can only be described as solid fire. Royal salamanders live and thrive in Vulcanos; their outsider cousins the salamanders are not welcomed. Magmin are servants and commoners, and phoenixes find quick employment as messengers and sentinels.

The following are the best known courts of the Elemental Plane of Fire:

Ignaris: The Ruler of Court Ignaris is a passionate and single-minded being, and his dedication is contagious. All the Ignaris courtiers share a degree of dedication to a single cause not found in many fire creatures. It devotes most of its efforts to researching and developing new elemental mastery techniques and to learning in general.

Pyrean Halls: Of a decisively evil bent, the Pyrean Halls embrace the more destructive aspects of fire and are the home of Kerr'ka'kr the All-Consuming. Pyrean courtiers are violent and aggressive, working out their disagreements in brutal duels instead of with intrigue and plotting. Martial strength is all that matters to the Pyrean elementals.

The Forge: Fire is the great changer, and nowhere else is this better exemplified than with The Forge. This Ignan Court is one of the few that has good relationships with the salamander outsiders, as they share an interest in forging. The court is ruled by meritocracy, with the best crafters occupying the highest ranks. They trade constantly with the Plane of Earth for minerals to forge, and Ignan steel has become legendary in strength and sharpness.

Aeolis, the Courts of Air

In the clear environment of the Elemental Plane of Air, the city of Aeolis is easily confused with a cloud bank or with rolling mist. The vapours are quite solid, however, and shift and turn to simulate the movement of a normal cloud. There are no entrances except those that form when a sylph is going in or coming out. Minor air elementals perform menial work for the reigning sylphs and invisible stalkers serve as sentries and assassins.

The following are the best known courts of the Elemental Plane of Air:

Boreas: This gelid place is home to the North Wind, the Elemental Ruler of Court Boreas. The wind is always blowing and it is the strongest movement anyone will ever find here. The Borean courtiers are cold and calculating, immersing themselves in complex plans and plotting against each other. Boreas is among the most intellectual of the Auran courts but also among the most ruthless.

Nota: The Southern Wind is a festive and warm one, totally unlike Boreas. The sylphs sworn to Nota love the thrill of flight and are constantly curious about how other, heavier creatures manage to take to the skies. Politicking in this court takes the form of clever pranks,

with the highest-ranking elementals being the ones who can think of the best jokes on others. Elementals of Noto do not take life too seriously and enjoy the freedom of their windy nature.

Zephyr: The gentle West Wind is the most responsible among the Elemental Rulers of Air. Closely allied with some courts of Okeanos and Chthon, it nurtures what little life can grow on the floating islands of the Plane of Air, bringing rain and carrying the seeds from one patch of earth to another. Sylphs from Zephyr are gentle and helpful, standing at a middle point between the cavorting Noto and the intellectual Boreas.

Chthon, the Courts of Earth

The main city of the gnomides is impregnable, as it is essentially solid stone. A gigantic cave with walls covered with equally huge crystal growths is the centre of the city, with smaller caves situated around it with no tunnels to connect them. Elemental inhabitants move through the rock from cave to cave to conduct their business. Only creatures in the know are aware that any particular cave is part of Chthon, and several earth elementals guard the central cave to keep travellers from approaching. Thoquua complement the guards, while gnomides of various professions fill the positions necessary for the city to work.

Axis: Virtually immobile, Axis is the most stable of all Elemental Courts. The core of the court's domains is a great pillar of adamantine, around which the gnomides gravitate in small caverns or parallel tunnels. The Axis courtiers maintain a series of portals to many Outer Planes as well as gates to the Material Plane. They pride themselves on keeping the world together, which might not be the truth, but at least they keep it well connected.

Geode: A collection of crystals coating a cavern system, Court Geode nurtures the creative side of its inhabitants. The gnomides keep the cavern's open spaces so that sound can resonate along the crystals, creating a strange music that only one with the patience of an earth elemental can appreciate. Geodites are artisans in every sense of the word and remain as some of the gentlest of the higher elementals.

Terrexa: As solid as earth can be, it stores unthought-of reserves of energy. The gnomides of Terrexa appear as any other of their kind: stolid, calm, and serene, but they are boiling inside, waiting for the right moment to

unleash the fury of an earthquake, a landslide, or a cave-in. They associate closely with the Pyrean Halls from the Plane of Fire, as together they make volcanoes to puncture the barrier between planes.

Okeanos, the Courts of Water

Moving with the currents of the plane, the underwater city of Okeanos resembles a coral reef, but as one approaches, all the protuberances take the shape of towers seemingly uninhabited but teeming with life. Undines welcome any and all creatures able to survive underwater and treat guests from the Material Plane with pomp and circumstance. The higher elementals use the ushkyas as mounts, training them to accept riders from among their allies, including aquatic elves and tritons. Rumours tell that even sahuagin are welcomed, as long as they keep to themselves and do not bother the other guests.

The following are the best known courts of the Elemental Plane of Water:

Fathom: When the water of the plane darkens, a traveller may be approaching the holdings of Court Fathom. The undines from this court are mysterious creatures, dedicated to the eternal quest for secrets and tangling them in enigmas. They archive every legend about the sea, rivers, lakes and other bodies of water, and have many gates to the deepest parts of the Material Plane.

Atlantis: A young court, as age goes in the Plane of Water, Atlantis took the name from the legendary lost city, as its elementals seek and collect all lost things, from the fabled city to small trinkets and childhood mementos. Its courtiers are whimsical and enigmatic, looking for a story for every new addition to their collection, which is not reserved for things lost at sea, or to just things either. Shipwreck victims may end up spending their afterlives in Atlantis with the beautiful undines, but they are given a choice.

Tethis: Water is relentless. If it is blocked it finds another way, and if there is no other way it *makes* its own. Tethan courtiers are patient and determined, able to invest terrible force with a smile on their faces. It is better not to cross an undine loyal to this court, as its hatred is sure to run deep and its revenge will be as brutal and definite as can be expected from an immortal being with all the time in the world.



ELEMENTAL CREATURES

Gnomide

Medium-size Higher Elemental (Earth)

HD: 6d8+18 (45 hp)

Initiative: -1 (-1 Dex)

Speed: 20 ft; burrow 20 ft

AC: 17 (-1 Dex, +8 natural armour)

Attacks: 2 fists +8 melee

Damage: Fist 1d8+4

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Tremor, summon elemental, spell-like abilities

Special Qualities: Higher elemental qualities, darkvision 60 ft.

Saves: Fort +8, Ref +1, Will +2

Abilities: Str 19, Dex 8, Con 16, Int 10, Wis 11, Cha 11

Skills: Appraise +4, Climb +10, Craft (any) +6, Hide +2*, Intimidate +4, Listen +5, Spot +2

Feats: Power Attack

Royal Salamander

Medium-size Higher Elemental (Fire)

HD: 6d8+6 (33 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft.

AC: 15 (+2 Dex, +3 natural armour)

Attacks: 2 fists +6 melee

Damage: Fist 1d6+1d6 fire damage

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Burn, summon elemental, spell-like abilities

Special Qualities: Higher elemental qualities, darkvision 60 ft.

Saves: Fort +3, Ref +7, Will +2

Abilities: Str 12, Dex 15, Con 12, Int 10, Wis 11, Cha 14

Skills: Bluff +6, Craft (armoursmithing, metalsmithing, or weaponsmithing) +2, Hide +5, Intimidate +6, Jump +6, Perform +6, Sense Motive +6, Spot +2, Tumble +4

Feats: Weapon Finesse (unarmed)

Sylph

Medium-size Higher Elemental (Air)

HD: 6d8+6 (33 hp)

Initiative: +8 (+4 Dex, +4 improved initiative)

Speed: Fly 100 ft. (perfect)

AC: 16 (+4 Dex, +2 natural armour)

Attacks: 1 slam +8 melee

Damage: Slam 2d4

Face/Reach: 5 ft. x 5 ft./5 ft.

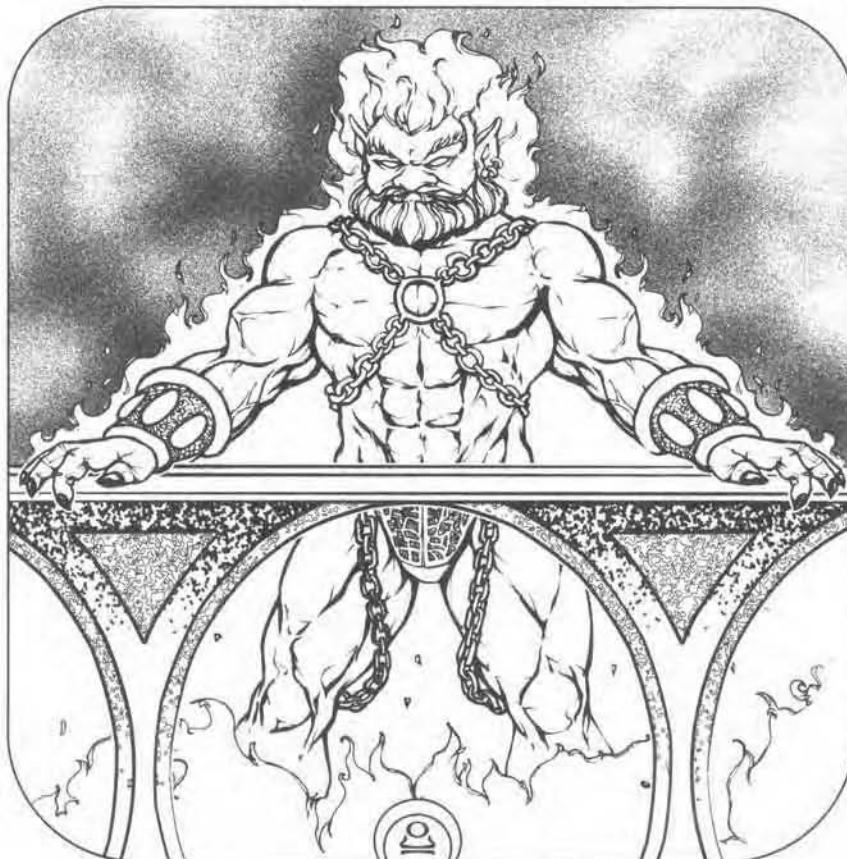
Special Attacks: Wind slam, summon elemental, spell-like abilities

Special Qualities: Higher elemental qualities, darkvision 60 ft.

Saves: Fort +3, Ref +9, Will +2

Abilities: Str 10, Dex 19, Con 12, Int 14, Wis 11, Cha 11

Skills: Decipher Script +4, Escape Artist +8, Gather Information +6, Hide +10*, Knowledge (any two) +4, Move Silently +14*, Perform +4,



Sense Motive +4, Spot +4, Tumble +6

Feats: Flyby Attack, Improved Initiative, Weapon Finesse (slam)

Undine

Medium-size Higher Elemental (Water)

HD: 6d8+12 (39 hp)

Initiative: +0

Speed: 30 ft; swim 100 ft

AC: 16 (+6 natural armour)

Attacks: 2 fists +6/+1 melee

Damage: Fist 1d6+2

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Water burst, summon elemental, spell-like abilities

Special Qualities: Higher elemental qualities, darkvision 60 ft.

Saves: Fort +7, Ref +2, Will +4

Abilities: Str 14, Dex 10, Con 15, Int 10, Wis 14, Cha 11

Skills: Heal +8, Hide +0*, Listen +7, Profession (any) +6, Sense Motive +8, Spot +7, Swim +12

Feats: Power Attack

Climate/Terrain: Elemental Planes

Organization: Solitary, team (2–4), or patrol (2–8 plus 4–12 medium-size elementals)

CR: 6

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Higher elementals are the sentient denizens of the Elemental Planes, capable of building a civilization hidden from the regular planar pathways. While several steps above simple elementals, these creatures still reflect their element to the fullest, with all the wildness and unpredictability of their lesser cousins. The fact that they are intelligent and opinionated makes them even more dangerous.

The higher elementals organise themselves into courts, bowing to their version of nobility and under the command of the Elemental Rulers, beings of lesser deity status. They are aware of the rest of the planes, thanks to the outsiders that have taken residence near their homes, and find a way to visit them often, especially the Material Plane.

Except where noted below, all higher elementals speak Common; a choice of Abyssal, Celestial or Infernal; and their own spoken and written language.



Combat

Each elemental has its own way of fighting. Royal salamanders and gnomides are more likely to jump into melee rather than rely on their impressive spell-like abilities, while sylphs and undines do exactly the opposite, relying on skill and allies before committing to direct combat. In any case, they are rarely found alone, usually being together with others of their kind or protected by lesser elementals.

Summon Elemental (Sp): Once per day a higher elemental can attempt to summon 1d4 Medium-size elementals from its element type with a 35% chance of success, or another single elemental creature with no chance of failure.

Higher Elemental Qualities

Elemental: Higher elementals are immune to poison, sleep, paralysis and stunning. They are not subject to critical hits but, unlike other elementals, they can be flanked.

ELEMENTAL CREATURES

Alternate Form (Su): Higher elementals can assume at will a humanoid form while visiting other planes. This form resembles the elemental's features in flesh, acting more like a suit for Material visits than a disguise. This ability is similar to the *polymorph self* spell but allows only one specific humanoid form, and higher elementals have access to all of their powers in any of their forms.

Telepathy (Su): Higher elementals can communicate telepathically with any creature within 100 feet that has a language.

Gnomide

The civilization builders from the Plane of Earth, gnomides are industrious and reliable, accused rightly of stubbornness as they rarely change their mind once they commit to anything. They are squat and stocky, with stone skin that ranges from grey to black, depending on the kind of rock it is made of. Their features are rough and vague; their faces have more suggestions of facial features than the real thing. Gnomides are master crafters, taking what comes from the earth and fashioning it into anything, be it metal or stone.

In addition to the standard languages, gnomides speak Dwarven and Terran.

Combat

Gnomides are not known for clever tactics, but brutal assault works for them just fine. If they use weapons, they are made from the strongest metals and the toughest stone.

Alternate Form (Su): The humanoid form of a gnomide is a dwarf or gnome.

Tremor (Su): Gnomides can make the ground tremble beneath them up to 60 feet away. Creatures must make a Reflex save (DC 14) or be knocked down. The shaking is so violent that creatures inside the area suffer 2d4 points of damage.

Spell-like Abilities: At will: *mending*; 3/day: *detect magic*, *meld into stone*, *soften earth and stone*; 2/day: *make whole*, *stone shape*; 1/week: *earthquake*.

Summon Elemental (Sp): Once per day a gnomide can attempt to summon 1d4 Medium-size earth elementals with a 35% chance of success, or one thoqqua with no chance of failure.

Skills: Gnomides receive a +6 bonus to Hide when standing against stone.

Royal Salamander

Royal salamanders consider themselves the 'true' salamanders, looking at the outsiders of the same name with derision. It is a testament to the royal salamanders' power that they can summon and subjugate the outsiders, and tensions are always high. Royal salamanders are humanoid torches, their clothing made of coloured flame and their words coming out with smoke. These elementals have volatile tempers and spend their energy in exquisite works of art or in devastating acts of destruction.

In addition to the standard languages, royal salamanders speak Draconic and Ignan.

Combat

Royal salamanders love to fight and throw themselves into battle with joyous abandon. They are quick and strong, preferring unarmed combat to using weapons, as every limb is capable of dealing great damage. If losing ground, a royal salamander will back off and unleash its spell-like abilities.

Alternate Form (Su): The humanoid form of a royal salamander is a human with red or coppery-blond hair. Additionally, royal salamanders can take the shape of a fiery lizard of Small size. All stats and powers remain the same, except for a +1 size bonus to AC and attack rolls.

Burn (Ex): Those hit by a royal salamander's unarmed attack take an automatic 1d6 extra points of fire damage and must succeed at a Reflex save (DC 14) or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch fire unless they succeed at a Reflex save.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Summon Elemental (Sp): Once per day a royal salamander can attempt to summon 1d4 Medium-size fire elementals with a 35% chance of success, or one phoenix or an average salamander with no chance of failure.

Spell-like Abilities: At will: *flare*; 3/day: *burning hands*, *detect magic*, *heat metal*; 2/day: *daylight*, *flame arrow*; 1/week: *fire storm*.

Sylph

These higher elementals are proof that scholarly pursuits are not boring and stale. The sylphs are always in search of new knowledge, be it arcane lore or casual gossip. They share all they learn with each other and with others depending on each sylph's whims. Sylphs resemble waifish females, their light-tinted skin tones still discernible in their translucent form. They wear long robes made of clouds that trail behind them as they fly. They speak in soft whispers and laugh like the rain, but for all their gentleness, their patience is a hair's breadth from infinite, and when exhausted they strike with the force of the hurricane.

In addition to the standard languages, sylphs speak Draconic and Auran.

Combat

Sylphs prefer to talk before committing to combat and attack from afar unless it proves disadvantageous. Excellent tacticians, they work together to complement each other with precise efficiency, never letting combat drag on for longer than absolutely necessary.

Alternate Form (Su): The humanoid form of a sylph is a human woman with light and delicate features.

Wind Slam (Su): Sylphs can shoot a powerful, invisible jet of wind at one enemy standing up to 60 feet away. The slam causes 6d4 points of damage, and the target must roll a Reflex save (DC 14) or fall prone. A Fortitude save (DC 14) halves the damage.

Summon Elemental (Sp): Once per day a sylph can attempt to summon 1d4 Medium-size air elementals with a 35% chance of success, or one invisible stalker with no chance of failure.

Spell-like Abilities: At will: *breeze*; 3/day: *detect magic*, *gust of wind*, *wind armour*; 2/day: *detect thoughts*, *silence*; 1/week: *whirlwind*.

Skills: Sylphs receive a +4 bonus to Hide and Move Silently checks.

Undine

Undines are an enigma given shape, their character contradictory for its gentleness and violence, dedicated to nurturing all forms of life but sometimes wiping out entire settlements when angry. They are wise and know the truth behind many mysteries, but they are not as free with their knowledge as the sylphs. They also take female form, but they are sensuous and dark, moving with fluid grace. Their bodies are slightly transparent, refracting the light that falls on them, but their features are still clearly distinguishable.

In addition to the standard languages, undines speak Elven and Aquan.

Combat

The fury of an undine fighting is terrifying to behold, as they seek to annihilate anything that dares stand in their way. Just after the battle is done, they return to their calm and gracious demeanour. They prefer to attack from range, tricking their opponents into making mistakes or opening their defences.

Alternate Form (Su): The humanoid form of an undine is a slightly tanned human or elven woman with blue-black hair and deep green or blue eyes. Additionally, undines can take the shape of a sea serpent of Large size. All stats and powers remain the same, except for a -1 size penalty to AC and attack rolls.

Water Burst (Su): Undines can shoot a powerful stream of water at one enemy standing up to 60 feet away. The burst causes 6d4 points of damage and is equivalent to a bludgeoning weapon. A Reflex save (DC 14) halves this damage.

Summon Elemental (Sp): Once per day an undine can attempt to summon 1d4 Medium-size water elementals with a 35% chance of success, or one ushkya with no chance of failure.

Spell-like Abilities: At will: *create water*; 3/day: *detect magic*, *obscuring mist*, *water breathing*; 2/day: *calm emotions*, *cure moderate wounds*; 1/week: *whirlpool*.

Skills: Undines receive a +8 bonus to Hide when immersed in water.



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Lesser Phoenix

Medium-size Elemental (Fire)

HD: 4d8+8 (26 hp)

Initiative: +4 (+4 Dex)

Speed: 20 ft; fly 60 ft (good)

AC: 17 (+4 Dex, +3 natural armour)

Attacks: 2 talons +5; 1 bite +0

Damage: Talons 1d6+2; bite 1d8+1

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Fiery aura, explode, spell-like abilities

Special Qualities: Elemental, flicker form, immolation

Saves: Fort +3, Ref +8, Will +2

Abilities: Str 14, Dex 18, Con 14, Int 8, Wis 13, Cha 11

Skills: Intuit Direction +7, Knowledge (the planes) +8, Spot +10

Climate/Terrain: Plane of Fire or any warm land

Organization: Solitary

CR: 4



Treasure: None

Alignment: Always chaotic neutral

Advancement: 5–8 HD (Large); 9–12 HD (Huge)

The lesser phoenix is a bird native to the Elemental Plane of Fire. It acts as messenger and sentinel for other denizens of that plane, as it can undertake planar travel and is relatively intelligent. It resembles a large eagle with a longer neck and beak, but its feathers are an incandescent red. It trails fire as it flies, with small flames licking its body when it is perched.

It eats other creatures of the Plane of Fire and sates itself with metal when it travels to the Material Plane. It is a regal creature with knowledge of its magnificence and its importance, and acts haughty, sometimes bullying other, weaker elementals.

It understands but does not speak Common and Ignan.

Combat

This creature is hot-headed and will not shirk from a fight, especially considering its power to engulf in flame anything that surrounds it. It is more reckless in the Material Plane, as it knows it will reform in its home plane when it is destroyed, and is fond of leaving its would-be killers the little surprise of its explosive suicide.

Elemental: Lesser phoenixes are immune to poison, sleep, paralysis and stunning. They are not subject to critical hits.

Fiery Aura (Ex): Anyone within 30 feet of a lesser phoenix must succeed at a Fortitude save (DC 11) or suffer 1d6 points of heat damage from the intense heat. Treat this effect as an emanation.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Flicker Form (Ex): In any plane other than the Plane of Fire, the phoenix's body flickers like a flame. All attacks have a 30% chance of missing as they pass through the creature's fire-like body.

Explode (Ex): The phoenix can cause flames to explode outwards, dealing 4d6 points of fire damage to everyone standing up to 20 feet from it. However, this inflicts 1d6 points of damage

on the phoenix itself. Victims of the explosion can halve the damage with a successful Reflex save (DC 14).

Immolation (Su): When the phoenix drops below 0 hit points, it immolates itself and covers with flames an area of 30 feet radius, centred on it. The explosion does 6d6 points of fire damage, but a successful Reflex save (DC 14) halves it.

Spell-like abilities: 1/week: *plane shift*.

Ushkya

Large Elemental (Water)

HD: 5d8+15 (37 hp)

Initiative: +1 (+1 Dex)

Speed: 50 ft; swim 100 ft

AC: 16 (-1 Size, +1 Dex, +6 natural armour)

Attacks: 2 hooves +5 melee

Damage: Hoof 1d6+3

Face/Reach: 5 ft. x 10 ft./5 ft.

Special Attacks: Flood, lure rider

Special Qualities: Elemental, darkvision 60 ft., water dependency

Saves: Fort +7, Ref +2, Will +2

Abilities: Str 16, Dex 13, Con 16, Int 6, Wis 12, Cha 12

Skills: Hide +1, Intuit Direction +3, Jump +9, Swim +9

Feats: Run

Climate/Terrain: Elemental Plane of Water or any aquatic

Organization: Solitary or herd (2–8)

CR: 3

Treasure: None

Alignment: Usually chaotic good

Advancement: 6–10 HD (Large)

Ushkya are powerful horses made of water that live in the Plane of Water or in the deep oceans of the Material Plane, sometimes riding waves into brief forays inland. Their features have the countenance of a heavy warhorse, but their deep blue and translucent bodies give them away as natives of the Plane of Water. Their manes and tails are white as foam. Undines use them as mounts when they do not allow them to roam freely. They can be captured by seawelling creatures like sea elves and locathah and trained as mounts, but the water horse always finds a way to escape.

Combat

Ushkya are not aggressive but are known to entice lonely travellers to ride them, masquerading as a magnificent, but otherwise normal, horse. If attacked on land, the ushkya fights while looking to retreat to the water, where it tries to cripple the attacker and run away. It only lets loose its flood attack when facing more than one creature.

Elemental: Ushkya are immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits.

Flood (Su): When standing near a large body of water, the ushkya can call a large wave that hits everyone standing 60 feet from the waterline. The water horse stands at the centre of this wave, which reaches 30 feet to each side. All affected must roll a Balance check (DC 15) or fall prone and are pushed away from the water by 10–30 feet up to the wave's range. Standing up is a move-equivalent action, but the creature must roll another Balance check (DC 12) to make it.

Lure Rider (Sp): The water horse convinces a single creature that it should ride it and then gallops

Spell-like Abilities: Elemental natives with an Intelligence or Wisdom score of 15 or more gain a number of spell-like abilities they can use once per day each, depending on their HD and their element type. The abilities work as if cast by a sorcerer of the minimum level to cast it. A creature gains all the abilities of the lower HD levels in addition to the one on its row:

Hit Dice	Air	Earth	Fire	Water
1–3	None			
4–7	<i>detect magic</i>			
8–15	<i>wind armour</i>	<i>stoneskin</i>	<i>fire shield</i>	<i>wall of ice</i>
16–20	<i>gust of wind</i>	<i>soften earth and stone</i>	<i>pyrotechnics</i>	<i>fog cloud</i>
21–24	<i>protection from elements</i>			
25+	<i>control winds</i>	<i>move earth</i>	<i>wall of fire</i>	<i>control water</i>



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inside the water to give the unwary traveller the joyride of his life before returning him to shore. This effect works like a *charm person* spell with a DC 13 to the Will save.

Water Dependency (Ex): The ushkyia must remain in the water all the time or no further than 60 feet from the waterline. For every hour it spends inland, the ushkyia suffers 1d6 points of subdual damage that does not heal until it returns to the water.

Elemental Native

The energies of the Elemental Planes are home to a great variety of creatures, of which the base and higher elementals are but just a part. The fauna of these planes is as varied as any other's, except that all the creatures are composed completely of the elements that birthed them. Elemental natives are thus the animals of the Elemental Planes.

Elemental native creatures have the same shapes as their Material counterparts but are made from their native elements. They appear as rolling clouds, solid rock, dancing flame, or fluid liquid, with darker bits of their material in place of facial features.

Creating an Elemental Native Creature

'Elemental native' is a template that can be added to any corporeal creature of the following types: aberration, animal, beast, dragon, magical beast, plant, vermin. The creature's type changes to 'elemental' with the proper modifier for air, earth, fire or water natives. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d8.

Speed: Same as base creature with the following exceptions. Air natives replace their speed with a fly speed of 100 feet, with perfect manoeuvrability. Earth natives move 10 feet less than their normal speed and add a burrow movement at the same speed as they now walk. Fire natives move 10 feet faster than their base speed. Water natives gain a swim speed of triple their walk speed.

Damage: Fire natives add +1d6 of fire damage to their melee attacks.

Special Attacks: Elemental native creatures retain all the special attacks of the base creature and gain additional attacks based on their element:

- **Air:** Gain Air Mastery (Ex) as per the air elemental ability.
- **Earth:** Gain Earth Mastery (Ex) as per the earth elemental ability.
- **Fire:** Gain Burn (Ex) as per the fire elemental ability. Consult *Core Rulebook III* for the damage and save DCs for different sizes of creatures.
- **Water:** Gain Water Mastery (Ex) and Drench (Ex) as per the water elemental ability.

Special Qualities: An elemental native creature retains all the special qualities of the base creature and also gains the following ones:

- Elemental: Immune to poison, sleep, paralysis and stunning. Not subject to critical hits.
- Darkvision with a range of 60 feet.

If the creature already has one or more of these special abilities, use the better value.

Saves: Same as base creature.

Abilities: Same as base creature except for the following. Air and fire natives add +2 Dex, earth and water natives add +2 Str.

Skills: Same as base creature. If the creature has 4+ Intelligence, it speaks its elemental language (Auran for air, Terran for earth, Ignan for fire, and Aquan for water).

Feats: Same as base creature.

Climate/Terrain: Elemental Plane or similar terrain in the Material Plane.

Organization: Same as base creature.

CR: 1–3 HD, same as base creature. 4–7 HD, same as base creature +1. 8+ HD, same as base creature +2. Add an extra +1 if it has any of the spell-like abilities above.

Treasure: Same as base creature.

Alignment: Usually chaotic good.

Advancement: Same as base creature.

HELP FOR GAMES MASTERS

Magic in the d20 system is very specific in the effects a spellcaster can achieve, with spells not only bending the natural laws but also bending the game's rules with each effect. However, not all the spells capture the mood of magic we are used to from several media, from movies and TV shows to videogames. Many of them portray elemental magic as the wizard's ability to do with the elements as he wishes, not having to learn specific spells from a hundred options. This chapter is meant for you, the Games Master, as it gives advice on how to integrate the idea of raw elementalism into your campaign.

THE ELEMENTALIST SCHOOL

As usual, the best way to introduce the School of the Four Ways is to have a Non-Player Character show off. An enemy or ally character displays an elemental mastery technique or whips out a receptacle, leaving the player characters curious about what he did.

If your campaign world includes some sort of magical college or guild, an elementalist can contact the characters looking for brave adventurers to retrieve some occult tome dealing with an Elemental Court (to kill two birds with one stone and introduce the courts as well), ask them to deal with a rampaging elemental, or maybe even trade spells with the party's wizard, showing an almost frantic interest in learning any of the elemental spells as classified in The School of Elementalism chapter.

The School can be an established institution or an underground group as best fits the campaign. Elementalists slowly shift to match their preferred element's temper, and the students of the Way of Water are natural enemies of those from the Way of Fire, sparking all sorts of story seeds so that you, if you want, can add some intrigue and sources of conflict to adventures regarding arcane organizations.

ELEMENTALIST CHARACTERS

Any spellcaster can become a dedicated elementalist without adding a prestige class or buying feats. This might seem unbalancing at first, but consider that regular spellcasters can, in a limited way, perform some of the tricks from elemental mastery and invocation.

Becoming an elementalist costs hefty amounts of experience points, which a player might want to invest in increasing his character's level, as the elementalist Circles do not give any extra spell levels or hit points, do not raise save bonuses, and certainly do not increase the attack bonus. A dedicated elementalist who earns the same amount of experience as a regular spellcaster will be of lower level as he pays precious XP to advance a Circle, master a raw elemental control technique, or craft a receptacle.



The elemental options are written so that you are free to take what you like from this book and ignore the rest. If the Elemental Circle seems too unbalanced, convert it into a prestige class (one class for each element), with the same attack and save bonus advancement as a wizard or sorcerer and gaining a spellcasting level with each Circle as if the character had advanced a level in a previous spellcasting class.

The same goes for the remaining chapters. You can limit or increase the amount of energy points that a spell level gives through spell energy substitution, rule that those points can be used only for raw control techniques or for channelling elemental energy, but not both. Choose between the channelling options and the control techniques, adopting the ones you like and dropping the rest, or even create your own.

If you do not like the system for ritual summoning, the same effects can be accomplished through the better known *summon monster* and *planar binding* families of spells, and crafting receptacles is just like crafting any other magical item except that you can control what abilities the elemental can put into it by handling the elemental creatures he meets or can try to lure. The whole process of summoning and binding an elemental creature is rife with roleplaying opportunities, as the creature is under your complete control. You can ask for ridiculously high prices if your player wants the elemental to perform a service or give receptacle powers that you deem too unbalancing for your game.

THE ELEMENTAL COURTS

The introduction of higher elementals and their courts opens whole new options for planar adventures, giving characters additional interesting locations in the Elemental Planes to visit besides the cities of the djinn and efreet. The higher elementals are more approachable than the genies and not as hard to handle as the base elementals. For example, flattery will get you nowhere with a whirlwind-form air elemental, but it can open the doors of a world of knowledge with a sylph.

The higher elementals advance by character class, which means that you can have them as Non-Player Characters of varying levels according to the party's relative power. The higher elementals do not get bigger; they get *better*. As they can take humanoid form and elemental praetors can open *gates* into the Material Plane, you can also control the degree of isolationism that the courts keep, installing them in your campaign as fully-fledged kingdoms or as obscure legends. Individual friendships and enmities with higher elementals are also possibilities, especially when the matter of True Names and the characters' niceness to elementals are brought into focus.

As elementalists have better access to the magic that allows characters to visit the Elemental Planes, access can be two-sided again, with you in control of who can go where.

'You have performed a great service for us, Thalox.' The voice of Praetor Rel'krer sounded in the fiery hall. 'Ignaris is in your debt, ask what you will and it shall be granted.'

'Careful, master.' The sorcerer heard the sylph's voice in his mind, as she did not dare come out of her box while they were in an Ignan Court. 'Such favours can undo you if you are not careful.'

'I know. Worry not, my precious one,' Thalox nodded his thought back, and turned to address the royal salamander noble. 'I humbly ask, oh great Praetor, that your court assist me in a great hour of need, as I cry your name loudly with the words "I beg your deliverance, holy rain of fire, holy rain of purification." This call, if not uttered in my lifetime, shall extend to any from my bloodline.'

'You are wise for a human,' the elemental nodded, tongues of flame leaving its head. 'It is granted.'

'Master? What kind of favour was that?' The sylph's whisper tickled Thalox's mind.

'I am buying insurance for my future, and my children's and my grandchildren's,' the elemental answered as he bowed low, showing his respect to a being who could perhaps become the next Elemental Ruler of Court Ignaris.

Elemental Rulers

The Elemental Rulers are kept vague on purpose, so that you can decide just what they are in your world. They can be true deities, higher elementals with 20 levels in one (or more) character class, or you can bend the rules a little and apply the elemental native template to a hideously powerful creature (earth lich, anyone?). Note that the template description does include dragons among the creatures to which it can be applied. Elemental dragons should already belong to the element type, as it is hard to imagine a red water dragon. Elemental elder wyrms are just another option for Elemental Rulers, as they certainly have the punch to back up their claim of rulership.

Players should not be able to see an Elemental Ruler until they reach an adequately high level in their class, the Elemental Circle, or even status in the Elemental Court. Talking to an Elemental Ruler is like talking to a master of an Outer Plane, and this kind of power should not be taken lightly.

Elemental Pacts

Elementals have long memories, and the favour a Player does for one can be returned years later as both have gained power in their own societies. It can even be returned to the original character's progeny if enough time passes. Likewise, promises of service can last very, very long. It will be a grand surprise for everyone involved when the elemental inside an enemy's receptacle refuses to attack, for it is being ordered to harm the great-grandchild of an elemental who climbed to quæstor in its court, performed great services for the elemental, and became a legend still being talked about in the court's halls.

These kinds of pacts are common in fantasy, even if they are made with demonic creatures rather than elementals. Striking a lasting pact should cost an amount of experience points (again) according to the services being 'bought'. These costs in XP should run along the lines of a *wish* or *permanency* spell: not too much to drop a character halfway down his current level but just enough to hurt. Quests and *geas* undertaken on a court's behalf can greatly reduce this cost.

ELEMENTAL SUMMONING

This book introduces a new creature template for elementals, expanding the list of available creatures

for *summon monster* spells. Use the tables below to add to the repertoire of creatures a spellcaster can summon, applying the elemental native template.

Summon Monster

1st Level	Air lizard, Earth dog, Fire hawk, Water snake (Small)
2nd Level	Air wolf, Earth shark, Fire skeleton, Water eagle
3rd Level	Air leopard, Earth spider, Large Fire bat, Ushkya, Water buffalo (use bison)
4th Level	Air lion, Earth dire ape, Fire giant wasp, Lesser phoenix, Water unicorn
5th Level	Air shark (Huge), Earth crocodile, Fire gargoyle, Water minotaur
6th Level	Air rhinoceros, Earth hydra (six-headed), Fire spider-eater, Gnomide, Royal salamander, Sylph, Undine, Water basilisk
7th Level	Air dire lion, Earth whale (orca), Fire hieracosphinx, Water dire lion
8th Level	Air gargantuan centipede, Earth remhoraz, Fire megaraptor, Water shambling mound
9th Level	Air chimera, Earth athach, Fire dragonne, Water hydra (eight-headed)



DESIGNER'S NOTES

A year prior to writing this book, one of my players came up with an interesting concept as we made characters for the new d20 System version of *D&D*: He wanted a sorcerer, but wasn't comfortable with the idea that sorcerers had dragon blood, so he said his character's power came from a connection to fire. Still new to the system, the only thing I could think of was to let him buy Spell Focus for fire-based spells, instead of getting it for a traditional school.

The save DCs for his fire spells are hideous for my poor, innocent monsters, but such is the power of an elemental, to draw the power of the primordial forces behind all that exists and efficiently package them in a can of whupass.

The first thing that came to mind when laying out the basis for this book was how elemental magic *looked*, not how it worked. I went through my DVDs and friends' videogames and saw that elemental magic looked downright cool. No lengthy incantations for the priestesses of *El-Hazard*, and there's little to measure up to the conflagration at the end of *Firestarter*. That was my first goal: to make players want to have an elemental for the sheer display of the firepower (or waterpower, windpower ...).

The second goal was to make an elemental school that was compatible yet apart from the way magic works in the system, and so began the task of classifying the spells by their elemental correspondences. With the checklist ready, I came upon the fact that there are a pitiful number of air and water spells in the *Player's Handbook*, and the only element worthy of a descriptor is fire. That is the reason why you will find more new air and water spells within this book than for any other element, to give Air and Water elementalists a more level field in terms of choices. I believed I was set to go ... until I stumbled on the elementals.

The problem with elemental creatures is that traditional alchemy says one thing and the *Core Rulebook III* says something completely different. The four elements are your classic Greek basis for alchemy, and later lore identified sylphs, undines, salamanders and gnomes as the elemental

creatures—too bad there were already outsider salamanders and a gnome character race. So in came the not-so-subtly disguised royal salamanders and gnomides. Organising them into courts was not a big stretch of the imagination, especially as I was on a high from the reviews of *Encyclopaedia Divine: Shamans*. Giving elementals their due, beyond being the simple brutes detailed in the *Core Rulebook III*, became the third goal, and the rules for invoking and binding them into receptacles are a nod to a venerable fantasy game; take your guess as to which.

I started writing with those objectives firmly in mind, and probably because of that this book was ready in record time, for me at least. I hope that I attained the goals I set for myself with this book, and I can't wait to see my player's face when he sees that his proto-elementalist character finally has a book full of options available.

Alejandro Melchor



The siege was nearing its end, Khaled thought. His mastery over the desert winds was no match for the combined strength of the Jhorkalan battle mages. He had only delayed the inevitable fall of Kahltur.

'Take heart, master.' The pretty sylph appeared next to him, taking human shape. The box she lived in was a family heirloom, or so she told him, first crafted by his grandfather.

'Heart in what? The Jhorkalans will not leave anyone alive. I have exhausted all my strength and it is too late to summon anyone from Zephyr.'

'I know,' the air elemental nodded, with a gentle smile. 'It was for a time like this that your grandfather risked his soul and bade me to give you, or any of his blood, his final and greatest inheritance.'

'Now you speak in riddles. What is this gift that would be useful for ... this?' The young wizard pointed at the battered walls of his city.

'I bring you the words of deliverance, which you now must speak loud and true.' She winked and whispered in his ear.

'I ... I beg your deliverance! Holy rain of fire! Holy rain of purification!' Khaled raised his voice, strangely assured by the sylph's conviction.

He had not expected the sky to open, nor the ground to tremble as if the whole world were hungry. He definitely did not expect the columns of fire that began streaking down from the clouds in to the middle of the besieging army. He froze as one of those columns changed direction to the balcony where he stood. He took a hasty step back, but he was not fast enough, and the fire hit when he was still in danger.

To his continued surprise, the flames swirled and became a man, a large, fiery-eyed man with hair as red as the sunset.

'Prætor Rel'krer of Court Ignaris at your service, Thalox-son.' The man ... no ... the royal salamander bowed slightly. 'I come to repay a debt to your worthy ancestor, even if you follow the Way of Air.'

Khaled stared dumbfounded at the battlefield. Living bonfires now fought in the middle of the enemy's ranks, setting everything they touched ablaze. The air rippled again, and from nowhere appeared a half-dozen golden streaks. The elemental recognised the shape of gold dragons.

'I hope you do not mind,' the human-shaped elemental laughed, 'but I brought some friends.'



RULES SUMMARY

Elementalist Circle Advancement

Circle	XP	Tuition	Time	Advantages
1st Circle (Apprentice)	500 XP	1,500 gp	1 month	Elemental Focus, Elemental Specialisation (direct)
2nd Circle (Initiate)	1,500 XP	3,000 gp	2 months	Elemental Familiar, Minor Conjunction
3rd Circle (Novice)	3,000 XP	4,500 gp	4 months	Elemental Mark, Elemental Specialisation (subtle), Heightened Elemental Summoning, Major Elemental Familiar
4th Circle (Scholar)	5,000 XP	6,000 gp	7 months	Elemental Resistance, Minor Elemental Control
5th Circle (Adept)	7,500 XP	7,500 gp	1 year	Elemental Immunity, Elemental Specialisation (higher), Elemental Vortex, Greater Elemental Mark

New Spells

0 level *breeze* (Air, Brd, Clr, Drd, Sor/Wiz)

2nd Level *pass through element* (Brd, Clr, Drd 1, Sor/Wiz) *wind armour* (Air, Brd, Drd, Sor/Wiz)

3rd Level *awaken element* (Drd, Sor/Wiz) *elemental shape* (Clr, Drd 4, Sor/Wiz)

4th Level *erode* (Air, Drd) *siphon elemental life force* (Sor/Wiz)

5th Level *drown* (Water, Clr, Drd, Sor/Wiz) *magic circle against elements* (Brd, Clr, Drd, Sor/Wiz) *wind bindings* (Air, Clr, Drd, Sor/Wiz)

6th Level *elemental fabrication* (Sor/Wiz) *razor rain* (Water, Drd) *suffocate* (Clr, Drd, Sor/Wiz)

7th Level *vacuum slash* (Air, Sor/Wiz)

8th Level *whirlpool* (Water, Drd)

Channel Elemental Energy

Energy Conversion Cost: Half the altered spell's level (rounding up).

Energy Splice Cost: 3 energy points +1 per additional die.

Elemental Countering Cost: 1 energy point per countered level +1.

Metamagic Empowerment Cost: 1 energy point per additional level.

Raw Elemental Control

Raw Elemental Control Checklist • Decide if the effect is to be Transmutation or Conjunction/Evocation.

- Define the technique and its parameters.
- Calculate energy point cost.
- Transform spells into energy points.
- Unleash the technique's effect.

Raw Control Techniques Increase/Decrease Element (base cost 1) Move Element (base cost 2) Shape Element (base cost 2) Project Element (base cost 3) Imprison/Barrier (base cost 3) Elemental Propulsion (base cost 3)

Mastering Techniques Cost 75 XP x final energy point cost

Elemental Court Ranks

Rank	Energy Points	Summon		Spell-like Abilities	CR
		Elemental	Bonus		
1st Rank (Patrician)	8	1d4 Small	+1	<i>protection from element</i>	+2
2nd Rank (Quæstor)	11	1d4 Medium	+2	<i>charm monster</i>	+2
3rd Rank (Rhetor)	17	1d4 Large	+3	<i>Rary's telepathic bond</i>	+3
4th Rank (Strategos)	21	1d4 Huge	+4	<i>banishment</i>	+3
5th Rank (Prætor)	28	1d4 Greater	+5	<i>gate</i>	+4

Summoning Check

Knowledge (the planes)
DC = 10 + creature's CR

Summoning Modifiers

Information	Bonus
Knows Specific Elemental Court	+1
Knows Court Position	+2
Knows Lineage	+1
Knows Common Name	+2
Knows True Name	+5
<i>contact other plane</i> (1 Cha damage)	+5
<i>summon monster I-IX</i> (level/2 Cha damage)	+1 to +9
<i>(lesser/greater) planar binding</i> (level/2 Cha damage)	+5, +6, or +8

Negotiation Modifiers

The character ...	Modifier
Is an elemental of the same Way	+2
Is an ally of the creature's court	+3
Is a member of the creature's court	+4
Knows the creature's True Name	+5
Has freed an imprisoned creature of the same court	+3
Has freed that same creature from imprisonment	+8
Is an elemental of the opposite Way	-2
Is an enemy of the creature's court	-3
Is a member of an enemy court to the creature's	-4
Has used <i>planar binding</i> on creatures of the same element	-3
Has a prison Receptacle in his possession (see below)	-6

Receptacle Enhancement Costs

	Grade I	Grade II	Grade III
Prison Receptacle			
Additional ability slot	+675 gp	+990 gp	+1,800 gp
+2 (+1) to Holding Strength	+315 gp	+375 gp	+495 gp
Additional use per day*	+135 gp	+198 gp	+360 gp
Vessel Receptacle			
Additional ability slot	+420 gp	+675 gp	+990 gp
Additional use per day*	+84 gp	+135 gp	+198 gp

*For one ability only.

Receptacle Powers

- Combat
- Destroy Opposed Element
- Elemental Burst
- Elemental Explosion
- Elemental Mastery Techniques
- Reconnaissance
- Special Ability
- Survival
- Element Spell-like Abilities

Vessel Caster Levels and Costs

Element	Grade I	Grade II	Grade III
Air	5th	7th	9th
Air Cost	9,450 gp	14,280 gp	17,550 gp
Earth	9th	11th	13th
Earth Cost	28,350 gp	33,660 gp	35,490 gp
Fire	7th	9th	11th
Fire Cost	17,640 gp	22,950 gp	25,740 gp
Water	7th	9th	11th
Water Cost	17,640 gp	22,950 gp	25,740 gp



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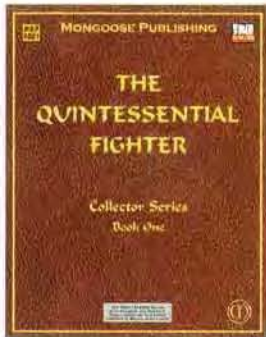
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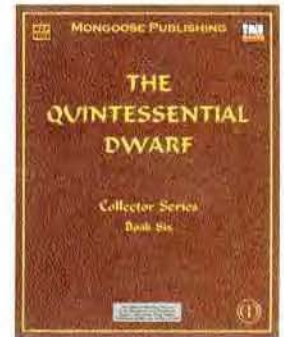
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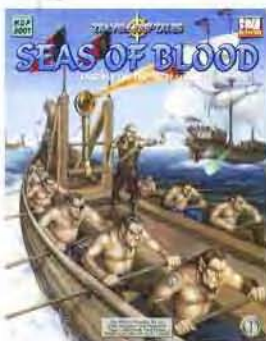
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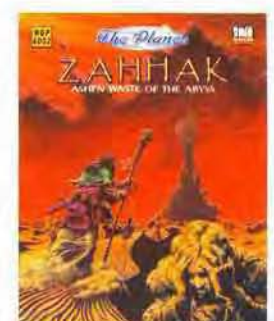
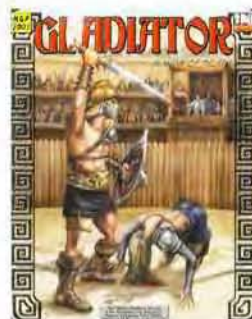
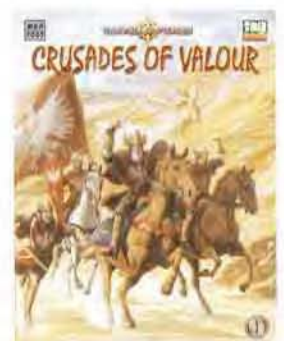
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THE PRIMORDIAL FORCE

Common arcane lore divides physical existence in four basic elements: Air, Earth, Fire and Water. By manipulating these elements, arcane spellcasters create some of the most spectacular effects of magic, raising walls of stone around them or raining fiery death upon their enemies. Unlike druids, who control nature's resources out of a pact of mutual respect, wizards and sorcerers master the raw elemental forces without permission and, most of the times, even without acknowledgement.

By blowing creatures away or breathing underwater, all arcane spellcasters are elementalists in a way. Their knowledge, however, is limited to the strictly defined effects of spells they learn from the eight schools of magic. Beyond that basic knowledge, there are those who dare to further their understanding of elemental forces, eschewing their progress in the general arcane arts to walk the Four Elemental Ways and gaining power over the building blocks of the universe.

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