

# Canalis

Some wizards call the Canali sorcerers, but they don't know what it is like to reach out and grab the link of flame that makes a torch burn or the invisible thread that makes the air blow. A Canalis uses the power of the inner planes by linking to them the same way a rock is linked to the Plane of Earth or how every undead creature is linked to the Plane of Negative Energy.

**Adventurers:** Canali adventure, for the same reason Sorcerers do, to improve their abilities. Many seek fame and fortune, some just to understand themselves. Most people consider them Sorcerers, Wizards or sometimes healers.

**Characteristics:** Like Druids use the power of nature, the Canali uses a power more basic than nature, the Elements. Canali have learned to use the elemental links present in all elements. Flames are linked to the Plane of Fire, stones and dirt to Earth, the winds to Air, drops of rain to Water, living creatures to Positive Energy, and undead to Negative Energy. Canali can grab these links, just before they break. They can take the power of the flame right as the candle is blown out, just before the link can retract back to the Plane of Fire. Through these links, a Canalis gains special abilities such as spell casting similar to a Sorcerer or Cleric, faster healing rates, and resistance to fire.

**Alignment:** The elements have no tendency towards good or evil, and neither do the Canali. Most Canali tend to be neutral, but there are some that see their abilities as methods of reaching good or evil goals.

**Religion:** Canali worship just about any god. Some of them even feel that they have transcended the need to worship a deity when the elemental planes are contemplated. The most common deity worshiped by Canali is Obad-Hai, God of Nature.

**Background:** All Canali must be trained in the art of taking the link. Canali are usually apprenticed at young ages. A master Canalis passes on his knowledge of the link to his selected pupil. Once the pupil grasps his first link, training the grasp is no longer required. The pupil still trains for a short time, experimenting with minor spell casting abilities. Then he usually runs off adventuring. This doesn't mean the pupil never sees his master again. In fact, the bond between master and pupil has been called "...stronger than the Elemental Links themselves."

**Races:** Canali have no racial limits. Although, most Canali are human and humans normally teach other humans.

**Other Classes:** Canali enjoy the company of most classes. Some, who think they are above religion, shun Clerics and Paladins (who then try extra hard to convert them).

## GAME RULE INFORMATION

Canali have the following game statistics.

**Abilities:** Using a link to another plane is very straining, so a high Constitution is a big plus for the Canali. To cast a spell, the Canalis must have a Constitution score of 10 + the spells level. The Difficulty Class of a saving throw against a Canalis' spell is 10 + the spell's level + the Canalis' Constitution modifier. A high Dexterity is very helpful for the Canali, who wears little armor.

**Alignment:** Any.

**Hit Die:** d4

### Class Skills

The Canali class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (The Planes) (Int), Intuit Direction (Wis), Profession (Wis), Spellcraft (Int), Swim (Str) and Use Magic Device (Cha).

See Chapter 4: Skills (Player's Handbook) for skill descriptions.

Skill Points at 1<sup>st</sup> Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

### Class Features

All of the following are class features of the Canali.

**Weapon and Armor Proficiency:** Canali are proficient with all simple weapons. Canali are proficient with light armor and shields.

**Spells:** Canali cast spells that are not considered arcane or divine. They are Elemental. Verbal and Somatic components remain the same, but Material components are always a small quantity of the related element called an Elemental Focus (which is not consumed). Experience costs are the same unless the spell has an expensive Material component, then character must pay the gold piece cost in experience points. Positive Energy related spells (I.E. healing) use either the caster or the receiver of the healing as the Material component. Negative Energy related spells require part of a once undead creature. Each level that a Canalis has in a link counts as his casting level for that element. For example: Sarif is a 6<sup>th</sup> level Canalis. He has 1 link to the Positive Energy Plane, 2 links to the plane of Air, and 3 links to the plane of Fire. He is considered a 1<sup>st</sup> level spell caster for casting positive energy spells, a 2<sup>nd</sup> level caster for air related spells, and 3<sup>rd</sup> level for Fire. At each link level, a Canalis gains one or more new spells of the related element. See Table 2: Spells per Day.

**Elemental Links:** Elemental Links give special abilities to a Canalis. He uses links to the inner planes for spell casting and spell like effects. For every level that

the Canalis gains, he gains a link level. Each link gained can either be used on a new plane or on a known plane. Some Canali spread out their abilities among all the elemental planes, but most Canali stay focused on 2 or 3 planes. If the Canalis spends an additional link on an already known Elemental Link, it increases the special abilities and spell casting abilities gained.

*Earth:* Each level of links to Earth gives the Canalis a casting level. This casting level applies only to earth related spells. (See Table 2: Spells per Day) Links to Earth harden the characters skin and makes him more difficult to injure. Each level of the Link that the character has gives him a +1 to his AC as natural armor. This bonus works the same as armor, but there are no penalties to Dexterity related actions (I.E. Climbing, Spell Casting, Etc.). The AC bonus is not applicable against touch attacks (like armor). Each level of the link also gives the Canalis a +1 to save versus Earth related spells or spell like abilities such as the spell Flesh to Stone or the Petrifying Gaze of a balisk.

*Air:* Each level of links to Air gives the Canalis a casting level. This casting level applies only to air related spells. (See Table 2: Spells per Day) Links to Air allow the character to hold his breath much longer than normal. Each level of the link multiplies the amount of time that the Canalis can hold his breath by 5. For example: A Canalis with a Constitution score of 12 could normally hold his breath for 24 rounds (twice his Constitution in rounds). But with 1 link level in Air, he can hold his breath for 120 rounds (12 minutes). With 2 link levels in Air, he can hold it for 240 rounds (24 minutes). This can be very useful for underwater swimming or poison gas filled rooms. The Canalis also gains an ability similar to Feather Fall. For every level of the link, the character can ignore 1 point of falling damage. Each level of the link also gives the Canalis a +1 to save versus Air related spells or spell like abilities such as the spell Gust of Wind or the Whirlwind ability of a djinni.

*Fire:* Each level of links to Fire gives the Canalis a casting level. This casting level applies only to fire related spells. (See Table 2: Spells per Day) Links to Fire give the character resistance to damage caused by flames or heat. Each level of the link that the character has gives him 1 point of resistance to fire damage per round. A character with 6 links to Fire can put out a torch with his bare hand. Each level of the link also gives the Canalis a +1 to save versus Fire related spells or spell like abilities such as the spell Fireball or the fiery breath of a red dragon.

*Water:* Each level of links to Water gives the Canalis a casting level. This casting level applies only to water related spells. (See Table 2: Spells per Day) Links to Water give the Canalis limited water-breathing ability. Each level of the link gives the character 1 hour of water breathing. The character can even go 1 day per link level

without water, as the link refreshes him. Swimming is easier for the character as he can sense the currents of the water. Add the link level to all Swim checks. Each link level also gives the character cold resistance of 1 point per round. For every link level the character adds one point to his swim skill. Each level of the link also gives the Canalis a +1 to save versus Water related spells or spell like abilities.

*Positive Energy:* Each level of links to the Positive Energy Plane gives the Canalis a casting level. This casting level applies only to healing related spells. (See Table 2: Spells per Day) Links to Positive Energy greatly increase the Canalis' healing rate. Each level of the link doubles the character's normal healing rate. As with all doubled doublings, the result is a triple. Thus with 2 links, he heals 3 times faster than normal, 4 links = 5 times faster, etc. A Canalis with links to the Positive Energy Plane can also turn/destroy undead. Every link level gives the character a level of turning ability of a Cleric. (Note: Use the character's Constitution, not Charisma.) This effect does not stack with other turning levels, but are counted separately.

*Negative Energy:* Each level of links to the Negative Energy Plane gives the Canalis a casting level. This casting level applies only to Negative Energy related spells. (See Table 2: Spells per Day) Links to Negative Energy give resistance to negative energy attacks. Each level of the link gives the character 1 point of resistance to negative energy attacks each round. A Canalis with links to the Negative Energy Plane can also rebuke/command undead. Every link level gives the character a level of rebuking ability of a Cleric. (Note: Use the character's Constitution, not Charisma.) This effect does not stack with other rebuking levels, but are counted separately. Each level of the link also gives the Canalis a +1 to save versus Negative Energy related spells or spell like abilities such as the spell Vampiric Touch or the Energy Draining touch of a spectre. Unfortunately linking to the Negative Energy Plane makes the character become detectable as Undead. This can be a bit of a burden on a Canalis that adventures with a Cleric or Paladin.



## New Feats

### Item Creation Feats

Link Item

### Prerequisite

Related Elemental Link

### Special Feats

Extra Link

Focus Exempt

### Prerequisite

Any Elemental Link

Related Elemental Link

Knowledge (Planes) 4

### Link Item [Item Creation]

The Canalis can link items to the elemental planes.

**Prerequisite:** Related Elemental Link

**Benefit:** Items linked to the elemental planes gain abilities from the linked plane.

*Earth:* Hardness increases by the applied link level in Earth.

*Air:* The weight of the item is divided by the applied link level in Air. (Two levels = ½ weight)

*Fire:* Item does fire damage equal to the applied link level in Fire to all that touch it.

*Water:* Item does cold damage equal to applied link level in Water to all that touch it.

*Positive Energy:* Item regenerates received damage at the rate of the applied link level per day.

*Negative Energy:* Useful only on corporeal undead. The undead will heal the applied link level each day.

To link an item the Canalis must spend 1 day with the item and 50 experience points per link level applied to

the item. The character cannot give an item more levels in a link than he has in that link.

**Special:** Each time this feat is gained, the character may link another plane to an already linked item. Example: After learning this feat a second time, a Canalis can link an item to the plane of Earth and Air.

### Extra Link [Special]

The Canalis gains an additional Elemental Link Level.

**Prerequisite:** Any Elemental Link

**Benefit:** The character can pick any Elemental Link as an additional Link Level. Characters cannot have more levels in an Elemental Link than their Canalis level.

**Special:** This feat can be picked multiple times to gain additional link levels.

### Focus Exempt [Special]

The Canalis no longer requires an Elemental Focus for the related Elemental Link.

**Prerequisite:** Any Elemental Link, Knowledge (Planes) 4

**Benefit:** The character does not need to supply the related elemental or energy plane focus. He knows the plane well enough not to need an existing path there.

**Special:** This feat can be picked multiple times to avoid the need for other elemental focuses.

## New Canalis Spells

### Create Air

Air

**Level:** Cnl 0

**Components:** V, S

**Casting Time:** 1 action

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

**Effect:** Up to 10 cubic feet of air/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell generates clean, breathable air. The air can be created in an area as small as will actually contain it, or in multiple areas that can contain it.

Note: This creation spells, such as this, can't create substances within a creature. Air created with this spell can keep one medium sized creature alive for 1 hour per 10 cubic feet. To be usable the air must be confined in some way. If cast under water, the air will create a bubble that will quickly rise to the surface.

### Create Earth

Earth

**Level:** Cnl 0

**Components:** V, S

**Casting Time:** 1 action

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

**Effect:** Up to 2 cubic feet of dirt/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell generates good clean dirt, ready for planting or filling a grave. The dirt can be created in an area as small as will actually contain it, or in multiple areas that can contain it.

Note: This creation spells, such as this, can't create substances within a creature. Dirt created with this spell is loose and weighs about 30 pounds per cubic foot.

### Create Fire

Fire

**Level:** Cnl 0

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Effect:** Small Candle Flame

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell generates small burst of flame that can ignite flammable objects such as paper or oil. This causes 1pt of fire damage to object or creature touched.

### Ray of Earth

Earth

**Level:** Cnl 0

**Components:** V, S

**Casting Time:** 1 action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A ray of blasting sand projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of damage.

### Ray of Air

Air

**Level:** Cnl 0

**Components:** V, S

**Casting Time:** 1 action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A ray of compressed air projects from your pointing finger. You must succeed at a ranged touch attack with the ray to blow out candles.

### Ray of Fire

Fire

**Level:** Cnl 0

**Components:** V, S

**Casting Time:** 1 action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A ray of flame projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of damage.

## Detect Stone

Earth

**Level:** Cnl 0

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** 60 ft.

**Area:** Quarter circle emanating from you to the extreme of the range.

**Duration:** Concentration, up to 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You detect rocks and stone in your area.

1<sup>st</sup> Round: Presence or absence of stone

2<sup>nd</sup> Round: Amount of Stone...

*Material Component:* element