




# Player Paraphernalia

#71

THE DHASAR  
NEW BASE CLASS







## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0a ©2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. ©2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Anger of Angels. ©2003, Sean K Reynolds.

Book of Fiends. ©2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. ©2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. ©2003, Monte J. Cook.

Path of the Magi. ©2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W.

Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. ©2002, Sean K Reynolds.

Angel, Monadic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Brownie from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised.

©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Hydrodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Froghemoth from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Ice Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene.

Iron Cobra from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Marid from the Tome of Horrors III. ©2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Nabasu Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Necrophidius from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Sandman from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.


Scarecrow from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Wood Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Player Paraphernalia #71 The Dhasar (Base Class) ©2016, The Knotty-Works; Author: John Buckley

d20pfsrd.com. Copyright 2010, John Reyst.







# PLAYER PARAPHERNALIA #71

## BY THE KNOTTY-WORKS



Welcome to issue seventy-one of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue introduces the Dhasar, an arcane spellcaster with fundamental ties to one of the four elemental planes. While sorcerers may find their bloodline tied to one of elemental planes, the dhasar seeks to infuse himself with those same energies, seeking to become a true denizen of the chosen plane.

### The Dhasar

For some, the purity of the elements is seen as true perfection in both form and action. For these focused souls, such perfection can only be obtained through the self-edification of taking on the very elements they cherish. By making pacts and promises with extraplanar powers innate to their desired element, the dhasar takes the first steps into achieving the goal of becoming one with the element itself.

Role Given his raw connection to the elemental planes with his innate spell casting abilities, allows the dhasar to provide a brutal offensive punch when needed. Over time, his abilities to call forth elemental creatures and turn

into an elemental grants the dhasar the ability to overwhelm lesser foes quite easily both in numbers and power. His eventual transformation into a creature of elemental force grants him the ability to travel to locations quite limited to others.

**Alignment:** The dhasar may be of any alignment.

**Hit Die:** d6

**Starting Gold:** 2d6 X 10 gp (average 70 gp) and one outfit worth 10 gp or less.

### Class Skills

*Appraise* (Int), *Bluff* (Cha), *Craft* (Int), *Fly* (Dex), *Intimidate* (Cha), *Knowledge* (arcana) (Int), *Knowledge* (planes) (Int), *Profession* (Wis), *Spellcraft* (Int), and *Use Magic Device* (Cha)

**Skills per Level:** 2 + Int modifier.

### Class Features

**Weapon and Armor Proficiencies:** The dhasar is proficient with simple weapons. He is not proficient with any type of armor or shield. The dhasar suffers the normal chances of arcane

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.



### Dhasar Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells Per Day								
						1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	+0	+0	+0	+2	Cantrips, elemental ties, energy infusion I, eschew materials	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Summon elementals I	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Elemental aspect I	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	Summon elementals II	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Elemental form I	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5	Summon elementals III, Elemental aspect II	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5	Energy infusion II	6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6	Summon elementals IV	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6	Elemental aspect III	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7	Summon elementals V	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7	Elemental form II	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8	Summon elementals VI, Elemental aspect IV	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8	Energy infusion III	6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9	Summon elementals VII	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9	Elemental aspect V	6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10	Summon elementals VIII	6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10	Elemental form III	6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11	Summon elementals IX, Elemental aspect VI	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11	Energy infusion IV	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	True elementalism	6	6	6	6	6	6	6	6	6

spell failure while wearing armor and casting any spell with somatic gestures.

**Spells:** The dhasar may cast arcane spells from the [Sorcerer/Wizard Spell List](#). He may cast any spell he knows without preparing it first, though his list of known spells is rather limited (see the Dhasar Spells Known table below). The spells cast by the dhasar are driven by his Charisma and in order to cast spells of any level he must have a Charisma score of 10 + the desired spell level in order to cast the spell. Any saving throws associated with the dhasar's spells have a Difficulty Class equal to 10 + the spell level + the dhasar's Charisma modifier.

The dhasar is limited to the number of spells he may cast per day based on his class level. The number of spells he may cast per level is listed on the Dhasar Progression Table. In addition, the dhasar gain additional spells per day based on his Charisma modifier (see Table 1-3: [Ability Modifiers and Bonus Spells](#) in the Pathfinder Core Rule Book™). However, the dhasar does not gain any bonus spells known based on his Charisma. The dhasar has no limitation as to how he wishes to expend these daily spell slots with his list of known spells.

While the dhasar's spell selection is limited, once he reaches 4<sup>th</sup> level he may choose to replace an existing spell with another one of



### Dhasar Spells Known

Level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	4	2	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	3	—	—	—	—	—	—	—	—
4	6	3	1	—	—	—	—	—	—	—
5	6	4	2	—	—	—	—	—	—	—
6	7	4	2	1	—	—	—	—	—	—
7	7	5	3	2	—	—	—	—	—	—
8	8	5	3	2	1	—	—	—	—	—
9	8	5	4	3	2	—	—	—	—	—
10	9	5	4	3	2	1	—	—	—	—
11	9	5	5	4	3	2	—	—	—	—
12	9	5	5	4	3	2	1	—	—	—
13	9	5	5	4	4	3	2	—	—	—
14	9	5	5	4	4	3	2	1	—	—
15	9	5	5	4	4	4	3	2	—	—
16	9	5	5	4	4	4	3	2	1	—
17	9	5	5	4	4	4	3	3	2	—
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

the same level. He may only exchange one spell upon attaining a new class level, but may perform this alteration to his list of spells known every even level thereafter.

The dhasar begins with four cantrips (0 level spells) and two 1<sup>st</sup> level spells. Additional spells known are listed in the Dhasar Spells Known table.

**Cantrips:** The dhasar knows a limited number of 0 level spells, but he may cast them as desired. They do not expend a spell slot when cast.

### Elemental Ties Table

Element	Class Bonus	Class Skill	Language
Air	Will Saves	Perception	Auran
Earth	Fortitude Saves	Climb	Terran
Fire	Reflex Saves	Acrobatics	Ignan
Water	CMD	Swim	Auan

## Simple Elemental Templates

The following templates may be used to enhance summoned creatures normally updated with other simple templates (such as Celestial or Fiendish) based on one of the four base elements.

### Common

The creature's CR increases by +1 if the base creature has 5 or more HD.

**Senses:** Summoned elemental creatures gain **darkvision** 60 feet.

**Defenses:** All summoned elemental creatures have **spell resistance** equal to its CR +5.

Summoned elemental creatures are immune to bleed, poison, and sleep effects.

Summoned elemental creatures with 5 or more hit dice are also immune to critical hits and **flanking**. Those with less than 5 hit dice are still subject to critical hits and **flanking**.

Elemental creatures do not need to breathe.

### Simple Template: Air

**Defensive Abilities:** The creature gains **Electricity Resistance** based on its hit dice. Creatures with less than 5 hit dice have **Electricity Resistance** 5, creatures with 5 to 10 hit dice have **Electricity Resistance** 10, and creatures with more than 10 hit dice have **Electricity Resistance** 15.

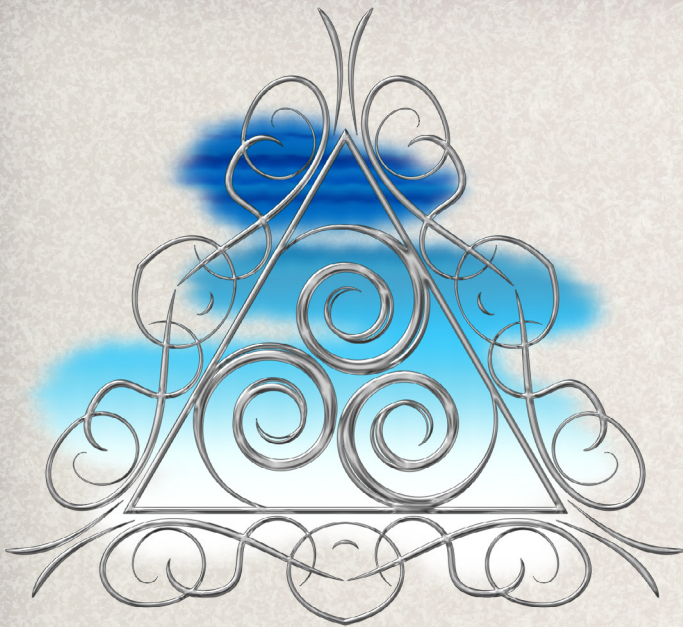
**Movement:** All air based creatures gain a fly speed equal to their base land speed with average ability. If the creature already had the ability to fly, it gains +10 feet to its fly speed and its maneuverability increases by one step (maximum of perfect).

**Special Attacks:** An air based creatures gains a +1 bonus on attack and damage rolls when attacking other air borne creatures.

### Simple Template: Earth

**Defensive Abilities:** The creature gains **Acid Resistance** based on its hit dice. Creatures with less than 5 hit dice have **Acid Resistance** 5, creatures with 5 to 10 hit dice have **Acid Resistance** 10, and creatures with more than 10 hit dice have **Acid Resistance** 15.





**Elemental Ties:** At 1<sup>st</sup> level, the Dhasar must choose which elemental plane to which he may become attuned. He must choose from Air, Earth, Fire, or Water, and each plane grants initial benefits and additional class features will be limited to the choice made.

Once this choice is made, it cannot be changed later. In essence, the dhasar has become bound to a greater entity from the plane he has chosen. This entity grants the dhasar the ability to channel the energies of the plane for casting spells as well as other abilities as the dhasar gains experience and power.

The dhasar gains a +1 bonus to either a saving throw or to his CMD based on the element chosen. This bonus increases by +1 at 4<sup>th</sup> level and every four levels thereafter (+6 at 20<sup>th</sup> level). The dhasar also gains one additional class skill based on the element chosen and a bonus language. The class bonus, class skill, and bonus language granted by the element can be found on the Elemental Ties table.

**Energy Infusion (Sp):**

At 1<sup>st</sup> level, the dhasar

Element/Energy Types	
Element	Energy
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold

**Movement:** Creatures less than 10 hit dice gain a burrow speed of 20 ft and their base speed is reduced by 10 ft. Creatures with 10 hit dice or more also gain the ability to **Earth Glide**, able to move through any type of natural earthen material (dirt, stone, or sand) as if swimming in water. The creature is susceptible to spells that affect earth such as **Move Earth** in the same fashion as earth elementals.

**Special Attacks:** An earth based creature gains a +1 bonus on attacks and damage when both it and its opponent are touching the ground.

### Simple Template: Fire

**Defensive Abilities:** The creature gains **Fire Resistance** based on its hit dice. Creatures with less than 5 hit dice have **Fire Resistance 5**, creatures with 5 to 10 hit dice have **Fire Resistance 10**, and creatures with more than 10 hit dice have **Fire Resistance 15**.

**Movement:** All fire based creatures gain +10 feet to its base speed.

**Special Attacks:** A fire creature causes additional fire based damage with its natural attacks. Creatures with less than 5 hit dice cause an additional 1d2 points of fire damage with each natural attack. Creatures with 5 to 10 hit dice cause 1d4 points of fire damage with each natural attack. Creatures with more than 10 hit dice cause 1d6 points of fire damage with each natural attack.

### Simple Template: Water

**Defensive Abilities:** The creature gains **Cold Resistance** based on its hit dice. Creatures with less than 5 hit dice have **Cold Resistance 5**, creatures with 5 to 10 hit dice have **Cold Resistance 10**, and creatures with more than 10 hit dice have **Cold Resistance 15**.

**Movement:** All water based creatures gain a swim speed equal to twice it's normal base speed while suffering a -10 ft penalty to its normal land based speed. If the creature has a natural swim speed, it gains +30 ft to its base swim speed.

**Special Attacks:** A water based creature gains a +1 bonus on attacks and damage when both it and its opponent are touching the water.



gains the ability to infuse energy related to his chosen plane into his weapon as a **swift action**. A successful attack against the target causes an additional 1d6 points of damage +½ the dhasar's class level to the target. The infusion does not dissipate until after the dhasar successfully strikes a target or a number of rounds equal to dhasar's class level, whichever comes first.

At 7<sup>th</sup> level, the dhasar gains the ability to channel this energy as a melee **touch attack** as a standard. When used in this fashion, the damage caused from a successful attack equal 1d6 + ½ the dhasar's class level.

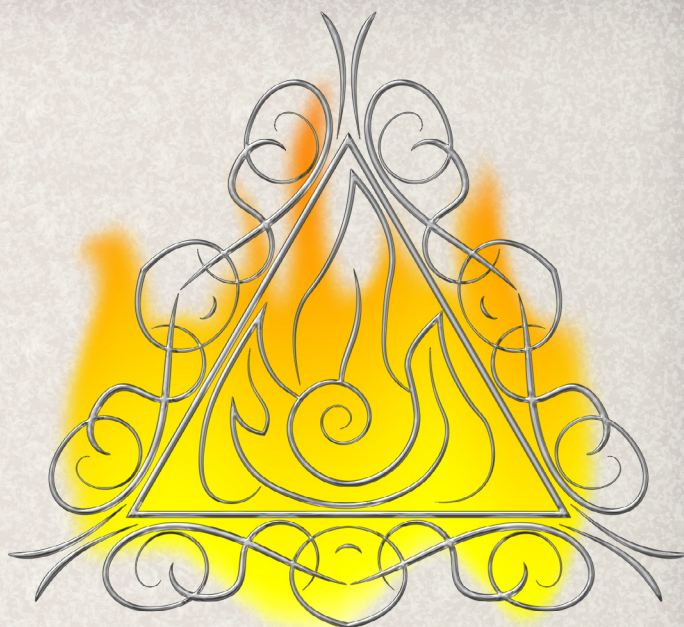
At 13<sup>th</sup> level, the dhasar may channel this energy as a ranged **touch attack** up to 60 feet away as a **standard action**. The ray causes damage equal to 3d6 + ½ the dhasar's class level.

At 19<sup>th</sup> level, the dhasar learns to release this energy as a burst centered about him. Everyone within 10 feet must make a **Reflex** save (DC 10 + ½ the dhasar's class level + his Charisma modifier) or suffer 6d6 points of damage. Those that succeed with their saving throw still suffer half damage. The dhasar is immune to the blast created by this ability.

The dhasar may initiate his energy infusion 3 + his Charisma modifier times per day.

**Eschew Materials (Ex):** The dhasar gains **Eschew Materials** as a bonus feat at 1<sup>st</sup> level.

**Summon Elementals (Sp):** Beginning at 2<sup>nd</sup> level, the dhasar gains the ability to summon elemental creatures from his chosen plane. This **spell-like ability** functions as the **Summon**



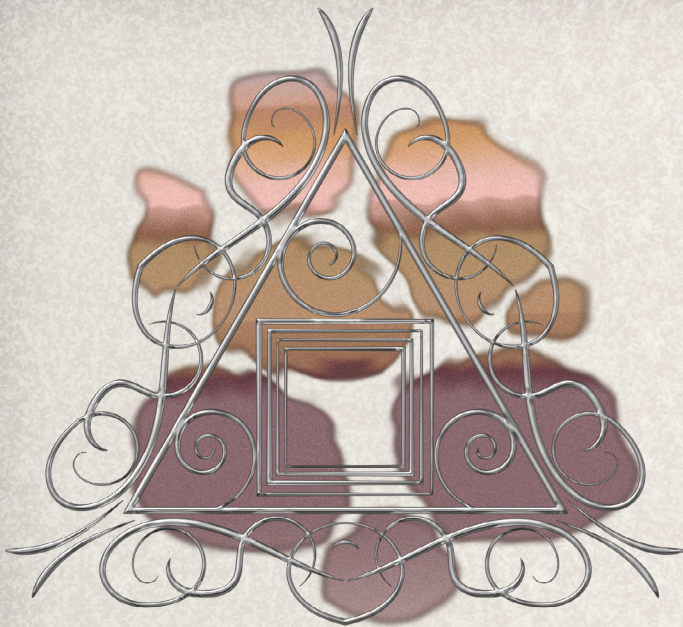
**Monster I** spell, requiring a full-round action to complete the summons. Creatures summoned are composed of the element of the dhasar's chosen plane and he may only summon creatures that may have an elemental template applied to them (see below) or an actual elemental. The dhasar may not summon creatures from any other plane than his chosen elemental plane.

The creature(s) summoned may persist for a total number of minutes equal to the dhasar's class level. He may use this ability a total number of times per day equal to 3 + his Charisma modifier. If the dhasar attempts to summon more creatures while he has one or more creatures actively working for him,

**Elemental Aspect Table**

Level	Energy Resistance	Elemental Bonus Spell			
		Air	Earth	Fire	Water
3 <sup>rd</sup>	5	Feather Fall	Stone Fist	Burning Hands	Touch of the Sea
6 <sup>th</sup>	10	Fly	Resinous Skin	Fireball	Water Breathing
9 <sup>th</sup>	15	Solid Fog	Earth Glide	Wall of Fire	Ride the Waves
12 <sup>th</sup>	20	Sirocco	Move Earth	Contagious Flame	Fluid Form
15 <sup>th</sup>	25	Scouring Winds	Statue	Firebrand	Vortex
18 <sup>th</sup>	Immunity	Winds of Vengeance	World Wave	Fiery Body	Tsuanmi





previous summoned creatures immediately return to their plane when the dhasar begins to summon more creatures.

At 4<sup>th</sup> level and every even level thereafter, this **spell-like ability** improves and grants the effects of the next level of the **Summon Monster** spell, including the list of available creatures within the limitations of this class feature. Note that there is no eligible creature for the **Summon Monster IX** list, when the dhasar achieves this level he summons two elder elemental instead or other creatures as defined by the **Summon Monster** spell.

**Elemental Aspect (Ex):** Beginning at 3<sup>rd</sup> level, the dhasar begins taking on aspects of his chosen element. The dhasar gains **energy resistance** of 5 and a bonus known spell based on his chosen element to which he is tied.

The dhasar gains an additional bonus spell and his **energy resistance** increases by 5 points at 6<sup>th</sup> level and every three levels thereafter as listed on the Elemental Aspect table. At 18<sup>th</sup> level, the dhasar becomes immune to the energy type associated to the element to which he is tied.

**Elemental Form (Su):** At 5<sup>th</sup> level, the dhasar learns how to transform himself into an

elemental of the plane to which he is tied as a **standard action**. If the dhasar is small, he may transform himself into a small elemental as the **Elemental Body I** spell while a medium or larger sized dhasar may transform himself into a medium sized elemental as the **Elemental Body II** spell.

The dhasar may transform himself into an elemental for a total number of minutes per day equal to his class level, though they do not need to be consecutive, but must be broken into 1 minute increments. The dhasar may resume his normal form as an **immediate action**, but if less than a minute has elapsed he still wastes a whole minute from the total amount of time he may transform per day.

At 11<sup>th</sup> level, the dhasar may transform into a medium sized elemental if small or a large sized elemental if medium or larger in size. The increased size does not consume any additional time for the total duration the dhasar may transform per day.

At 17<sup>th</sup> level, the dhasar may transform into a larger elemental if small or a huge elemental if medium or larger in size. As with the last size increase, this increased size does not consume any additional time for the total duration the dhasar may transform per day.

Weapons, clothing or armor, and gear are transformed as well and are not available for use while the dhasar takes his elemental form.


**True Elementalism (Su):** At 20<sup>th</sup> level, the Dhasar gains the elemental subtype as well as the type based on the chosen element (air, earth, fire, or water). The dhasar gains the following abilities based on the elemental plane chosen.

**All:** The dhasar is immune to critical hits and **flanking**. He does not gain **immunity** to bleed, paralysis, poison, sleep, or stunning effects. The dhasar must still breathe, eat, and sleep.

**Air:** The dhasar gains **Fly** as a **spell-like ability** at will. He has perfect maneuverability while flying.

**Earth:** The dhasar gains the ability to burrow with a burrowing speed equal to his base

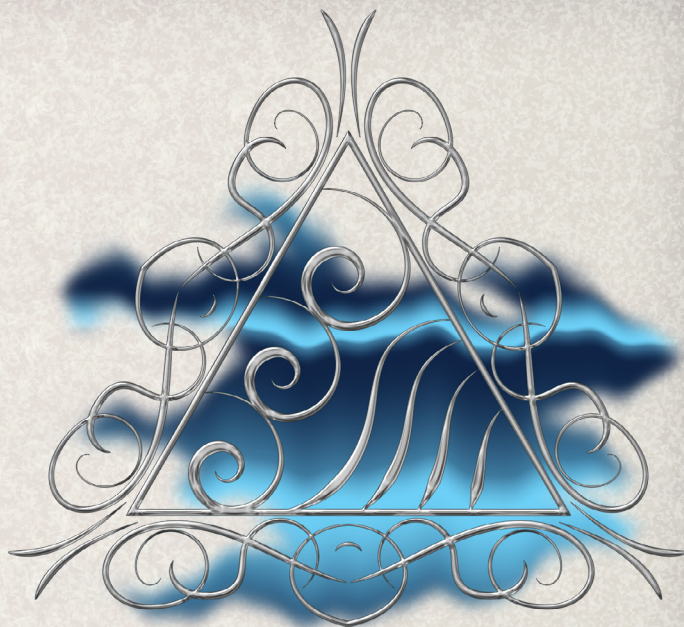




speed -10 feet. He may burrow through solid rock, but does not gain tremorsense.

**Fire:** The dhasar gains +10 to his base movement rate and he gains the Burn special ability that causes 1d4 points of damage. Those touched by the dhasar may make a **Reflex** save to avoid catching on fire with a DC equal to 10 + ½ the dhasar's class level + his Charisma modifier).

**Water:** The dhasar gains the ability to swim with a swim speed equal to his base speed. The dhasar does not gain the ability to breathe water. The dhasar's touch puts out large or smaller non-magical flames. He may attempt to extinguish magical flames as if casting *Dispel Magic*, using his caster levels to determine the effectiveness of the *Dispel Magic* attempt.



## New Feats

The following feats are available to the dhasar.

### Elemental Sacrifice

You have learned to funnel your arcane energies to feed the need to take on the properties of your chosen element.

**Prerequisites:** Elemental Form class feature, 9<sup>th</sup> level caster.

**Benefit:** You may sacrifice one of your daily spell slots to take on your elemental form for a number of minutes equal to the spell sacrificed. If you revert back to your original form before the duration granted by the spell level, any remaining time is lost.

### Extra Energy Infusions

You have learned the secret to harnessing the innate energies of your chosen element.

**Prerequisites:** Energy Infusion class feature.

**Benefit:** You gain 2 additional uses of energy infusion per day.

**Special:** You may take this feat multiple times, gaining 2 additional uses per day each time it is taken.

### Extra Summon Elementals

You can call forth your elemental compatriots to perform your bidding.

**Prerequisites:** Summon Elementals class feature.

**Benefit:** You gain 2 additional uses of the summon elementals class feature per day.

**Special:** You may take this feat multiple times, gaining 2 additional uses per day each time it is taken.

### Quick Elemental Form

You learn to quickly take on the form of your desired element at the expense of the type chosen.

**Prerequisites:** Elemental Form class feature, caster level 11<sup>th</sup> level.

**Benefit:** You may take on your elemental form as a **move action**, though your effective class level is treated as six levels less when determining the size you may choose. If you are at least 15<sup>th</sup> level, you may transform into an elemental as a **swift action**, though you are treated as 12 levels less when determining the size you may choose.



# OTHER KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. [Advancing with Class](#) supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

