

Theorems & Thaumaturgy

Advanced Arcana for the Discerning Magic-User

By Gavin Norman

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Preview

Follows a single chapter of the book to whet your appetite!

Check back to <http://the-city-of-iron.blogspot.de/> for updates.



Elementalist

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

Elementalists are a specialized form of magic-user. They can use some spells in common with both magic-users and druids, but also have a wide selection of new spells allowing them to invoke the powerful forces of the elements.

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

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

Elementalist Spells

Amalgam of Earth and Air

Level: 8
Duration: 1 turn
Range: See below

With this powerful spell an elementalist can conjure a large quantity of a supernatural substance possessing the qualities of both earth and air. This amalgam can be formed into any shape the caster desires, of a volume up to 10 cubic feet per caster level. The caster has complete control over the amalgam for the spell's duration, being able to determine its properties from any of the following: solid or substanceless, heavy or weightless, breathable or suffocating.

The amalgam's form and properties can be altered incredibly quickly, with a mere thought from the caster, and he is able to move it at will up

to 60' per round. Creatures inside the volume of the amalgam may, at the caster's option, suffer 3d6 hit points damage per round due to crushing or suffocation. A save versus paralysis is allowed for half damage.

At the end of the spell's duration the amalgam disappears instantly.

Amalgam of Fire and Water

Level: 8
Duration: 1 turn
Range: See below

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

Banish Elemental

Level: 3
Duration: Instant
Range: 120'

This spell targets creatures which are native to the elemental planes, causing them to return to their plane of origin. A single elemental of any number of Hit Dice is affected. Mindless or controlled elementals are automatically banished, but free-willed beings from the elemental planes are allowed a saving throw to resist the effect.

Banish Elementine

Level: 1
Duration: Instant
Range: 120'

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

Brimstone Monolith

Level: 9
Duration: 4d6 rounds
Range: 30'

This powerful and dangerous spell creates a short-lived dimensional rift, summoning forth the destructive powers of the elemental planes of fire and earth.

The incantations required to cast this spell are more complex than usual, taking several rounds to complete. During each round of the casting a different effect occurs, as follows.

- **1st round:** An *earthquake* occurs, as the 7th level spell, centred on the caster.
- **2nd round:** A monolith of brimstone rips through the fractured surface of the earth within range of the caster. The monolith is approximately 20' high and 10' in diameter. All creatures within 60' of the monolith, including the caster, but excluding those with immunity to fire, suffer 2d6 hit points damage per round due to the searing heat and flames which surround it.
- **3rd round:** Upon the final round of the incantation, the dimensional gateway is opened, summoning forth violent elemental creatures (see table below). The summoned creatures are not under the caster's control, and are bent on causing as much destruction as possible.

The casting of the spell during the first three rounds cannot be disrupted by damage caused as a direct result of the spell's effects (from the *earthquake* or flames). However if the casting of the spell is interrupted in any other way, the effects described for any subsequent rounds do not occur.

Once the spell is complete, the monolith begins to shudder, emitting a deafening roar, and shooting out jets of magma and sheets of flame. Every round after the third there is a 1 in 4 chance of a randomly chosen target within 100' being hit by one of the monolith's emissions, causing 5d6 damage (save versus wands for half damage).

To determine which creatures pass through the dimensional rift, roll 2d6:

Table 1: Brimstone monolith summoning results

2d6	Creature(s) Summoned
2	Imix, prince of evil fire creatures*.
3 - 5	An efreeti and 1d4 8HD lava** or fire elementals.
6 - 8	1d4 flame terrors**.
9 - 11	1d4 flame salamanders.
12	A flame salamander, an efreeti and 1d4 8HD lava** or fire elementals.

* See the AD&D Fiend Folio.

** Described in Appendix II.

The gateway allows travel both ways between the connected planes, thus it can be used (presumably in unusual circumstances) as a means of gaining entry into the elemental planes of fire or earth.

When the spell's duration comes to an end, the monolith recedes into the earth, all summoned creatures disappear, and the dimensional rift closes.

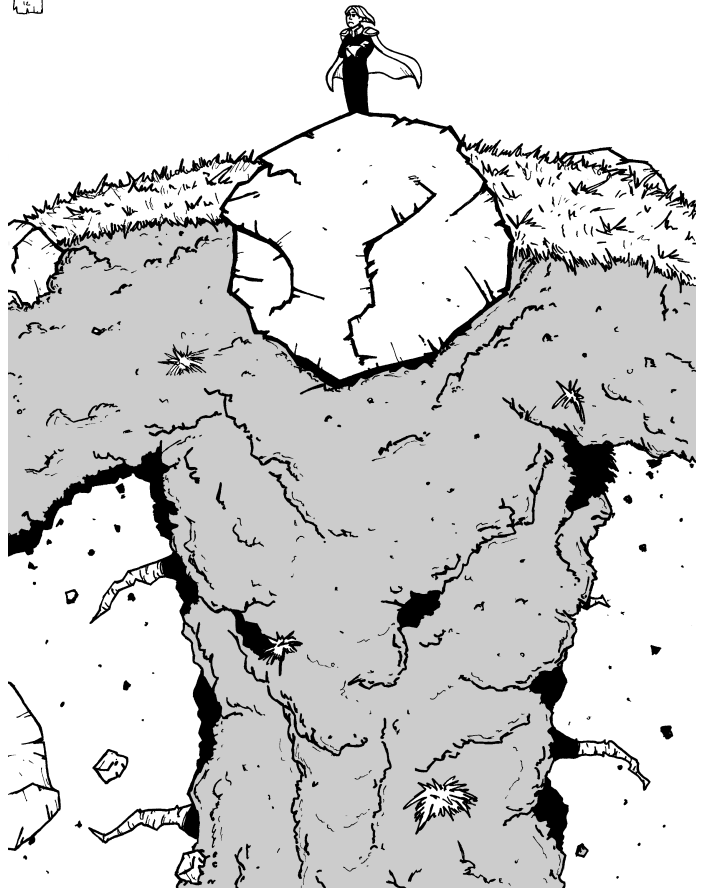
In addition to the dangers inherent in casting this spell, there is a 20% chance that the gaze of Imix is cast upon the elemental. The attention of this being is seldom sympathetic.

Command Elemental I

Level: 5
Duration: 1 turn per level
Range: See below

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

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



Command Elemental II

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

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

Command Elemental III

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

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

Contact Elemental Spirit

Level: 4
Duration: 1 turn
Range: 120'

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

Contact Other Plane (Elementalist)

Level: 5
Duration: Special
Range: 0

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

Demand

Level: 9
Duration: Instant
Range: 60'

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

Elemental Cancellation

Level: 2
Duration: Permanent
Range: 120'

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

Elemental Gate

Level: 9
Duration: See below
Range: 30'

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

Elemental Plane Protection

Level: 5
Duration: 1 day
Range: Touch

This spell grants the target the ability to survive the natural environmental hazards of one of the elemental planes. The target gains the ability to breathe and to move freely through the matter of the chosen plane, and is unharmed by any pervasive damaging effects such as the omnipresent flames on the plane of fire. The spell has no effect outside of the elemental planes.

Elemental Plane Protection, 10' Radius

Level: 7
Duration: 1 day
Range: 10'

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

Elemental Portal

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

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

Elemental Portal, Greater

Level: 9
Duration: See below
Range: 30'

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

Elemental Wrath

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

This dangerous spell allows an elementalist to unleash a powerful and violent elemental being which embodies the wild and destructive nature of the elements. The spell requires an 8 hour ritual to cast, including the sacrifice of 1,000gp worth of rare materials, and can only be cast in the presence of a large quantity of the appropriate element – a huge fire or volcano, a hurricane, a waterfall or raging ocean, a barren mountain side. The summoned being has the qualities of a normal 16HD elemental, with the following differences: 32HD, AC -4, can only be damaged by +3 or greater enchanted weapons, 6d8 damage, double movement rate. Additionally the destruction wrought is so great that any creature coming within 20' suffers 1d8 damage per round.

The conjured being is 100' tall, non-intelligent and incredibly violent. It cannot be controlled or banished by the caster or by any spell or magic

item, and has the sole aim of causing as much destruction as possible during the duration of its summoning.

Wise casters seldom use this spell, and those who do ensure that they have some readily available means of escaping from the path of the summoned creature.

Even if the caster avoids the creature's wrath, casting this spell is extremely taxing, and there is a 5% chance that the caster's Constitution will be permanently reduced by 1d4 points.

Firelight

Level: 1

Duration: 1 hour, +1 turn per level

Range: 90'

The elemental conjures forth a ball of flickering flame, which sheds light but not heat. The ball of flame can be manifested around the caster's hand, around an object he holds (such as a staff), or floating above his shoulder.

The flame produced cannot be used to ignite other objects, and cannot cause damage. However at any point during the spell's duration, the caster may cause the flame to flare suddenly, dazzling any creatures within 30' who fail a saving throw versus spells. Dazzled creatures suffer -2 to attack rolls for 2 rounds. The caster is not affected by the flare, but his allies may be, unless warned to shut their eyes. After the firelight flares it disappears and the spell ends.

Incinerate / Uncinerate

Level: 2

Duration: Special

Range: 20'

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

To create the enchanted ashes the caster must produce a fire of some kind (either magically or through normal means) into which the object must be cast. Any single non-living, non-magical object can be affected, although it cannot be larger than a 5' cube. The affected object need not be normally combustible – the magic of the spell can consume any substance.

The spell must be cast as the object is placed into the fire, and the elemental must continue the ritual casting until the fire has died down and the burned object has crumbled to ash. At this point the ashes of should be collected by the caster and stored in a suitable container.

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

Lasting Breath

Level: 1

Duration 1 turn

Range: 10'

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

Meld Elemental

Level: 8

Duration: 1 turn

Range: 60'

Cast in the presence of two elementals of differing elements, this spell causes them to merge into a single being, unifying the disparate and possibly contradictory elements. The melded elemental has the combined hit points of both individuals, the immunities of both, and can choose on a round by round basis to use the special abilities and attacks of one of its constituent elements.

If he does not already command them, the caster does not specifically gain control of the elementals as a result of this spell.



Pact of Brass

Level: 9

Duration: 101 days

Range: 0

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

Ray of Fire / Cold

Level: 1

Duration: 1 round, +1 round per 3 levels

Range: 40'

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

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

Read Magic (Elementalist)

Level: 1

Duration: 1 turn

Range: 0

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



Seasong / Windsong / Firesong

Level: 1

Duration: 1 turn per level

Range: 30'

This spell weaves a subtle enchantment into the natural sounds of the wind, sea, rivers, waterfalls or fire. A source of such sound must already be present – the spell cannot artificially create or enhance it.

The enchanted sound takes on a hypnotic song-like quality which can affect creatures in range in one of two possible ways (chosen by the elementalist upon casting the spell).

Firstly the spell can be used to lull all creatures failing a saving throw versus spells into a state of drowsiness and non-alertness. Alternatively the spell can be used to bring about a soothing and refreshing sleep in willing targets, allowing them to heal 1d3hp of damage after a full night's rest.

Shapes

Level: 1

Duration: See below

Range: 20'

This spell gives the caster the ability to form patterns and shapes in a chosen elemental substance within range.

Typically this spell is used to create forms in the motion of flames, the flow of water or the spiralling of smoke, but it can also be used to inscribe patterns in soft earth or dust. The forms created have no magical effect, but may be used to entertain or frighten on-lookers, or perhaps to pass messages.

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

Summon Elemental I

Level: 3

Duration: Permanent

Range: 240'

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

Summon Elemental II

Level: 4

Duration: Permanent

Range: 240'

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

Summon Elemental III

Level: 5

Duration: Permanent

Range: 240'

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

Summon Elemental Horror

Level: 4

Duration: 1 turn per level

Range: 120'

This spell allows the caster to conjure forth a variety of evil creatures from the elemental planes. The caster can choose to summon one of the following, which is bound to serve unerringly for the duration: a fluid beast, a soil fiend, a flame terror, a wind horror (see Appendix II).

Summon Greater Elemental Kin

Level: 6

Duration: 1 turn per level

Range: 120'

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

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

Summon Elementine

Level: 1

Duration: 6 turns, +1 turn per level

Range: 60'

This spell summons a lesser elementine of a type chosen by the caster, which appears within range. The caster has complete control of the elementine for the duration of the spell, and can command it to attack nearby foes or perform other tasks within its capabilities. Unlike the *summon elemental* spells, the caster does not need to concentrate to control the elementine.

Summon Greater Elementine

Level: 2

Duration: 6 turns, +1 turn per level

Range: 60'

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

Tidal Force

Level: 2

Duration: 1 round per level

Range: 60'

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

Vacuum

Level: 3

Duration: 1 round per level

Range: 240'

This spell causes the instantaneous removal of all forms of gas, including air, from a spherical volume of 5' radius per level of the caster, creating a vacuum. Creatures inside the vacuum suffer 1d4 damage per round due to de-pressurization, but may move freely. Air-breathing creatures will begin to suffocate if they remain in the affected area, and will die in 2d6 rounds. Sound is also prevented from propagating through and from entering the vacuum, creating an area of absolute silence.

When the spell's duration comes to an end, the surrounding air rushes back in, filling the vacuum.

Due to its gas removing effect, this spell is occasionally useful as a defence against spells such as *cloudkill*.

Elementalist Spell List

Spells marked C, D, I and MU are from the standard cleric, druid, illusionist and magic-user lists.

1st level

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

2nd level

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

3rd level

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

4th level

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

5th level

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

6th level

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

7th level

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

8th level

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

9th level

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

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