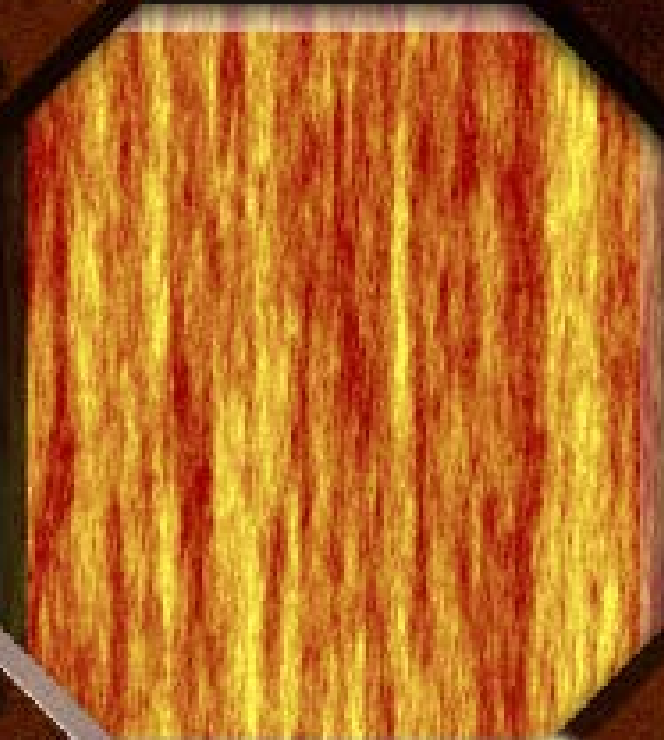
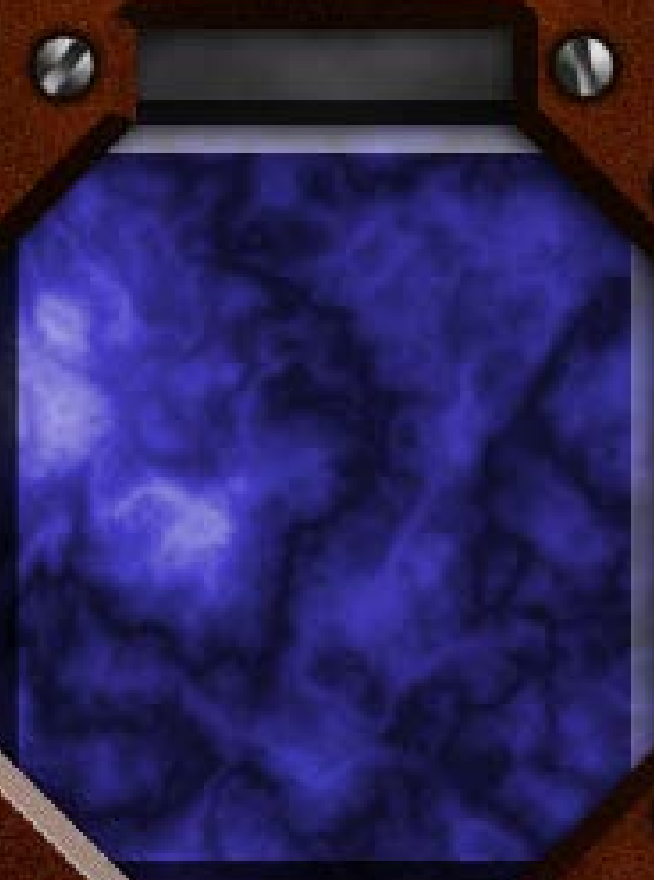


# FURY OF THE ELEMENTS





# FURY OF THE ELEMENTS

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## THE ELEMENTALIST

The Elementalist is not an occupation for the weak hearted. To some, its one big reaction, and to others it's a chain of smaller ones. Regardless, elementalists all need a small catalyst to start something big, leaving their foes nothing more than an empty shell in the face of the universe's primal power.

Four main elements exist, air, earth, fire and water. According to ancient philosophies, all creation is made from these elements. By tapping into these primal powers, elementalists create reactions which fuel their spells and basic abilities. While some see the art as destructive, it is constructive as well, since the raw elemental energy used goes back into another bit of the universe quickly. Numerous philosophies surrounding the elemental schools exist, and typically each one is taught separately. Multiple elements can be controlled, but the inexperienced seldom find the prowess necessary to command one, let alone two.

**HIT DICE:** d8

### CLASS SKILLS

The elementalists' class skills are *Appraise, Bluff, Craft, Diplomacy, Fly, Knowledge (Arcana), Knowledge (Geography), Knowledge (History), Knowledge (Nobility), Knowledge (The Planes), Perception, Profession, Sense Motive, Spellcraft, Survival, Swim, Use Magic Device*

**SKILL POINTS:** 4 + Int

### CLASS FEATURES

All of the following are class features of the elementalist.

#### **Weapon and Armor Proficiency:**

An elementalist is proficient with all simple weapons and with light armor, but not shields. An elementalist may cast elemental spells in light armor without any arcane spell failure chance, but still has the normal chance of failure for using heavy armor or shields.

#### **Elemental Blast (Sp):**

Each elementalist learns the basics of opening a small gate from their chosen elemental plane to release a blast of their chosen element. This blast is a ranged touch attack that deals 1d6 + the elementalists' Wisdom modifier of the damage type associated with their elemental affinity. This ability is considered to have an elemental descriptor matching the kind of damage it deals. The blast deals an extra d6 of damage every three levels, plus an extra d6 at 20th level, to a maximum of 8d6 at 20th level. The blast's range is 60 feet. It is treated as a ray for the purposes of effects depending on proficiency, such as *Weapon Focus*. When the elementalist would gain extra attacks during a full attack from having a high base attack bonus, he may fire the number of extra attacks he gains as extra rays using elemental blast using his iterative attack bonus (A 10th level elementalist could fire two elemental blasts as a full attack action, one at a +7 BAB, and a second at +2 BAB). This ability does not grant additional ray attacks from spells, feats, or other effects, such as *haste*. The elementalist must have a free hand to fire an elemental blast.

#### **Elemental Affinity (Ex):**

The elementalist gains an innate understanding of one of the four elements, making his abilities with that element more potent. He chooses from air, earth, fire or water. He gains a +1 bonus to the save DC of spells or abilities with the following descriptors: Air: (air, electricity), Earth: (earth, acid), Fire: (fire), Water: (water, cold). This bonus increases by +1 every 8 levels, to a maximum of +3 at 16th level. All abilities granted due to these elemental affinities are considered to have the appropriate elemental descriptor. When the elementalist gains another elemental affinity, he can instead choose to gain a new elemental affinity, giving him a +1 elemental affinity in the new element. In addition, his elemental blast can now be of the damage type that the elemental affinity provides a bonus to as well as his first elemental affinity.

#### **Spells:**

An elementalist casts arcane spells drawn from the elemental spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, an elementalist must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw

against a elementalists' spell is 10 + the spell level + the elementalists' Wisdom modifier.

Like other spellcasters, an elementalist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: 1-2. In addition, he receives bonus spells per day if he has a high Wisdom score.

The elementalists' selection of spells is extremely limited. An elementalist begins play knowing four 0-level spells and two 1st-level spells of the elementalists' choice. At each new elementalist level, he gains one or more new spells, as indicated on Table: 1-3 Spells Known. (Unlike spells per day, the number of spells an elementalist knows is not affected by his Wisdom score.) An elementalist may only learn a spell from a list from which he shares an elemental affinity. If he gains a new elemental affinity, he may now select spells from that list as well.

Upon reaching 5th level, and at every third elemental level after that (8th, 11th, and so on), an elementalist can choose to learn a new spell in place of one he already knows. In effect, the elementalist "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level elemental spell the bard can cast. An elementalist may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

An elementalist need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

**TABLE 1-1: THE ELEMENTALIST**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Elemental Blast +1d6, Elemental Affinity +1
2nd	+1	+0	+0	+3	Meridian Points
3rd	+2	+1	+1	+3	Elemental Blast +2d6, Meridian Blast
4th	+3	+1	+1	+4	Meridian Barrier, Elemental Resistance
5th	+3	+1	+1	+4	Overflowing Elements
6th	+4	+2	+2	+5	Elemental Blast +3d6, Ricochet
7th	+5	+2	+2	+5	Meridian Transference
8th	+6/+1	+2	+2	+6	Elemental Motion, Elemental Affinity +2
9th	+6/+1	+3	+3	+6	Elemental Blast +4d6
10th	+7/+2	+3	+3	+7	Meridian Expansion
11th	+8/+3	+3	+3	+7	Dispersing Blasts
12th	+9/+4	+4	+4	+8	Elemental Blast +5d6
13th	+9/+4	+4	+4	+8	Meridian Recovery
14th	+10/+5	+4	+4	+9	Elemental Incorporation
15th	+11/+6/+1	+5	+5	+9	Elemental Blast +6d6
16th	+12/+7/+2	+5	+5	+10	Meridian Collapse, Elemental Affinity +3
17th	+12/+7/+2	+5	+5	+10	Elemental Spirit
18th	+13/+8/+3	+6	+6	+11	Elemental Blast +7d6
19th	+14/+9/+4	+6	+6	+11	Meridians Unbound
20th	+15/+10/+5	+6	+6	+12	Elemental Blast +8d6, Elemental Exaltation

**TABLE 1-2: ELEMENTALIST SPELLS PER DAY**

LEVEL	1 <sup>ST</sup>	2 <sup>ND</sup>	3 <sup>RD</sup>	4 <sup>TH</sup>	5 <sup>TH</sup>	6 <sup>TH</sup>
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	3	-	-	-	-	-
4	3	1	-	-	-	-
5	4	2	-	-	-	-
6	4	3	-	-	-	-
7	4	3	1	-	-	-
8	4	4	2	-	-	-
9	5	4	3	-	-	-
10	5	4	4	1	-	-
11	5	4	4	2	-	-
12	5	5	4	3	-	-
13	5	5	4	3	1	-
14	5	5	4	4	2	-
15	5	5	5	4	3	-
16	5	5	5	4	3	1
17	5	5	5	4	4	2
18	5	5	5	5	4	3
19	5	5	5	5	5	4
20	5	5	5	5	5	5

**Meridians (Sp):**

A 2nd level elementalalist can use a series of small gates to an elemental plane to create certain effects. He can open one of these gates as a swift action after hitting a target with an elemental blast in the same turn. These gates are called “meridians”, after the connections they form between one another, which are like invisible lines until triggered.

A meridian is created in one corner of the square of the target who was hit by an elemental blast or up to 15 feet away, plus 5 feet for every five levels of elementalalist. The target need not be a creature, but can instead be an object or even the ground. A Reflex save (DC 10+ ½ elemental level + Wisdom modifier + elemental affinity bonus) halves the damage from these abilities and negates their other effects. The elementalalist has a number of meridian points equal to 3 + his Wisdom modifier, plus 1 for every level of elementalalist beyond the third. He can spend one of these points to set up an extra meridian with his swift action.

**TABLE 1-3: ELEMENTALIST SPELLS KNOWN**

LEVEL	0 <sup>TH</sup>	1 <sup>ST</sup>	2 <sup>ND</sup>	3 <sup>RD</sup>	4 <sup>TH</sup>	5 <sup>TH</sup>	6 <sup>TH</sup>
1	4	2	-	-	-	-	-
2	5	3	-	-	-	-	-
3	6	4	-	-	-	-	-
4	6	4	2	-	-	-	-
5	6	4	3	-	-	-	-
6	6	4	4	-	-	-	-
7	6	5	4	2	-	-	-
8	6	5	4	3	-	-	-
9	6	5	4	4	-	-	-
10	6	5	5	4	2	-	-
11	6	6	5	4	3	-	-
12	6	6	5	4	4	-	-
13	6	6	6	5	4	2	-
14	6	6	6	5	4	3	-
15	6	6	6	5	4	4	-
16	6	6	6	5	5	4	2
17	6	6	6	6	5	4	3
18	6	6	6	6	5	4	4
19	6	6	6	6	5	5	4
20	6	6	6	6	6	5	5

Activating each ability is a standard action unless otherwise stated. Meridians can be marked by placing small markers or dice on the corners of squares on a playmat. Meridians may not occupy the same space as one another.

Meridians can be triggered all at once, provided they could connect to one another in some way. If a meridian could be triggered and connected to another meridian, the first meridian activated by the ability may be used to trigger that meridian, and so on and so forth. The first meridian used to activate any ability is referred to as the prime meridian, and the elementalalist must have line of effect to it in order to activate it, but need not have line of sight. An elementalalist must be within medium spell range (100 feet + 10 ft/level) to activate a meridian, but other meridians activated through a prime meridian may stretch outside that range. In most cases, after a meridian is triggered, it is consumed. An elementalalist may only trigger his own meridians. While meridians themselves do not have an element, the effects triggered from them do.

An elemental may only use a meridian ability matching one of his elemental affinities.

Below is the basic ability for meridians. The elemental may pay one meridian point to activate the basic ability as a standard action or three meridian points to activate it as an immediate action.

### Fire:

Fire meridians can be triggered to create a small explosion of fire in a 5 foot radius originating from the meridian, dealing 1d6 fire damage plus the elemental's Wisdom modifier. The closer the meridians are together, the bigger the explosion. Each meridian that is activated by this effect increases the damage of the entire effect by 1d6. The base radius of the explosion is 5 feet, and increases by 5 feet for any activated meridian whose point of origin is within the area of an activated meridian, beginning with the prime meridian and going outwards in any order the elemental chooses. One meridian activated on its own deals 1d6 and has a radius of 5 feet, while two in each other's area deal 2d6 and have a radius of 10 feet. Three in each other's area would deal 3d6 damage and have a radius of 15 feet each. The entire area of effect deals the same amount of damage, regardless of the number of meridians in its area of effect. The base radius of this effect is 5 feet for each point of fire elemental affinity the elemental possesses. The elemental may choose to decrease the area of effect of a given meridian when it is activated.

### Air:

Air meridians can be triggered to let a finger of electricity spring forth in a line, dealing 1d6 electricity damage plus the elemental's Wisdom modifier. Lines that touch one another add to the power of all those linked to it, and each connected line deals an extra 1d6 electricity damage. One meridian deals 1d6 along its line, two deals 2d6 between them, and three in a triangle, each line touching another, does 4d6 electricity. However, if the lines were a bit closer to the center, each line would cross another line twice, increasing the damage to 7d6. If multiple lines are crossed by a single line, the damage for each line is only increased once for each

intersection. Lines that are "on top" of one another are treated as crossing each other only once, though any line crossing that one apparent line is treated as crossing both of them. A creature in the area of multiple lines need only save against the effect once. The line created by this ability is 15 feet for each point of air elemental affinity the elemental possesses.

### Earth:

Earth meridians resemble ley lines in their formation, and are activated in lines going out from the prime meridian. An activated meridian fires up a geyser or blast of acid nearby, dealing 1d6 acid damage plus the elemental's Wisdom modifier to one five foot square within 5 feet of the triggered meridian for every point of the elemental's earth elemental affinity. The prime meridian (The meridian that is first triggered) is the most affected by the other points connected to it. All connecting points add 1d6 damage to one another when on a single straight line, and the central point gets +1d6 damage for each point connected to it along a line in addition to the bonuses from being on a straight line, if one exists on two points besides the prime meridian. Two meridians drawing a straight line through a central point get 3d6 each on their points, with the prime meridian dealing 5d6. Three meridians with the two besides the prime meridian being unable to form a straight line between the three would deal 2d6 each, the central point dealing 3d6. These points may be up to 20 feet away from the prime meridian for each point of earth elemental affinity the elemental possesses.

### Water:

Water meridians serve as paths to an icy river that flows into the area temporarily when the meridians are triggered. The meridians may be triggered when they are within 20 feet per point of the elemental's water elemental affinity of each other meridian being triggered. The area between all the points deals 1d6 cold damage plus the elemental's Wisdom modifier, and all who fail the Reflex save are moved 5 feet, with the movement ending immediately after the target is moved out of the area of the effect. The area deals an extra 1d6 points of damage for every point at least 20 feet from all others, and the movement on a failed save is increased by 5 feet for each

meridian at least 20 feet from all others. So three points, each 20 ft apart from the others makes an area between them all that deals 4d6 damage and moves any who fail the save 20 feet. If one meridian was 20 ft away from two other points that are closer than 20 feet the damage is only 2d6 and the movement is 10 feet, because neither of those two points are 20 feet away from all other meridians. If only two points are present, treat the area between the two as being 5 feet wide. The area around the prime meridian becomes frozen over with ice in a 5 foot radius, becoming difficult terrain for one round. Any creature moving into or starting their turn in this area takes minimum damage for the meridian (1+ the elementalists' Wisdom modifier, +1 for each extra die of damage dealt by the area). The radius of the difficult terrain increases by 5 feet per point of the elementalists' water elemental affinity.

### Meridian Blast (Sp):

An elementalists of 3rd level gains the ability to strike at foes through his meridians. The elementalists may spend a meridian point as part of a standard or full round action made to fire an elemental blast to treat a meridian as the point of origin for his elemental blast. The elementalists must still be able to see his target to aim effectively, taking penalties for concealment as normal from his position. He may place meridians after using this blast as normal. Performing this action expends the meridian unless the elementalists pays two meridian points instead of one.

### Meridian Barrier (sp):

An elementalists of 4th level gains the ability to make a wall from elemental energy. By spending a meridian point as a move action, he creates a wall 15 feet wide by 10 feet high from a single meridian point, with the size increasing to 20 feet wide by 15 feet high at 8th level and 25 feet wide by 20 feet wide at 16th level. He may activate other meridians as normal, paying one meridian point for each additional meridian activated, provided the wall's area

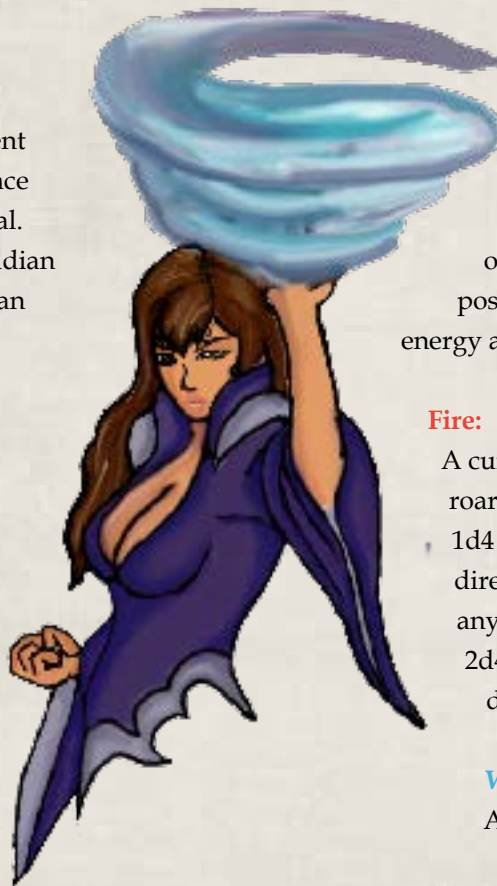
is connected. If the wall grants a save, the DC is equal to  $10 + \frac{1}{2}$  elementalists level + Wisdom modifier + elemental affinity. Each wall lasts for a number of rounds equal to the elementalists' Wisdom modifier. Solid walls that attempt to form in an area occupied by a creature automatically fail.

### Air:

The elementalists creates a wall of wind charged with electricity. Anyone passing through the wall takes the elementalists' Wisdom modifier in electricity damage, and the wall acts as a wind wall. If any two creatures who pass through the wall and took electricity damage during the same round end their movement within 10 feet of one another, both of them take  $2d6 +$  the elementalists' Wisdom modifier electricity damage.

### Earth:

A wall of stone and soil springs forth from the ground, creating a solid barrier that is difficult to bypass. The wall has a hardness of 5 and 5 hit points, plus 5 hit points for every two caster levels of the elementalists. Creatures attempting to break the wall must make a Strength check with a DC equal to the wall's saving throw. Success demolishes a five foot section of wall. The wall takes one-quarter damage from acid, as opposed to the normal half damage deal by energy against objects.



### Fire:

A curtain of flames springs up to form a roaring translucent curtain. The wall deals 1d4 fire damage for ten feet away in one direction from the incredible heat, and anyone passing through the wall takes  $2d4 +$  the elementalists' Wisdom modifier damage.

### Water:

A thin wall of ice crystallizes into being, exuding an aura of cold. The wall blocks passage through it, and it has 3 hit points, plus three hit points

per two caster levels. Creatures attempting to break the wall must make a Strength check with a DC equal to the wall's saving throw. Success demolishes a five foot section of wall. After the wall is broken, a wall of frigid air remains. Any creature that passes through the wall takes 1d6 + the elemental's Wisdom modifier cold damage.

#### **Elemental Resistance (Ex):**

An elemental of 4th level or higher becomes more resilient when faced with his elemental affinity. He gains resistance to electricity if he has an air affinity, resistance to acid if he has an earth affinity, fire resistance if he has a fire affinity, and cold resistance if he has a water affinity. This resistance is 10 if he has an elemental affinity of +1, 20 if he has an elemental affinity of +2, and an immunity if his affinity is +3. He confers this ability to all equipment and items he is carrying.

#### **Overflowing Elements (su):**

At 5th level, the elemental learns to make his elemental magic flow over most defenses. He overcomes a certain amount of elemental resistance depending on his elemental affinity. Any spell, spell-like ability or supernatural ability used by the elemental overcomes 5 points of resistance to the damage type that elemental affinity affects per +1. Therefore, an elemental affinity of +2 lowers resistance to that element by 10, and +3 lowers it by 15. He may deal the same amount of damage as his overflowing elements class feature lowers a creature's resistance to an element to a creature with an immunity to his element.

#### **Ricochet (su):**

A 6th level elemental learns to use his meridian barriers in ways that augment his abilities. If the effect grants a saving throw, the DC is equal to 10 + ½ elemental's level + his Wisdom modifier + his elemental affinity.

#### **Air:**

A: Any ray or line effect with the electricity descriptor that passes through the barrier creates a *gust of wind* effect in a 15 foot line away from the wall in any direction for 1 round. Alternatively, the wall may change so that it takes up a 15 foot line from any point on its surface, and the old wall disappears. The new wall has the remaining duration of the old wall. The

range of the *gust of wind* effect is increased at the same rate as the size of the wall.

#### **Earth**

If an earth meridian is triggered in a square the barrier occupies, it may explode, destroying the wall along with all the earth walls linked to it, dealing half the meridian's damage in a radius around the wall of 5 feet for each point of the elemental's earth elemental affinity. A successful Reflex saving throw halves the damage.

#### **Fire**

A fire effect whose area passes through the wall has its remaining range after passing through the wall from the point of origin doubled. Example: A *fireball* spell (20 foot radius) detonated directly next to a fire barrier would increase the radius on that side to 40 feet. If the area would originate directly on top of the wall, its caster chooses which side of the effect to double the range of. Doing so destroys the barrier.

#### **Water**

Any water or cold effect that touches the wall of ice deals 1d6 extra cold damage and crystallizes the ground for a short time after the effect disappears. Any area that the effect covers or passes through becomes difficult terrain for one round. The barrier dissolves after using this ability

#### **Meridian Transference (sp):**

At 7th level, the elemental learns to transfer his points along each other's paths. As a move action, he may move a single meridian near another, as though he were placing a new meridian. The meridian must be moved within a distance from the chosen meridian as though it were a newly placed meridian on the point of its target, and the meridian being moved was an extra meridian that was being placed in addition to that meridian. The elemental may spend a meridian point to move an extra meridian with this action. He may move an extra number of meridian points in the same action equal to his elemental affinity bonus, paying the meridian points for each extra one.



### **Elemental Motion (Ex):**

At 8th level, an elemental can use the essence of his element to move in unusual ways. He may activate this ability as a swift action by consuming a meridian within 30 feet and paying a meridian point. He gains the following abilities, depending on his elemental affinity:

#### **Air**

The elemental gains a fly speed of 60 feet with good maneuverability for three rounds. During this time, once per round, the elemental can spend a meridian point as a swift action and activate a meridian he moved through this turn.

#### **Earth**

The elemental gains a +30 foot bonus to land speed for three rounds. During this time, the elemental's land speed increases by 10 feet for one round if he moves through a square containing an earth meridian. Each earth meridian may only grant this benefit once per round. Once per round, the elemental can spend a swift action to pay a meridian point and activate a meridian he moved through this turn.

#### **Fire**

Activating this ability is a move action. The elemental is consumed in a fire blast, dealing the damage of an activated fire meridian (activating other meridians in the area as normal), and teleporting to the square of the meridian he consumed to activate this effect. An attempt to teleport into a meridian that shares a space with a creature automatically fails.

#### **Water**

The elemental gains a swim speed of 60 feet for one minute. Once per round, as a free action, the elemental can move a single meridian up to 15 feet by paying a meridian point.

### **Meridian Expansion (Sp)**

A 10th level elemental can place meridians at a phenomenal pace. The elemental can place a number of meridians equal to the number of his elemental rays that hit each turn, using either location as the area where the ray hit. He can also place up to two extra meridians by spending meridian points when placing meridians. Doing so costs

a number of meridian points equal to the extra meridians being placed.

### **Dispersing Blasts (Su)**

At 11th level, an elemental's elemental blasts produce a small ripple of elemental energy. When the elemental hits a target with a ray, if he is within 5 feet of a meridian, the elemental may move the meridian 5 feet. He may do this for every meridian within five feet of his target. If the elemental pays a meridian point, he may move the meridians up to 15 feet. If the elemental pays two meridian points after firing a ray as a standard action, he may choose to treat his target as the prime meridian and trigger meridians from it normally. However, the prime meridian in this instance gains no benefits from being the prime meridian, and deals no damage.

### **Meridian Recovery (su)**

At 13th level, an elemental learns methods by which to reopen recently closed portals. By spending three meridian points as a move action, an elemental can place all the meridians that were activated in the current turn back where they were activated from. Meridians that were activated as an immediate action do not count as being activated during the same turn as the elemental's subsequent turn.

### **Elemental Incorporation (sp)**

An elemental of 14th level is almost a part of the elements he commands. Once per day, the elemental can take the full amount of damage from an attack or effect whose damage he has an elemental affinity with. That damage is negated, and the elemental heals 1 point of hp for every three points of damage the attack would have dealt him. This is only against one attack or effect, so a fire seeds spell with all the seeds held in the hand of a fire elemental would only have one of their areas negated, and the rest would attempt to deal damage normally.

### **Meridian Collapse (sp):**

At 16th level, an elemental learns to use the collapsing gates of closing meridians as potent weapons. By spending two meridian points as a swift action, the elemental can choose a single meridian that he can see to collapse. The meridian becomes unstable, and collapses if the conditions below are met, expending it but triggering one of the ef-

fects described below. A meridian remains unstable for one round, and then returns to normal. It can continue to be made unstable by the expenditure of one meridian point as a free action at the start of the elemental's turn.

#### Air

The air around the meridian in a 10 foot radius becomes silent and tense. If any ranged attacks are made into or through this area, the meridian collapses, and doubles the number of lines of lightning issued by any air meridians made by the collapsed meridian's creator in that area for 3 rounds. The meridian remains in that space for 3 rounds, collapsing at the end. Normally, using meridian blast with the same meridian as the point of origin for an elemental blast does not trigger its effect, because using meridian blast immediately expends the meridian used as the point of origin before the attack is made, which prevents this effect from triggering.

#### Earth

The ground around the meridian in a 15 foot radius becomes brittle and hisses with acrid smoke. If anyone moves over or through the ground in the area or inside the area, the meridian collapses. For 3 rounds, the blast of acid made by the triggering of an earth meridian created by the creator of the collapsed meridian persists in the squares of the area, dealing minimum damage for that meridian to anyone standing in the square at the start of their turn, or to anyone entering the square.

#### Fire

An uncomfortable heat emanates from the fire meridian in a 10 foot radius. If any fire damage is dealt to a creature inside of this area, the meridian collapses. For 3 rounds, any fire effects with an area of effect made by the creator of the collapsed meridian catch that area on fire for one round, dealing 1d6 fire damage to all inside at the start of their turns. Anyone moving into or through the area takes 1d6 points of fire damage for each square of movement through the flames.

#### Water

The environment around the water meridian in a 15 foot radius suddenly seems much colder. If water is put into this area, or the area contains a body of water, the meridian collapses. For 3 rounds, the meridian effects of the creator of the collapsed meridian remain for an extra round. The cold water from the meridian ability remains in the area it occupied, and can be moved through at half speed, or at full speed for a creature with a swim speed. Moving through it deals minimum damage for the meridian to the creature moving through it when it begins its turn in the area or when it enters the area. The wall of ice created by meridian barrier remains in existence for one round, even if it is destroyed. The difficult terrain created by both the meridian effect and the ricochet effect remain for two rounds instead of one.

#### Elemental Spirit (Su)

A 17th level elemental is entwined with the elements that he commands. Once per day, he may use *elemental body IV* as a spell-like ability, becoming an elemental with which he shares an elemental affinity. The elemental can instead use this ability as a standard action and spend one meridian point to summon a huge elemental as though he had cast *summon monster VI*. At any point during the summoning, as a free action, the elemental can be turned into three meridian points that take up intersections next to the elemental's area, and back again as a free action. If any of these meridians are consumed, the spell ends but the remaining meridians remain.

#### Meridians Unbound (Sp)

A 19th level elemental has found ways to connect meridians that should be impossible by normal reasoning. By spending two extra meridian points when activating a meridian, every meridian that has been set by the elemental can be activated simultaneously, regardless of positioning. Positioning still affects calculating the effects and damage of meridians. A water meridian may affect a single adjacent 5-foot square if not in the area of all other meridians. A prime meridian must still be selected.

## Elemental Exaltation (Ex)

At 20th level, an elemental can form his very body out of his element. He is forevermore treated as an outsider with an elemental subtype the same as his elemental affinities, but does not gain vulnerability or any features of the elemental subtype. He gains the effects of the fortification ability, and no longer needs to eat, sleep or breathe. Once per day, the elemental may treat any spell or effect that he generates that has a subtype associated with his elemental affinity as if all variable numeric amounts were their maximum possible number.



Elementalists gain access to the following spells. They must have an elemental affinity of the matching type to learn spells from a portion of their spell list with the matching descriptor. The listed spells appear in the Pathfinder Core Rulebook, and those marked with a single asterisk (\*) appear in the Pathfinder Advanced Player's Guide. Those marked with an (m) appear in Ultimate Magic. Those marked with a hash (#) are new spells that appear in the spells section of this book. More spells with matching elemental descriptors or themes may be added to a list at the GM's discretion.

## 0th

All: Light, Detect Magic, Read Magic, Arcane Mark, Prestidigitation

Air: Message, Mage Hand

Earth: Mending, Resistance

Fire: Spark\*, Dancing Lights

Water: Create Water, Detect Poison

## Stone Call\*

Fire: Burning Gaze\*, Flame Dance#, Fire Trap, Flaming Sphere, Pyrotechnics, Scorching Ray

Water: Accelerate Poison\*, Fog Cloud, Frostbite#, Ice Petals#, Slipstream\* Thin Ice#, Water Walk

## 1st

All: All: Endure Elements, Magic Weapon, Identify, Charm Person, Comprehend Languages

Air: Alter Winds\*, Entropic Shield, Feather Fall, Jump, Unseen Servant, Shocking Grasp

Earth: Corrosive Touch (m), Expeditious Excavation\*, Expeditious Retreat, Longstrider, Magic Stone, Stone Fist\*, Stumble Gap\*

Fire: Burning Hands, Dancing Lantern\*, Expeditious Retreat, Snapdragon Fireworks (m), Will o' the Wisp  
Water: Grease, Hydraulic Push\*, Obscuring Mist, Scoring Squirt#, Touch of the Sea\*

## 3rd

All: Draconic Reservoir\*, Elemental Aura\*, Greater Magic Weapon, Protection From Energy, Summon

Monster IV (elemental of your affinity only)

Air: Air Blast#, Bounding Bolt#, Cloak of Winds\*, Fly, Gaseous Form, Heart of Thunder#, Lightning Bolt, Static Charge#, Wind Wall

Earth: Acid Geyser#, Gaze of the Basilisk#, Ground Collapse#, Heart of Stone#, Meld Into Stone, Stone Shape, Spiked Pit\*

Fire: Ash Storm (m), Burning Fist#, Burning Heart#, Fireball, Flame Arrow, Stoke Flame#

Water: Arctic Wind#, Aqueous Orb\*, Frozen Heart#, Hydraulic Torrent\*, Ice Cube#, Sleet Storm, Water Breathing, Water Walk

## 2nd

All: Elemental Speech\*, Elemental Touch\*, Resist Energy, Summon Monster

II (elemental of your affinity only)

Air: Whispering Wind, Gust of Wind, Blur, Levitate, Glide\*

Earth: Acid Arrow, Acid Trap#, Create Pit\*, Shatter, Soften Earth and Stone,

4th  
All: Detonate\*, Dragon's Breath\*, Elemental Body I, Summon Monster V (elemental of your affinity only)

Air: Air Walk, Ball Lightning\*, Fickle Winds (m), Lightning Arc (m) River of

Wind\*, Thunderclap#, Wall of Sound (m)

Earth: Acid Pit\*, Acidic Spray (m), Calcific Touch\*, Caustic Swamp#, Earth's Embrace#, Spike Stones, Stone Shape, Stoneskin, Vitrolic Mist (m), Wall of Stone

Fire: Bonfire#, Delayed Burning Fist#, Fire Shield, Fire Snake\*, Firefall\*, Flame Strike, Inner Flame#, Volcanic Storm (m), Wall of Fire

Water: Cone of Cold, Control Water, Freezing Geyser#, Geyser\*, Ice Storm, Solid Fog, Raging River#, Ride the Waves (m), Wall of Ice

## 5th

All: Elemental Body II, Summon Monster VII (elemental of your affinity only)

Air: Chain Lightning, Finger of Lightning#, Shocking Zephyr#, Sonic Thrust (m), Wall of Vacuum#

Earth: Corrosive Consumption (m), Move Earth, Prison of Earth#, River of Acid#, Stone Maze#, Wall of Iron

Fire: Contagious Flame\*, Delayed Blast Fireball, Fire-brand\*, Hellfire#, Incendiary Cloud

Water: Cold Ice Strike (m), Ice Body (m), Polar Ray, Whirlpool#

## 6th

All: Elemental Body III, Gate (elemental of your affinity only), Summon Monster IX (elemental of your affinity only)

Air: Ride the Lightning (m), Scouring Winds (m), Stormbolts\*, Whirlwind, Winds of Vengeance\*

Earth: Caustic Eruption (m), Earthquake, Iron Body, Wall of Lava\*, World Wave\*

Fire: Fire Storm, Fiery Body\*, Meteor Swarm, Torrent of Flame#, Wall of Lava\*

Water: Polar Midnight (m), Seamantle\*, Tsunami\*, Vortex\*, World Wave\*

## NEW SPELLS

### Air/Electricity:

Tempest - Gale force wind tosses around everyone in an area

Air Blast - Sudden rush of air pushes foes back, knocks smaller ones over. -

Heart of Thunder - User is unaffected by deafness, can make a loud thunderclap once -

Lightning Rod - Target attracts lightning effects, and may

be struck in a stormy environment -

Wall of Vacuum - Wall fatigues those passing through it, boosts the accuracy of physical ranged attacks -

Bounding Bolt - Lightning bolt bounces from target to target -

Thunderclap - Thunderous noise may shake and deafen those in an area -

Static Charge - Make a target dangerous to others. -

Shocking Wind - Blast of electrically charged air hampers and damages foes -

Finger of Lightning - Target hit by an enormous blast of lightning -

### Earth:

Prison of Earth - Plates of earth restrain foe -

Earth's Embrace - Sinkhole that pulls foes in -

Gaze of the Basilisk - Gaze slowly petrifies foes like a basilisk -

Heart of Stone - User is unaffected by poison, can create a fissure once -

Ground Collapse - Ground in an area falls down five feet -

Acid Geyser - Blast of acid from the ground hits a single target, rains over area. -

River of Acid - Creates a drop in the earth filled with acid -

Caustic Swamp - Makes an area muddy with acid -

Stone Maze - Makes a number of low walls of stone -

Acid Trap - Globe of acid in the earth erupts when stepped on -

### Fire:

Torrent of Flame - River of flames washes through a large area -

Hellfire - Seemingly sentient fire torments foes -

Flame Dance - User throws blankets of flame over areas. -

Burning Fist - Unarmed attack or touch causes target to explode -

Will 'o Wisp - Globe of fire negates concealment due to fog, burns foes -

Burning Heart - User is unaffected by fatigue or exhaustion, can breathe forth flames once -

Inner Flame - Intense heat emanating from user damages foes -

Bonfire - Area of intense fire burns those near it. -

Delayed Burning Fist - As burning fist, but can be deto-

nated later -  
Stoke Flames - Things caught on fire in an area take more damage. -

#### Water:

Frozen Heart - User is unaffected by slow effects, can freeze adjacent targets -  
Arctic Wind - Cold wind slows down those in the area, deals slight damage -  
Thin Ice - Thin coating of ice makes terrain slippery and damages those who fall with freezing water. -  
Whirlpool - Giant pool of water sucks foes towards the center  
Freezing Geyser - Blast of icy water hits a single target, showers over area. -  
Ice Cube - Cube of ice contains foes or blocks area -  
Frostbite - Biting cold damages opponents -  
Raging River - Sudden rush of water carries foes away -  
Scoring Squirt - Beamlike blast of water cuts through foes-  
Ice Petals - Small pieces of ice are flung around in an area -

## NEW SPELLS

### ACID GEYSER

**School** evocation [acid]; **Level** Elementalist 3, Sorcerer/Wizard 3

**Casting Time** 1 standard action

**Components** S, V, M (an acidic crystal)

**Range** Long (400 ft +20 ft/level)

**Area** 60 foot vertical line, 20 foot radius (See text)

**Duration** Instantaneous

**Saving Throw** Reflex half; no; see text; **Spell Resistance** yes

This spell causes a huge spray of acid to erupt from the ground at a specific point, creating a 60 foot long spray of acid straight upwards. Those in the path of the acid take 1d6 points of damage per caster level (maximum 10d6), with a successful Reflex save resulting in half damage. The spray of acid also deals 2d6 points of acid damage +1d6 per 5 levels after 5th (Maximum 5d6 at 20th level) to every creature in a 20 foot radius of the center of the line, with no saving throw. The line of acid can break through objects

above it, and if the damage dealt to the barrier shatters or breaks through it, it may continue onward if area permits; otherwise, it stops at the barrier just like any other spell does.

### ACID TRAP

**School** abjuration [acid]; **Level** Elementalist 2, Druid 2

**Casting Time** 1 standard action

**Components** S, V

**Range** Short (25 ft +5 ft/2 levels)

**Area** One five foot square

**Duration** 10 minutes /level

**Saving Throw** Reflex half; see text; **Spell Resistance** yes

As this spell is cast, a small barely perceptible bubble of acid forms in the ground at a point you designate. When anyone designated by you as an enemy enters that square, they fall a short distance into the acid, taking 1d6 + caster level (maximum +20) acid damage. The creature who enters the square makes a Reflex saving throw for half damage. If they fail the save, the target also treats the squares surrounding the acid trap as difficult terrain. If the target continues to stand in the acid trap, he takes damage as though the spell was triggered again at the end of his turn. The spell's effect ends after it has been triggered and the one who triggered it leaves the square.

### AIR BLAST

**School** evocation [air]; **Level** Elementalist 3, Sorcerer/Wizard 3

**Casting Time** 1 standard action

**Components** S, V

**Range** 60 ft

**Area** 60 ft. cone

**Duration** Instantaneous

**Saving Throw** Fortitude negates; see text; **Spell Resistance** yes

This spell unleashes a furious blast of wind outward from you, sending creatures flying and tumbling away. The spell makes a bull rush attempt against every creature in the area at a bonus of the caster's caster level plus his relevant casting Ability score modifier. The spell's bonus is affected by creatures of different sizes. It has a -4 penalty against creatures of large size, no bonuses or penalties against medium sized creatures, a +4 bonus against small creatures and a +8 bonus against tiny or smaller creatures. This spell does not affect creatures of huge size or larger. If the bull

rush attempt is successful, each creature is pushed directly away from the caster. If the creature was moved at least 10 feet, it must make a Fortitude save or be knocked prone. If a flying creature was pushed, it must immediately make a Fly check as though it were struck (See Fly skill in chapter 4 of the Pathfinder Core Rulebook) with a -4 penalty.

This spell can do anything that a sudden gust of harsh wind would do, like spray grit or sand away, clear fog or smoke, send light objects rolling away, or extinguish torches, much like the spell gust of wind.

## ARCTIC WIND

**School** conjuration [cold]; **Level** Druid 3, Elementalist 3, Sorcerer/Wizard 3

**Casting Time** 1 standard action

**Components** S, V, M (dust and water)

**Range** Medium (100 ft +10 ft/level)

**Area** 20 ft. radius spread

**Duration** Instantaneous

**Saving Throw** Fortitude partial; see text; **Spell Resistance** yes

A blast of bitterly cold air blows through the area, dealing 1d6 cold damage per two caster levels (maximum 5d6) with a Fortitude save for half damage. Creatures that fail the Fortitude save have their speed reduced by half for one round.

## BONFIRE

**School** conjuration [fire]; **Level** Elementalist 4, Sorcerer/Wizard 5

**Casting Time** 1 standard action

**Components** S, V

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

**Area** One 10 ft. cube; 10 ft radius spread; see text

**Duration** 1 round/level

**Saving Throw** Reflex half; none; see text; **Spell Resistance** yes

A huge blazing flame comes into being in a spot you designate. Creatures in that area or who enter the area take 1d6 fire damage per level (maximum 15d6) and catch on fire, taking 1d6 points of fire damage per round. A successful Reflex save halves the fire damage and avoids catching on fire. Creatures that catch on fire will burn for as long as the spell does unless they spend a full-round action to put out the flames, receiving a +4 bonus on the saving throw if they drop to the ground and roll. All creatures within a 10

ft radius of the bonfire take 2d6 points of fire damage each round at the start of your turn.

## BOUNDING BOLT

**School** evocation [electricity]; **Level** Elementalist 3, Sorcerer/Wizard 4

**Casting Time** 1 standard action

**Components** S, V

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

**Target** See text;

**Duration** up to 1 round/level

**Saving Throw** Reflex half; **Spell Resistance** yes

You fire a bolt of lightning from your hand at one target within range, dealing 1d6 points of electricity damage per caster level (maximum 10d6). The target makes a Reflex save for half damage. At the beginning of your turn you may use the bolt to attack a new target within 30 feet of the last target of the spell, dealing half the dice of electricity damage you dealt to the primary target rounded down. No creature may be targeted by this spell's secondary bolt more than once, and the last target of the bounding bolt may never be the spell's new target.

## BURNING FIST

**School** evocation [fire]; **Level** Elementalist 3, Sorcerer/Wizard 4

**Casting Time** 1 standard action

**Components** S, V

**Range** Touch

**Area** 10 ft. radius spread; see text

**Duration** Instantaneous

**Saving Throw** Reflex half; see text; **Spell Resistance** yes

Your fist radiates a crackling heat as though a hot coal were clutched inside of it. You may make a touch attack or unarmed strike, dealing 1d6 fire damage per level (maximum 10d6). After the touch attack hits, the area around the target is engulfed in a fireball in a 10 ft. radius, dealing 1d6 damage per two caster levels (maximum 5d6) to each creature in the area aside from you and the touched target, with a Reflex save dealing half damage. If the initial damage from this spell kills the touched target, their body explodes as part of this secondary damage, which may make resurrection difficult.

## BURNING HEART

**School** transmutation [fire]; **Level** Elementalist 3, Sorcerer/Wizard 4, Druid 4

**Casting Time** 1 standard action

**Components** S, V, M (An unlit bit of tinder and a spark)

**Range** personal; 30 foot cone; see text

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates; harmless; Reflex half; see text **Spell Resistance** yes

A great passion flows through your body as the spell is completed, leaving you excited and boisterous. For the duration of this spell, you are unaffected by the fatigued condition and reduce the effects of the exhausted condition to that of the fatigued condition. Once during the duration of this spell, as a standard action, you may breathe forth a blast of flames outward in a 30 foot cone. This cone of flames deals 1d6 points of fire damage per caster level (maximum 10d6) and creatures who fail their Reflex saves catch fire. Creatures who have caught fire from this spell take 1d6 points of fire damage each round and may attempt a new saving throw against the effect as a full-round action to end the effect. Rolling on the ground confers a +4 bonus on the saving throw. In addition, the ground that the cone contacts lights on fire for one round, and creatures who enter this area take 1d6 points of fire damage. Rolling on the ground in the area that deals fire damage from this spell does not confer a +4 bonus on the saving throw to extinguish the fire.

## CAUSTIC SWAMP

**School** conjuration [acid, earth]; **Level** Elementalist 4, Sorcerer/Wizard 4, Druid 5

**Casting Time** 1 standard action

**Components** S, V, M (a pinch of soupy mud)

**Range** Long (400 ft. + 20 ft./level)

**Area** One 10 ft. square of earth per level

**Duration** 1 round/level

**Saving Throw** Reflex half; none; see text; **Spell Resistance** yes

The earth below your foe's feet softens and releases pungent acrid fumes, burning their feet and flesh as they scramble to escape. Creatures in the spell's area move at half speed and take 3d6 acid damage each round they remain in the area from stepping into acid (Reflex save for half), with the fumes from the area dealing all creatures in it 1d6 points of acid damage at the start of your turn.

## DELAYED BURNING FIST

**School** evocation [fire]; **Level** Elementalist 4, Sorcerer/Wizard 5

**Casting Time** 1 standard action

**Components** S, V

**Range** Touch

**Area** 10 ft. radius spread; see text

**Duration** 5 rounds or less; see text

**Saving Throw** Reflex half; see text; **Spell Resistance** yes

This spell functions as burning fist, with the following differences: the maximum damage dealt by the touch attack is 15d6 and the maximum damage dealt by the explosion of the creature increases to 10d6. For up to 5 rounds, you can choose to delay the explosion of the creature, even if the creature dies from the initial touch attack. If the creature dies from the touch attack and you choose to delay the explosion, its body remains intact until the time of the explosion. You may choose to set the delayed explosion off prematurely as an immediate action. If the slain creature is restored to life before its corpse can explode, the creature still explodes at the designated time dealing damage to all nearby creatures as normal (except the creature whose body is exploding). Note that this does not necessarily kill the creature whose body is exploding; their body is considered to simply take severe damage as non-vital portions of their body detonate.

## EARTH'S EMBRACE

**School** conjuration [earth]; **Level** Elementalist 4, Sorcerer/Wizard 5

**Casting Time** 1 standard action

**Components** S, V

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

**Area** 40 ft. radius spread from a 5 ft. wide 20 ft. deep hole; see text

**Duration** 1 round/level

**Saving Throw** Reflex negates; none; see text; **Spell Resistance** no

A great sinkhole surrounded by sand comes into being in a spot you designate, pulling creatures in the surrounding area down towards the hole in the center. All creatures in the area of the sinkhole are pulled 20 ft. closer to the mouth of the sinkhole at the beginning of their turn. If this movement would place them in the area of the hole, they must make a Reflex save or fall down the hole, taking 2d6 points of falling damage. Creatures who succeed on this Reflex

save simply remain standing precariously at the lip of the pit, occupying the same space as the pit. Creatures in the spread around the hole move at half speed when moving away from the hole. They must make a Climb check or Acrobatics check to move, with a DC equal to the save DC of the spell. Failure ends all movement for that turn. Failure by 5 or more causes the creature to fall prone and slide 10 feet closer to the hole. Creatures moved by failing a skill check can move through squares occupied by other creatures. Creatures inside the hole take 4d6 points of bludgeoning damage each round as sand and earth pounds down onto them. The insides of the hole are somewhat solid, and can be climbed with a DC 25 Climb check. Falling creatures may collide with other creatures who fall into the pit or are attempting to climb out. Any creature who is collided with must make a Reflex save or be moved along with the moved creature. Large or larger creatures may be moved towards the center hole by this spell but may not actually fall into the hole. At the end of the spell, the sand disperses and the pit slowly rises up from the ground.

## FINGER OF LIGHTNING

**School** evocation [electricity]; **Level** Elementalist 5, Sorcerer/Wizard 5

**Casting Time** 1 standard action

**Components** S, V, M (copper dust and a thin strip of iron)

**Range** Long (400 ft. + 20 ft./level)

Target One creature

**Duration** Instantaneous

**Saving Throw** Reflex half; Fortitude negates; see text; **Spell**

**Resistance** yes

As your hand descends, a mighty bolt strikes from the area on your unsuspecting foe. The target takes 1d6 electricity damage per caster level (max 15d6). If the target fails his Reflex save, he must make a Fortitude save or be staggered for 1d3 rounds.

## FLAME DANCE

**School** evocation [fire]; **Level** Elementalist 2, Sorcerer/Wizard 2

**Casting Time** 1 standard action

**Components** S, V, M (A flask of oil)

**Range** Close (25 ft. + 5 ft./2 levels)

**Area** One five foot square/level

**Duration** 1 round/level

**Saving Throw** Reflex negates; **Spell Resistance** yes

A spray of fire engulfs several squares in the area chosen by the caster. These squares do not need to be adjacent to one another. Creatures in those squares take 1d6 points of fire damage and must make a Reflex save or catch on fire. Those squares continue to burn for 1 round per level, and any creature entering a square takes 1d6 points of fire damage and must make the Reflex save to avoid catching on fire. If a creature catches on fire from this spell, it takes 1d6 points of fire damage each round at the start of their turn for the duration of the spell and may extinguish the flames as a full-round action, making a second Reflex save against the DC of the spell. Rolling on the ground confers a +4 bonus on the saving throw.

## FREEZING GEYSER

**School** conjuration (creation) [water, cold]; **Level** Elementalist 4, Druid 4, Sorcerer/Wizard 5

**Casting Time** 1 standard action

**Components** S, V

**Range** Long (400 ft. + 20 ft./level)

**Effect** spout of freezing water filling a 5 ft. square and spraying upwards a 10 ft/ 2 levels vertical line of freezing water

**Duration** concentration + 1 round/level

**Saving Throw** Reflex partial; see text; **Spell Resistance** no  
You bring a blast of freezing cold water into existence from a horizontal surface, scoring those in the area with freezing water. Creatures in the area of the line when the spell is cast or who enter the area of the line must make a Reflex saving throw to avoid being partially frozen by the blast. If the creature fails its saving throw, it takes 3d6 points of cold damage, has all of its speeds reduced by 5 feet, and cannot run for the duration of the spell. Creatures who have failed a saving throw against the geyser take 1 more point of cold damage per die of the spell's effect at the start of their turn for as long as they still suffer from the spell's effect. A successful saving throw halves the cold damage and negates the reduced speed and inability to run. Flying creatures struck by this spell who fail their saving throw have their maneuverability reduced by one step. The effect of this spell does not stack with itself. If the creature is attacked by a bludgeoning weapon, the weapon deals an extra 1d6 points of damage and ends the effect.

In addition, the geyser sprays freezing water in a cylinder around the line with a radius equal to half the height of



the spell, using the line's area as the point of origin for the effect. Any creature within the area takes 1d6 points of cold damage each round at the start of the caster's turn.

You can choose to make a smaller freezing geyser than your level permits if an obstruction prevents it from reaching its full height or if you want to create a spread of freezing rain that's smaller than what would be created by a full-height freezing geyser spell.

## FROSTBITE

**School** conjuration (creation) [cold]; **Level** Elementalist 2, Sorcerer/Wizard 2

**Casting Time** 1 standard action

**Components** S, V

**Range** medium (100 ft. + 10 ft./level)

**Area** Cloud of cold in a 20 ft radius, 20 ft high

**Duration** 1 round/level

**Saving Throw** Fortitude partial; **Spell Resistance** no  
Cold air suffuses the area you designate. Creatures in the area when the spell is cast or who enter the area take 1d6 points of cold damage and must make a Fortitude saving throw or be fatigued for the spell's duration. At the end of an affected creature's turn, it can attempt a new Fortitude saving throw to end the effect.

## FROZEN HEART

**School** transmutation [cold]; **Level** Elementalist 3, Sorcerer/Wizard 4, Druid 4

**Casting Time** 1 standard action

**Components** S, V, M (an ounce of pure liquid water)

**Range** personal; 10 foot radius burst; see text

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates; harmless; Reflex negates; see text **Spell Resistance** yes

Your whole body shivers with a pervading chill as the spell is completed, and your mind becomes calmed and unshakable. For the duration of the spell, you are unaffected by the slow spell and effects that reduce your movement speed. Spells and abilities that manipulate the environment, such as transmute rock to mud, or difficult terrain are not rendered ineffectual by this spell. If a spell has multiple effects, only the movement speed reduction effect is ignored. A spike stones spell would still deal damage and render its area difficult terrain, but the movement reduction to creatures who take damage from the spikes and fail a Reflex

saving throw would be suppressed for the duration of the spell. Once during the duration of this spell as a standard action, you may unleash a blast of rapidly freezing water from your body, freezing the area around you in a 10 foot radius. Creatures in this area must make a Reflex saving throw or be caught in the ice and gain the entangled condition until the end of the spell's duration. Creatures who are entangled by this spell take 2d6 points of cold damage at the start of their turn and may attempt a new Reflex saving throw to end the condition as a full-round action.

## GAZE OF THE BASILISK

**School** transmutation [earth]; **Level** Elementalist 3, Sorcerer/Wizard 4

**Casting Time** 1 standard action

**Components** S, V, M (A basilisk's eye)

**Range** 30 ft.

**Duration** 1 round/level

**Saving Throw** Fortitude negates **Spell Resistance** yes  
You taste limestone in your mouth as the basilisk's eye is reduced to dust, and your eyes glow a vibrant green. Once per round as a move action, you may turn your gaze on a creature within 30 ft. If they fail a Fortitude save, they partially turn to stone, remaining that way for the duration of the spell. Treat anyone partially turned to stone as being entangled. If your gaze is used on someone already partially made of stone, they must make the Fortitude save or be turned into an inert stone statue as the spell flesh to stone, except that this transformation lasts only so long as the spell's duration.

## GROUND COLLAPSE

**School** conjuration [earth]; **Level** Elementalist 3, Druid 4

**Casting Time** 1 standard action

**Components** S, V, M (a piece of shale)

**Range** close (25 ft + 5ft/2 levels)

**Area** 1 connected 5 ft square/level

**Duration** 1 round + 1 round/level

**Saving Throw** Reflex negates; see text **Spell Resistance** no  
You crumble the shale, and the ground in the area suddenly drops down by 5 feet. Each square of this area must be adjacent to at least one other square affected by the effect. Creatures who are adjacent to an edge of the spell's area (a square that is not part of the spell's effect) may make a Reflex save to move out of the area. They may not move into an area in this way unless they could do so using 5 feet

of movement. Otherwise, the creature is now 5 feet lower. Being at such a low elevation generally gives them cover or improved cover against ranged attacks (depending on the character's height) and gives other creatures cover against their ranged attacks. It also grants creatures standing on higher ground a +1 bonus on melee attack rolls when attempting to hit them.

Moving out of this area requires a Climb check to climb 5 feet at a DC 20, usually taking 10 feet of movement to do so. Creatures who are pushed into this area from higher ground must make DC 15 Reflex saving throw or fall prone. If this spell is cast multiple times in the area of itself, it continues to lower the area by 5 feet with each casting, using the duration of the latest casting as the duration of all of the castings of the spell. When the spell ends, the earth quickly moves back to its former height, carrying all those in the area of the spell with it.

## HEART OF STONE

**School** transmutation [earth]; **Level** Elementalist 3, Sorcerer/Wizard 4, Druid 4

**Casting Time** 1 standard action

**Components** S, V, M (a handful of granite pebbles)

**Range** personal; 30 foot line; see text

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates; harmless; Reflex negates; see text **Spell Resistance** yes

With the sound of crushing stone, your body becomes a stalwart fortress against your enemies. For the duration of the spell, you are unaffected by poison. You can still fail saves against poisons, but you do not suffer the effects for doing so. Poisons whose durations extend beyond the spell's duration still have their normal effects once the spell's duration ends. Once during the duration of this spell, you may create a fissure in the earth as a standard action. The fissure is a line 30 feet long starting from you. Anyone standing in the area of the fissure when the effect is created must make a Reflex save or fall 40 feet, taking 4d6 points of falling damage and being knocked prone in a cramped pit. The pit's coarse stone walls have a Climb DC of 25. This pit rises up from the earth at the end of the spell, depositing those still in it harmlessly on the surface.

## HEART OF THUNDER

**School** transmutation [air, sonic]; **Level** Elementalist 3, Sorcerer/Wizard 4, Druid 4

**Casting Time** 1 standard action

**Components** S, V, M (a tuning fork and air)

**Range** personal; 100 feet; see text.

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates; harmless; Fortitude partial; see text **Spell Resistance** yes

You hear the rumble of thunder around your ears as the spell completes itself. For the spell's duration, you are unaffected by the deafened condition. Effects that reduce noise in an area (such as a silence spell) still affect you normally. Once during the spell, you may use a standard action to make a 10 foot radius blast of sound within 100 ft, dealing 1d6 points of sonic damage per two caster levels to those inside and deafening them for 10 minutes. Those in the blast's area may make a Fortitude saving throw to halve the sonic damage and negate the deafening.

## HELLFIRE

**School** conjuration [fire]; **Level** Elementalist 5, Sorcerer/Wizard 5, Druid 6

**Casting Time** 1 standard action

**Components** S, V

**Range** close (25 + 5 ft./ 2 lvls)

Effect One malevolent flame

**Duration** 1 minute/level

**Saving Throw** none, Reflex negates; see text; **Spell Resistance** no

You conjure a burst of flame lit by hate and anger. While without a true intellect, the fire will seek to intensify the pain of others. The dark red flame created by this spell is considered to be of small size and is about 3 feet in height, and 2 feet in diameter, with the bottom portion of the flame a kind of circular reddish glob. A ghostly face appears to burn within it. When an enemy creature adjacent to the flame is dealt damage, the fire causes the wound to conflagrate, dealing an extra 2d6 points of fire damage to the creature. Any creature who is on fire adjacent to the hellfire takes an additional 2d6 points of damage from the burning. Once per round on the caster's turn, the hellfire may lash out at an adjacent creature, lighting them on fire and causing them to take 2d6 points of damage per round unless they make a successful Reflex save. If a creature is lit on fire from this spell's effect, then treat all creatures who

are adjacent to the flaming creature as though they were adjacent to the hellfire. The person who was lit on fire can extinguish themselves as a full-round action, making a second Reflex save against the DC of the spell. Dropping prone and rolling on the ground confers a +4 bonus on this saving throw unless the character is doing so in a square that counts as adjacent to the hellfire.

If the hellfire (or someone who was lit on fire by the hellfire) enters an area that is aflame, that fire and all areas that are burning that can be connected to it darken in color. All creatures who are adjacent to those squares are treated as though they were adjacent to the hellfire.

The hellfire has an AC of 10, 20 hit points +2 hit points per caster level and is immune to bludgeoning, fire, piercing, and slashing damage. The flame takes full damage from cold and force effects, and half damage from any other effect. The flame's saves are all equal to the caster's caster level. It is not a creature and is thus not subject to (for example) channel energy effects or effects that would affect a creature. If it comes into contact with water that is thrown (or the create water spell), it takes 1d6 points of damage. If it is subject to rain or a drizzle or enters an area of fog, it takes 1d6 points of damage each round on the caster's turn. If it is fully submerged in water, it takes 10d6 points of damage. If the hellfire is reduced to 0 hit points, the spell immediately ends. The caster may move the hellfire up to 30 feet by concentrating on it during his turn.

## ICE CUBE

**School** evocation [cold];

**Level** Elementalist 3, Sorcerer/Wizard 3

**Casting Time** 1 standard action

**Components** S, V, M (a gallon of water)

**Range** close (25 ft+ 5 ft/ levels)

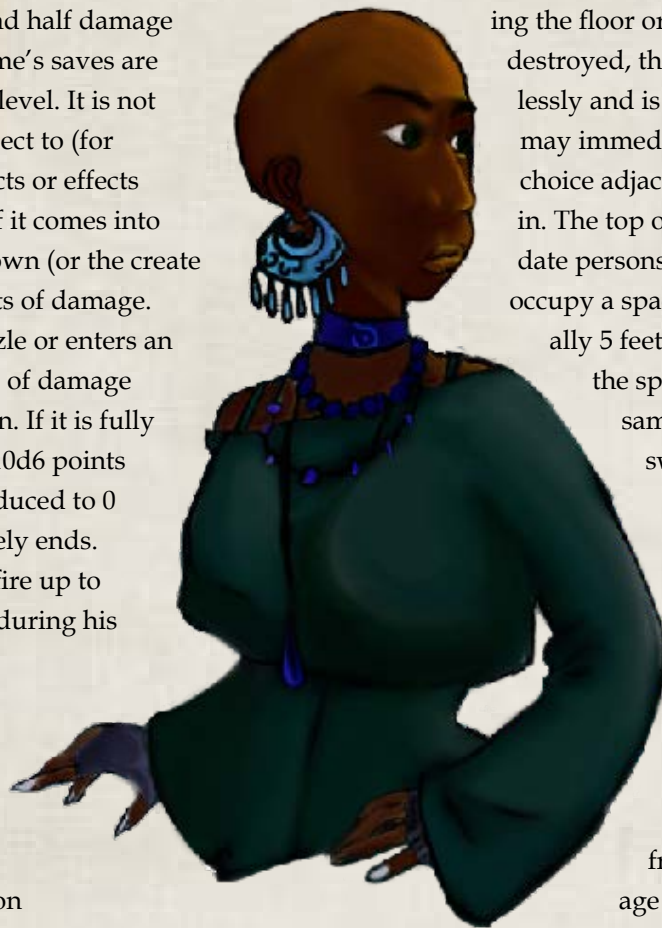
**Area** 1 5 foot cube of ice

**Duration** instantaneous or 1 round then instantaneous; see text

**Saving Throw** Reflex negates; **Spell Resistance** yes

The ground near the target space swells up with rapidly freezing water. This spell forms a 5 foot cube of frozen water, either hollow or solid. The water is of the same kind used as the material component. The cube has a hardness of 3, and is immune to cold damage. Fire damage deals full normal damage to the ice, with all other energy types dealing half damage. The cube can either be solid or hollow. A solid cube has hp equal to 6 times the caster's caster level, but the cube appears at the beginning of the caster's next turn in the designated square. Only unattended objects, helpless or willing creatures can be frozen in the solid ice cube.

A hollow cube only has the caster's caster level in hp for any one side. A hollow cube can be formed around a creature, trapping it within the cube unless it succeeds on a Reflex saving throw. If three or more walls (including the floor or the ceiling) of the hollow cube are destroyed, the structure caves in on itself harmlessly and is destroyed. If they succeed, they may immediately move into a space of their choice adjacent to the area the cube is created in. The top of the cube will stretch to accommodate persons of taller than 5 feet. Creatures who occupy a space larger than the spell's area (usually 5 feet) are unaffected by this spell, and the spell fails. Multiple creatures in the same square as the target, other than swarms, must each make a saving throw against this spell or suffer its effects as well. Creatures who are held in a hollow ice cube must have one side of it broken to be freed, and they may then move in that direction out of their space. Anyone who is frozen in a solid block of ice must have the whole block destroyed to be freed, and takes 1 point of cold damage each minute that they are trapped within the ice. Creatures in a solid block of ice are also subject to rules for holding breath and suffocation. The ice takes damage that bypasses its hardness based on the temperature of the location at the GM's discretion (See Chapter 13 of the Pathfinder Core Rulebook for guidelines).



## ICE PETALS

**School** conjuration [cold]; **Level** Elementalist 2, Sorcerer/Wizard 3, Witch 3

**Casting Time** 1 standard action

**Components** S, V, M (a few drops of water)

**Range** medium (100 ft + 10 ft./lvl)

**Effect** one 10-ft cubic cloud of razor-sharp ice shards

**Duration** 1 round/level

**Saving Throw** none, Reflex half; see text; **Spell Resistance** yes

You send out a flourish of swirling ice shards, cutting into creatures in the area. The spell deals 1d6 points of damage, half slashing, half cold, per two levels (maximum 5d6) to anyone in the area when the spell is cast, or who enters the area or ends their movement there. As a move action, the caster can forcibly dismiss the spell, dealing the spell's damage to all creatures within 10 feet of the cloud. A successful Reflex save halves this damage. The spell does not block line of sight, and is affected like a cloud when targeted by effects that affect clouds.

## INNER FLAME

**School** evocation [fire]; **Level** Elementalist 4, Sorcerer/Wizard 4, Witch 5

**Casting Time** 1 standard action

**Components** S, V, M (a wax effigy of the caster)

**Range** personal, 30 ft; see text

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

You kindle the flame in your body, and feel an intense heat radiate out from you. At the start of your turn, creatures within 10 feet of you take 2d6 + your caster level points of fire damage (maximum +15). Creatures who are outside of the 10 foot radius instead take 2d4 points of fire damage if they are within 20 ft, and those who are outside of the 20 ft radius take 1d4 points of fire damage if they are within 30 feet. Any creature striking the caster with a natural weapon or a handheld weapon that does not have the reach property takes 2d6 points of fire damage. The caster sheds bright light in a 10 foot radius and increase the light in a 20 ft radius beyond that by one step, to a maximum of normal illumination.

## PRISON OF EARTH

**School** evocation [earth]; **Level** Elementalist 5, Sorcerer/Wizard 6, Druid 5

**Casting Time** 1 standard action

**Components** S, V

**Range** medium (100 + 10 ft./lvl)

**Target** one creature who is touching the ground

**Duration** 1 round/level

**Saving Throw** Reflex negates; **Spell Resistance** yes

You close your fist, sternly and decisively, and the target of your spell is crushed in between several large plates of stone. If the creature fails its Reflex save, it takes 1d6 points of bludgeoning damage per level (maximum 15d6) and is pinned. (removed extra "the creature") The creature may attempt to make an Escape Artist check against a DC of 5 + the spell's save DC to escape on its turn as a standard action. Alternatively, the creature may break free with a successful Strength check (DC 15 + your caster level) as a standard action. The trapped creature may also be freed by dealing damage to the prison. The prison has a hardness of 8 and 15 hit points per 2 levels. The spell uses your caster level as its effective CMB for the purposes of determining the DC of Concentration checks made to cast spells (DC 10 + grapppler's CMB + spell level). A creature who is pinned in this way may still attack creatures within its reach with a non-two-handed weapon, albeit at a -4 penalty. The prison is still earth, and therefore effects such as earth shape or earth glide affect it normally.

## RAGING RIVER

**School** conjuration [water]; **Level** Elementalist 4, Sorcerer/Wizard 5, Druid 5

**Casting Time** 1 standard action

**Components** S, V, M (a waterskin)

**Range** personal

**Area** 120 ft long by 20 ft wide

**Duration** 1 round/level

**Saving Throw** Fortitude negates; see text; **Spell Resistance** no

You empty the waterskin onto the ground, and a sudden blast of water rushes through the area in front of you. All creatures in the area must make a Fortitude save or be moved 5 feet plus 5 feet per 5 caster levels towards one 20 ft side of the spell's area, chosen at the time of casting. A successful saving throw negates the movement. Regardless of the saving throw's result, all creatures and objects in the

spell's area take 5d6 points of bludgeoning damage. This spell can burst down doors or walls, making a Strength check against the break DC of stationary objects in the area with a bonus equal to your caster level when the spell is cast. If it fails to break down an obstacle in its way, the area stops at that point. Creatures who start their turn in the spell's area or who enter the spell's area must make a new saving throw against the effect or be moved, and take damage each round.

### RIVER OF ACID

**School** evocation [acid, earth]; **Level** Elementalist 5, Sorcerer/Wizard 6, Druid 5

**Casting Time** 1 standard action

**Components** S, V, M (A vial of mineral acid worth 50 gp)

**Range** medium (100 + 10 ft./lvl)

**Area** 10 ft/level line

**Duration** 1 round/level

**Saving Throw** Reflex negates; none; see text; **Spell Resistance** yes

You throw the vial of acid onto the earth, which quickly absorbs it. A hissing sound erupts from the earth as a clear wave of acid cuts through the earth in the spell's area. Creatures in the spell's area when the spell is cast take 1d6 points of acid damage per level (max 15d6) unless they succeed on a Reflex saving throw. If they succeed, they take no damage. Creatures who start their turn in the area take 5d6 points of acid damage unless they are prone in the acid's area, in which case they take 1d6 points of damage per level (max 15d6). Creatures who end their turn adjacent to the spell's area must make a Reflex save against the spell's save DC or fall prone in the river of acid as the acrid mud around the river gives way.

### SCORING SQUIRT

**School** evocation [water]; **Level** Elementalist 1, Sorcerer/Wizard 1, Druid 1

**Casting Time** 1 standard action

**Components** S, V, M (a vial of water)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one high-pressure ray of water

**Saving Throw** Reflex partial; see text **Spell Resistance** yes  
Uncorking the vial of water, you unleash a thin, high pressure spray of water. Make a ranged touch attack against a single target within range. If the attack hits, the ray deals 1d6 points of bludgeoning damage per level (max 5d6).

This spell also extinguishes nonmagical fire affecting the target or in the target's space. The caster may also aim this spell at a single 5 foot square (AC 10) to extinguish nonmagical fire in that square. If targeted against an object, this spell bypasses 1 point of that object's hardness per die of damage.

### SHOCKING ZEPHYR

**School** evocation [air, electricity]; **Level** Elementalist 5, Sorcerer/Wizard 6, Druid 7

**Casting Time** 1 standard action

**Components** S, V, M (a small paper cone and a bunch of iron shavings)

**Range** 60 ft

**Area** 60 ft cone

**Duration** instantaneous

**Saving Throw** Reflex partial; see text **Spell Resistance** yes  
You send the iron shavings scattering into bolts of lightning. Anyone in the area must make a Reflex save or take 1d6 electricity damage per caster level (max 15d6) and be hurled away from the caster 5 feet per 4 caster levels. They move 10 less feet on a failed save for every size category they are above medium. If the target would be hurled 20 feet or more by this spell, they are knocked prone at the end of the movement. A successful save halves the damage and negates the movement. Creatures who are flying in the air take a -4 penalty on saving throws against this spell.

### STATIC CHARGE

**School** evocation [air, electricity]; **Level** Elementalist 3, Sorcerer/Wizard 3, Druid 3

**Casting Time** 1 standard action

**Components** S, V, M (a tuft of wool and frayed rope)

**Range** medium (100 + 10 ft./lvl)

**Target** one creature

**Duration** 1 round/level

**Saving Throw** none; Reflex half; **Spell Resistance** yes  
With a flick of your wrist, the components explode in a burst of electricity. One target creature within range feels a surge of energy around them as they become electrically charged. If that creature moves into a square within 10 feet of another creature, +5 feet per 4 caster levels after 5th (So 15 ft at 9th level, maximum of 20 ft at 13th level), the spell's caster may choose to discharge an arc of lightning between the two creatures. If the target moves within 10 feet of two or more creatures simultaneously, the caster chooses

which additional creature the spell affects. Both the target of this spell and the subsequent target creature take 1d6 points of electricity damage per caster level (Max 10d6) and are moved five feet towards one another if the spaces are available. Both creatures may make a Reflex saving throw against this effect when it is triggered, with a successful saving throw halving the electricity damage and negating the movement for that creature. This spell has no effect in an airless environment (such as underwater).

### STOKE FLAME

**School** transmutation [fire]; **Level** Druid 3, Elementalist 3, Magus 3, Sorcerer/Wizard 3

**Casting Time** 1 standard action

**Components** S, V, M (a handful of dry twigs)

**Range** medium (100 + 10 ft./lvl)

**Area** 20 ft radius

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

The twigs in your hand conflagrate, burning into ash in seconds. The affected area is filled with an intense heat. Any area of flame, fire spell, creature or object on fire who enters the area has the flames dramatically intensified. The fire deals an extra 1d6 + 1d6 points of fire damage per 4 caster levels. If a flaming creature or object enters the area, it immediately takes this extra damage. Saves to extinguish flames in this area take a -4 penalty.

### STONE MAZE

**School** conjuration (creation) [earth]; **Level** Cleric/Oracle 6, Druid 7, Elementalist 5, Magus 6, Sorcerer/Wizard 6, Summoner 5

**Casting Time** 1 standard action

**Components** S, V, F (a stone puzzle box)

**Range** medium (100 + 10 ft./lvl)

**Area** one 5 foot by 5 foot wall per level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You raise up the pegs of the puzzle box, and sheets of stone spring forth from the ground. You may place these five foot walls any way that you like in the spell's area, provided each wall touches the ground or another stone surface. The walls may not be made in the area occupied by a creature or an object. Each sheet has hp as though it were part of a wall of stone of the same caster level. Like wall of stone, the stone may be layered to increase its hit points, but this may

be done on an individual basis for each sheet. The sheets normally appear vertically, but they may appear horizontally, provided there is a sturdy stone surface for them to spring from.

### TEMPEST

**School** evocation [air]; **Level** Elementalist 5, Druid 6, Sorcerer/Wizard 7, Witch 6

**Casting Time** 1 standard action

**Components** S, V

**Range** medium (100 + 10 ft./lvl)

**Area** 40-foot radius burst

**Duration** 1 round/level

**Saving Throw** Reflex negates; see text; **Spell Resistance** yes

The air in the area begins whipping about, throwing creatures violently in various directions. Treat the area as a windstorm strength wind (See the Wind Effects table in Chapter 13 of the Pathfinder Core Rulebook), except that any creature who fails a saving throw against the spell, regardless of size, must make a Strength check or be blown away as though they were a small creature. As the spell is cast and at the start of the caster's turn, each creature in the spell's area must make a Reflex save or be picked up by the powerful winds and moved 1d6 per 5 caster levels (maximum 4d6) x 5 feet. The caster chooses the direction of all movement made as a result of this spell's effects. Airborne creatures may be moved vertically as a result of this spell's movement. If a creature is hurled against a solid surface, it takes damage as if it had fallen the distance it travelled. All creatures in the spell's area move at half speed.

### THIN ICE

**School** evocation [cold]; **Level** Elementalist 2, Druid 2, Witch 2

**Casting Time** 1 standard action

**Components** S, V

**Range** medium (100 + 10 ft./lvl)

**Effect** one 5 ft square of difficult terrain/level

**Duration** 1 minute/level

**Saving Throw** Reflex negates; see text; **Spell Resistance** yes

You make a number of squares into difficult terrain, as icy water swiftly comes into being beneath their feet. Each creature who attempts to move out of such a square must make a Reflex save against the spell or fall prone in the icy

square, ending their movement and taking 1 point of cold damage per caster level (maximum 10). Prone creatures do not take the damage for failing a save, but simply end their movement. A creature who ends their turn prone in a square which is under their effect takes damage as though they had failed the saving throw for the spell.

## THUNDERCLAP

**School** evocation [air] [mind-affecting] [sonic]; **Level** Bard 4, Elementalist 4, Sorcerer/Wizard 4, Druid 4

**Casting Time** 1 standard action

**Components** S, V

**Range** medium (100 + 10 ft./lvl)

**Area** 20 ft radius

**Duration** instantaneous

**Saving Throw** Fortitude partial; see text; **Spell Resistance** no

You make a loud rippling roar that startles and deafens foes in the area. Those caught in the area must make a Fortitude save or take 1d6 points of sonic damage per two caster levels and be shaken and deafened for 1 round. Those who successfully make the saving throw take half damage and are not shaken or deafened. Crystalline objects in the area take damage as well, but cannot be deafened and normally get no saving throw unless they are attended. Crystalline creatures instead take 1d6 points of damage per caster level from this spell.

## TORRENT OF FLAME

**School** evocation [air, fire]; **Level** Elementalist 6, Sorcerer/Wizard 7, Druid 7

**Casting Time** 1 standard action

**Components** S, V, M (a handful of dry twigs)

**Range** medium (100 + 10 ft./lvl)

**Area** 120 ft long and 20 ft wide

**Duration** 1 round

**Saving Throw** Reflex half; see text; **Spell Resistance** yes

You create a blast of flames that roars through the area. Creatures in the area or who enter the area take 1d6 points of fire damage per caster level (max 20d6) and are pushed 5 feet per 5 caster levels in one direction from the hot air if they are of large size or smaller. If they make their Reflex save, they take half damage and are not pushed. All creatures must be pushed in the same direction, chosen at the time of casting, directly towards one of the 20 ft ends of the 120 ft area. Projectiles traveling through the flames

take a -4 penalty on attack rolls unless they are traveling in the direction that creatures are being pushed. If they are traveling in the direction of the flames, the projectiles are carried along with the wind and lit on fire, dealing an extra 2d6 points of fire damage. The area of the spell does not count for the purposes of calculating range penalties if the projectile is traveling in the direction that creatures are being forced to move through the area.

## WALL OF VACUUM

**School** evocation [air]; **Level** Cleric/Oracle 5, Elementalist 5, Sorcerer/Wizard 5, Witch 5

**Casting Time** 1 standard action

**Components** S, V

**Range** medium (100 + 10 ft./lvl)

**Effect** one wall of vacuum up to 10 ft/level long and 5 ft/level high

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell creates an almost airless vertical plane 2 feet thick that has an extremely low pressure. Any creature who is in this area or who passes through the spell's area cannot breathe or speak while they are there and must make a Fortitude save or be fatigued for one minute after they leave the wall. If an attack from an arrow, thrown weapon, bolt or bullet passes through the wall, it gains a +2 circumstance bonus on its attack roll and ignores the next penalty or negation of its attack from an air effect of 4th level or lower or strong winds. Thus, projectiles fired in this way can fly through either a wind wall or a windstorm, but not both.

## WILL O' WISP

**School** evocation [fire]; **Level** Druid 1, Elementalist 1, Sorcerer/Wizard 1, Witch 1

**Casting Time** 1 standard action

**Components** S, V

**Range** medium (100 + 10 ft./lvl)

**Effect** one small ball of fire

**Duration** 1 minute/level

**Saving Throw** none; **Spell Resistance** yes

You create a fine orb of flame about four inches in diameter floating in one square. It provides shadowy illumination in a 15 foot radius. It can be moved up to 30 feet per round if the caster concentrates as a move action. In addition, its dull glow reveals all squares within 5 feet of it obscured by fog, including magical fog effects such as fog cloud or

solid fog. Creatures standing in those revealed squares do not gain the benefit of concealment. The orb's movement rate is dropped to 5 ft per round in an area of solid fog. A will o' the wisp deals 1 point of fire damage to a creature whose space it stops moving in, or 1 point of fire damage to a flammable object in that square if the caster wishes.

## WHIRLPOOL

**School** conjuration [water]; **Level** Druid 6, Elementalist 5, Sorcerer/Wizard 6, Witch 6

**Casting Time** 1 standard action

**Components** S, V, M/DF (a conch shell filled with holy water and sacred herbs worth 100 gp)

**Range** medium (100 + 10 ft./lvl)

**Effect** cylinder 30 foot radius, 30 foot high (see text)

**Duration** 1 round/level

**Saving Throw** Fortitude Partial; **Spell Resistance** yes

Your spell causes the shell in your hands to begin churning, creating a whirlpool on the shell's interior. As long as you hold the conch shell, you can control the whirlpool. When the spell is cast and at the beginning of each of your turns thereafter, each creature in the spell's area must make a Fortitude save or be pulled 10 feet + 5 feet per 5 caster levels towards a single square adjacent to the spell's point of origin, designated at the beginning of each of the caster's turns. A successful saving throw halves the movement. All creatures in the spell's area take 6d6 points of bludgeoning damage regardless of the saving throw's result. All movement away from the spell's point of origin requires a Swim check, with a DC equal to the spell's save DC. On a failure of 4 or less, the movement is halved. On a failure of 5 or more, the movement is wasted. If this spell is cast in a body of water large enough to contain the spell's area, the spell's height and radius expand at a rate of 10 ft per round, to a maximum of triple its normal dimensions (90 ft). The spell ceases expanding if it has nowhere to expand to on any one side. The caster can move the spell's area as a move action each turn, up to 30 feet. One square of the spell's area must always be adjacent to the spell's point of origin.

If a creature is moved into the single square adjacent to the point of origin chosen by the caster, one of two events occurs depending on its position. If the square chosen is outside the spell's area, the creature is harmlessly ejected. If the square is within the spell's area, the creature sucked into the central vortex takes 6d6 points of bludgeoning

damage, and in order to cast a spell must make a Concentration check with a DC equal to whirlpool's save DC plus the level of the spell being cast. Creatures in the central vortex at the beginning of the caster's turn take 12d6 points of bludgeoning damage and are moved 5 feet away from the previously occupied square in a direction of the caster's choice. They need not make a saving throw against the spell this turn. If a creature would be moved into a square occupied by another creature by this spell's effect, that movement is instead negated.

If the conch shell is removed from the caster's grip for any reason while the spell is active, the whirlpool goes out of control, moving in a random direction 30 feet each turn at the start of the caster's turn until the spell's duration runs out. The destination square for those inside the whirlpool remains the same thereafter.



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