

# Elemental Master

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Dungeons and Dragons Adventures  
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Lvl	Attack	Fort	Ref	Will	Spells	Special
1	0	+1	0	+1	Spell Focus Element – Air/Earth +1 Spell Casting Level	Planer Survival & Timeless Body (as druid)
2	+1	+1	+1	+1	+1 Spell Casting Level	Extra Feat – “Endurance” & Wild Shape (Tiny)
3	+1	+2	+1	+2	+1 Spell Casting Level	Plane Shift (1/day) & Wild Shape (Dire)
4	+2	+2	+1	+2	Spell Focus Element – Fire/Water +1 Spell Casting Level	Thousand Faces Elemental Stability
5	+2	+3	+2	+3	+1 Spell Casting Level	Plane Shift (1/day) as spell but self only
6	+3	+3	+2	+3	+1 Spell Casting Level	Wild Shape – Elemental or Para-Elemental (Medium) & Wild Shape (Huge)
7	+3	+4	+2	+4	+1 Spell Casting Level	Wild Shape – Elemental or Para-Elemental (1/day)
8	+4	+4	+3	+4	+1 Spell Casting Level	“Summon” up to (Medium) Air Elemental (1/day)
9	+4	+5	+3	+5	+1 Spell Casting Level	Plane Shift (2/day) Wild Shape – Elemental or Para-Elemental (3/day)
10	+5	+5	+3	+5	+1 Spell Casting Level	Wild Shape – Elemental or Para-Elemental (Huge)
11	+5	+6	+4	+6	+1 Spell Casting Level	“Summon” (Huge) Elemental or Para-Elemental (2/day)
12	+6	+6	+4	+6	+1 Spell Casting Level	Elemental Immunity

## Requirements:

**Concentration:** 10 Ranks

**Knowledge (Elemental Planes):** 6 Ranks

**Spellcraft:** 10 Ranks

Must be loyal to Obah-Hai as deity or any similar god.

The druid also gains extra spells per level as clerics do for their domain spells. Domain spells are any from the elemental spheres

Spell casting is limited to all spheres of Obah-Hai or any similar god.

Plane Shifting is limited to all planes that Obah-Hai controls (Air, Earth, Fire, Water as well as all demi planes: Cold, Wood etc...)

**Elemental Immunity:** At 12<sup>th</sup> the druid may take the immunities of an elemental. They may only select on sphere from the elemental planes. The effect gives the druid the same immunities as the elemental of the element selected. Once this ability is selected the druid may not alter it.

**Elemental Stability:** The Elemental master may enter a desired elemental plane with spell or plane shift ability and survive without feeling any effects of that plane (temperatures, movement, breathing, etc...)

**Non-Elemental Spells:** Non-elemental type spells have a lower DC save rating every time the druid gains elemental spell focus, The spells are –1 at 1<sup>st</sup> level and –2 at 4<sup>th</sup> level Elemental master.

**Summon Elemental:** At 8<sup>th</sup> level Druid gains the ability to “Summon” (As Summon Nature’s Ally Spell) a medium Air Elemental. The boundaries of the elemental act the same as a Summon Nature’s Ally. The number of small Air Elementals is equal to the Prestige Class Level.

At 11<sup>th</sup> level Druid gains the ability to “Summon” (As Summon Nature’s Ally Spell) one huge Elemental or Para-Elemental. The boundaries of the elemental act the same as an Summon Nature’s Ally Spell.

**Wild Shape:** The number of times a day the druid can use this ability is exactly like the standard druid.

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