

EARTH, FIRE, WIND, WATER

PLAYER OPTIONS FOR HARNESSING ELEMENTAL POWERS

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PREFACE

“By your powers combined...” – an old elemental hero

Although we now know their perspective was grievously simple, the ancient peoples had it right when they thought that all matter was comprised of certain foundational building blocks. The classical Western elements—air, earth, fire, and water—influenced a lot of medieval mysticism and cosmology. Sprites, gnomes, salamanders and undines are staple fantasy creatures, and their constituent elements are in many fantasy worlds as a source of magical power. Additionally, Elemental Planes form at least part of the cosmology of most D&D settings—so it makes sense that we should design class options to use them.

In the following pages you’ll find additional options for player characters who want to make use of elemental powers. I’ve included a new race option, a new class, and class options for each of the Player’s Handbook classes. Unless you have the privilege of running the game yourself, always check with your Dungeon Master before bringing homebrewed material to the table.

May the material that follows serve you well in your own campaigns. Happy gaming!

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NEW RACE OPTION: THE VORM

The smallest of the dragonspawn, vorms are birthed from the elemental spark inside an individual dragon. This parthenogenesis gives them a closer connection to their elemental heritage than other dragonspawn—they consider the elements themselves their parents. Vorms generally create cave dwellings deep within the earth for protection and include traps and tunnels to protect their hoards, which favor pure substances or elementally enchanted artifacts over coins or other crafted goods. Despite their size, they are a people proud of their connection to the “shining ones,” as they call them, and are often the most dedicated of their servants.

VORM RACIAL TRAITS

As a vorm, you have the following racial traits:

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Size.** Vorms are small and lizard-like, standing about 3 feet high and weighing roughly 40 lbs. Your size is Small.
- **Speed.** Your base walking speed is 25 feet.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't distinguish color in the darkness, only shades of gray.
- **Shining Heritage.** Choose one of the following damage types: acid, cold, fire, poison, or lightning. You gain resistance to that damage type.
- **Clever Crafter.** You gain proficiency with your choice of jeweler's tools, leatherworker's tools, mason's tools, tinker's tools, or thieves' tools.
- **Languages.** You can speak Common and Draconic.
- **Subrace.** A few vorm subraces exist depending on where they live. Choose one of the following options below:



DEEP VORM

- **Ability Score Increase.** Your Constitution and Intelligence scores increase by 1.
- **Stonecunning.** You gain proficiency on any History check made to identify stonework and can add double your proficiency bonus to the check.

- **Trap Sense.** You have advantage on Dexterity saving throws to avoid traps and other environmental hazards.
- **Deep Vorm Weapon Training.** You have proficiency with spears, war picks, and tridents.



MOUNTAIN VORM

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Altitude Acclimation.** You are naturally adjusted to high altitudes and cold climates.
- **Mountain Climbing.** You may add your proficiency bonus on Athletics checks made while moving in the mountains or double your proficiency bonus if you are already proficient in the skill.
- **Sling Training.** You double the range increments when using a sling to make weapon attacks.

FOREST VORM

- **Ability Score Increase.** Your Dexterity and Wisdom scores increase by 1.
- **Natural Camouflage.** You can attempt to hide even if you are only lightly obscured by foliage, heavy rain, snow, mist, or other natural phenomena.
- **Forest Soul.** You gain the *druidcraft* cantrip.
- **Forest Vorm Weapon Training.** You have proficiency with blowguns, scimitars, and nets.

NEW CLASS OPTION: THE CHANNELER



A sturdy genasi, eyes flashing like a storm, hurls a bolt of lightning at a monstrous merrow. The bolt splits to its merfolk allies, sending two of the creatures bobbing to the surface.

A thin half-giant summons a whirlpool of water, drenching the nearby salamanders approaching his allies. Striking with his trident, he pushes two of the creatures into a line for the sorcerer to take aim.

A mud-daubed worm calls an earthen shield to reduce the momentum of a wyvern's sting. As a counter, she lashes out with stored power, crushing the wyvern's wing and sapping its agility.

Channelers are elemental warriors, possessing a strong mix of mobility, martial strength, and elemental magic. Arranging themselves in orders that call on different elemental phenomena, they have learned the secrets of manipulating elemental forces within the individual, transforming their own bodies into elemental avatars. Using their willpower to force change upon the world, each channeler gets even closer to the elements through the process of wielding them.

As a channeler, you occupy a versatile role. Your Elemental Bolt is the basis for much of your combat strength, but you can learn additional powers that improve it or provide other options. Extra Attack lets you go for a more weapon-based style of combat, and your Channeler Order provides methods to wield the elements in your defense and strike additional foes. As you gain strength, Elemental Sensor, Supernal Disjunction, Elemental Clone, and Primal Disjunction let you manipulate magic and life themselves, adding to your utility. Finally, even expending your willpower opens new options: spent points provide additional powers, pushing you closer to embodying true elemental might.

“When we hit the lowest point, we unlock the greatest strength.” – Gnaa the Godsborn

QUICK BUILD

You can make a channeler quickly by following these suggestions. Intelligence should be your highest score, followed by Strength or Dexterity. Second, choose the acolyte background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per channeler level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons, martial melee weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Acrobatics, Arcana, Athletics, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Persuasion, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial melee weapon or (b) two simple melee weapons
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a dungeoneer's pack or (b) an explorer's pack

Level	Proficiency Bonus	Class Features	Channeler Willpower	Channeler Powers Known
1 st	+2	Channeler Order, Elemental Bolt	---	---
2 nd	+2	Channeler Willpower	2	1
3 rd	+2	Order feature	3	2
4 th	+2	Ability Score Improvement	4	2
5 th	+3	Extra Attack, Elemental Bolt (2d6)	5	2
6 th	+3	Order feature	6	2
7 th	+3	Elemental Sensor	7	3
8 th	+3	Ability Score Improvement	8	3
9 th	+4	Supernal Disjunction	9	3
10 th	+4	Order feature	10	3
11 th	+4	Elemental Bolt (3d6)	11	4
12 th	+4	Ability Score Improvement	12	4
13 th	+5	Elemental Clone	13	4
14 th	+5	Order feature	14	4
15 th	+5	Elemental Body	15	5
16 th	+5	Ability Score Improvement	16	5
17 th	+6	Elemental Bolt (4d6)	17	5
18 th	+6	Primal Disjunction	18	5
19 th	+6	Ability Score Improvement	19	6
20 th	+6	Unbound Form	20	6

CHANNELER ORDER

When you take your first level in this class, you choose one of the elemental paths that channelers adopt to focus their elemental powers. You choose the Biting Gale, Desert Sun, Earthen Dragon, or Rolling Tide order, all detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 6th, 10th, and 14th level.

ELEMENTAL BOLT

Beginning at 1st level, you can use your action to make a ranged or melee spell attack using your Intelligence modifier against a target within 60 feet of you. The damage type dealt depends on your chosen Channeler Order. If you make this attack as a melee spell attack, you may add your Intelligence modifier to the damage dealt. You have disadvantage on the attack roll if the target is more than 30 feet away.

This ability deals 1d6 damage at 1st level. The damage improves by an additional 1d6 at 5th, 11th, and 17th levels.

CHANNELER WILLPOWER

Beginning at 2nd level, you have trained and disciplined your mind enough to access a reserve of mental energy that helps you bend elemental powers to your will. You gain the choice of one of the Channeler Powers detailed at the end of this class description. As you level up, you can also choose additional powers as indicated on the class table above. When you choose a power, you must have enough willpower to be able to use that power. As you spend willpower, you also begin to take on elemental manifestations described in the Channeler Powers below.

If a Channeler Power requires a saving throw, its DC is equal to 8 + your proficiency bonus + your Intelligence modifier. You regain all expended willpower when you finish a long rest.

Whenever you gain a level in this class, you can exchange a Channeler Power you already know for one you could have learned when you first gained it.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice instead of once whenever you take the Attack action on your turn.

ELEMENTAL SENSOR

Beginning at 7th level, you can expend 1 willpower to create a Tiny elemental creature for up to 1 hour. Other than being a visible manifestation of elemental energy, this feature otherwise duplicates the effects of the *arcane eye* spell. Once you have used this feature, you must finish a long rest before you can use it again.

SUPERNAL DISJUNCTION

Beginning at 9th level, you can use your willpower to disrupt magical energy. As an action, you expend 3 willpower and choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your Intelligence modifier. The DC equals 10 + the spell's level. On a successful check, the spell ends.

For each additional willpower you expend when using this feature, you automatically end the effects of a spell on the target of 1 spell level higher, up to a maximum of 2 extra points.

Additionally, once you have spent 5 willpower, you become more attuned to arcane energy and can cast *detect magic* as a ritual.

ELEMENTAL CLONE

Beginning at 13th level, you can expend 5 willpower to create an elemental duplicate of yourself. Its form is nearly insubstantial, and it lasts up to 1 hour as long as you maintain concentration on it. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

As a bonus action, you can command the duplicate to use the Help action to aid you in combat against a creature within 5 feet of both you and the duplicate.

ELEMENTAL BODY

Beginning at 15th level, your connection to the elemental planes begins to preserve your physical form. You suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you can subsist on raw substantive elements, such as minerals or stone, instead of needing food or water.

PRIMAL DISJUNCTION

Beginning at 18th level, you can connect your willpower to a person's raw elemental nature, giving you some control of your target. As an action, you can touch a humanoid creature and force it to make a saving throw against your channeler save DC. If it fails, that creature is charmed by you until a *remove curse* spell is cast on it, the charm condition is removed from it, or you use this feature again. A creature that succeeds on its saving throw cannot be affected by this feature until 24 hours have passed.

You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence. Once you have used this feature, you must wait until after you finish a long rest to use it again.

UNBOUND FORM

Beginning at 20th level, you can free yourself from your body and let your elemental power have free reign. As an action, you can use the *true polymorph* spell on yourself to transform yourself into an elemental creature. This creature must be suitable for your Channeler Order and one with which you are familiar. The DM has the final determination as to whether your desired form counts for this feature or not. After using this feature, you must finish a long rest before you can use it again.

CHANNELER ORDERS

ORDER OF THE BITING GALE

Channelers of the Biting Gale call on the weather for power. At home wherever the wind carries them, they strike as swiftly as the storm.

Storm's Howl: Beginning at 1st level when you choose this order, you learn the *thunderclap* cantrip. Intelligence is your spellcasting ability for this cantrip. You can also use your elemental powers as an action to cause some minor sensory effect related to air or electricity, including snuffing out a small flame, chilling or warming up to 1 pound of nonliving material, or shaping a small cloud within a 1-foot cube into a crude shape for up to 1 minute. Your Elemental Bolt feature deals lightning or thunder damage (your choice whenever you use the feature).

Unarmored Defense: Also beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

Shocking Strike: Beginning at 3rd level, you can lower an opponent's guard after a successful strike. When you make a successful melee weapon or Elemental Bolt attack, you can choose to prevent that creature from taking reactions until the beginning of your next turn. You can use this ability a number of times equal to your Dexterity modifier (minimum of 1). You regain all expended uses when you finish a long rest. Additionally, once you have spent 3 willpower, opponents you strike in combat have disadvantage on opportunity attacks made against you for 1 turn after you make a successful melee weapon or Elemental Bolt attack.

Aerial Deflection: Beginning at 6th level, you can whip the winds around you to provide some protection from missile attacks. When you are hit by a ranged weapon attack, you can use your reaction to deflect the missile. When you do so, the damage you take from the attack is reduced by 1d10 + your Intelligence modifier + your channeler level.

If you reduce the damage to 0, you can immediately make a ranged attack with the weapon or piece of ammunition you just deflected as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile has a normal range of 30 feet and a long range of 60 feet.

Arcing Blow: Beginning at 10th level, you can channel the storm's power to strike other targets. When you make a successful melee weapon or Elemental Bolt attack, you can deal lightning damage equal to your Intelligence modifier to a creature of your choice within 10 feet of your target.

Swirling Storm: Beginning at 14th level, you can create a whirlwind that protects you and binds nearby. As an action, you can expend 4 willpower. You create a cylinder of wind that affects squares adjacent to you and reaches up to 30 feet high. For up to 1 minute or until your concentration ends, a Large or smaller creature that begins its turn within the whirlwind or

enters it on its turn must make a Strength saving throw or be restrained. In addition, ranged weapon attacks against you or a creature trapped by the whirlwind have disadvantage. A restrained creature can use an action to make a Strength or Dexterity check against your channeler save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled $3d6 \times 10$ feet away from it in a random direction.

Additionally, once you have expended 10 willpower, the Surging Gale carries you aloft. On your turn, you have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft. You can also use your reaction to reduce falling damage by an amount equal to 5 times your channeler level.

ORDER OF THE DESERT SUN

Channelers of the Desert Sun revere the heat of the day, finding strength in the warmth that breaks others. As steady as the sun, these channelers will not wilt in the heat of battle.

Hand of Fire: Beginning at 1st level when you choose this order, you learn the *produce flame* cantrip. Intelligence is your spellcasting ability for this cantrip. You can also use your elemental powers as an action to cause some minor sensory effect related to fire, including lighting or snuffing out a small flame, warming up to 1 pound of nonliving material, or shaping a small flame within a 1-foot cube into a crude shape for up to 1 minute. Your Elemental Bolt feature deals fire damage.

Unarmored Defense: Also beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals $10 + \text{your Dexterity modifier} + \text{your Intelligence modifier}$.

Flashing Strike: Beginning at 3rd level, you can channel the swiftness of fire after striking your opponents. When you make a successful melee weapon or Elemental Bolt attack, you can immediately teleport up to 15 feet in a puff of smoke. You can use this ability a number of times equal to your Dexterity modifier (minimum of 1). You regain all expended uses when you finish a long rest. Additionally, once you have spent 3 willpower, you gain a +5-ft. bonus to your speed for 1 round after making a successful melee weapon or Elemental Bolt attack.

Blinding Flare: Beginning at 6th level, you can temporarily blind an enemy with the blazing light of the desert sun. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Retributive Flames: Beginning at 10th level, you can cause fire to leap out and strike hostile creatures. Whenever a creature that you can see within 10 feet of you strikes you with an attack, it takes fire damage equal to your Intelligence modifier.

Legacy of Fire: Beginning at 14th level, you can become living flame, creating a trail of fire behind you. As an action, you can expend 5 willpower and become incorporeal. For the rest of your turn, you can move through enemy creatures, but you must end your turn in an unoccupied space. Enemies who make opportunity attacks against you on your turn have disadvantage on the attack roll.

At the end of your turn, your trail ignites. Any creature within or adjacent to a space through which you traveled must make a Dexterity saving throw against your channeler save DC or take 6d6 fire damage. A successful saving throw halves the damage dealt.

Additionally, once you have expended 10 willpower, the Desert Sun shines even more strongly. Whenever you deal fire damage and roll a 1 on a damage die, you can reroll that die. You must take the result of the new roll.

ORDER OF THE EARTHEN DRAGON

Channelers of the Earthen Dragon reach into the earth for strength, crafting deep connections with underground caverns and tunnels. Implacable and resilient, these firm warriors strike hard.

Find the Gap: Beginning at 1st level when you choose this order, you learn the *true strike* cantrip. Intelligence is your spellcasting ability for this cantrip. You can also use your elemental powers as an action to cause some minor sensory effect related to earth or stone, including lighting or smothering a small flame or shaping a small amount of earth within a 1-foot cube into a crude shape for up to 1 minute. Your Elemental Bolt feature deals bludgeoning damage.

Unarmored Defense: Also beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Constitution modifier + your Intelligence modifier.

Earthen Grasp: Starting at 3rd level, you can expend elemental energy to root your opponent in place. When you make a successful melee weapon attack, you can force your target to make a Strength saving throw or have its speed reduced to 0 ft. during its next turn. You can use this ability a number of times equal to your Strength modifier (minimum of 1). You regain all expended uses when you finish a long rest. Additionally, once you have spent 3 willpower, a creature struck by your melee weapon or Elemental Bolt attacks has a -5 ft. penalty to its speed for 1 round.

Earthen Shield: Starting at 6th level, as long as you are touching the ground, you can quickly summon the earth itself to absorb part of an attack. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Stone Power: Starting at 10th level, you can store up physical power if you refrain from attacking. If you do not use the Attack action on your turn, you can use a bonus action to collect physical energy. If you take the Attack action on your next turn before you move, your

first attack will be a critical hit if it successfully hits. Additionally, if you deal damage to a creature with this attack, you reduce any instance of damage you receive until the beginning of your next turn by an amount equal to your Intelligence modifier.

Shatterpoint: Starting at 14th level, you can identify and strike weak points on a creature, setting up an elemental resonance. When you make a successful melee weapon or Elemental Bolt attack against a creature, you can expend 3 willpower. Once within the next minute, you can use your action to deal 10d10 force damage to the creature.

Additionally, once you have expended 10 willpower, the Earthen Dragon further empowers your strikes, causing your melee weapon and Elemental Bolt attacks to deal force damage if you choose.

ORDER OF THE ROLLING TIDE

Channelers of the Rolling Tide remain persistent in all things, continuing their struggles until they succeed. In battle they crash into their foes, gathering strength to surge again and again.

Stinging Surf: Beginning at 1st level when you choose this order, you learn the *poison spray* cantrip. Intelligence is your spellcasting ability for this cantrip. You can also use your elemental powers as an action to cause some minor sensory effect related to water, including snuffing out a small flame, chilling up to 1 pound of nonliving material, or shaping a small amount of water within a 1-foot cube into a crude shape for up to 1 minute. Your Elemental Bolt feature does cold damage.

Unarmored Defense: Also beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

Surging Strike: Beginning at 3rd level, you can push opponents with the power of the waves. When you make a successful melee weapon attack, you can push your target up to 15 feet in a direction of your choice. You can use this ability a number of times equal to your Strength modifier (minimum of 1). You regain all expended uses when you finish a long rest. Additionally, once you have spent 3 willpower, a creature struck by your melee weapon or Elemental Bolt attacks can be pushed 5 feet in a direction of your choice. A creature cannot be affected by this 5-ft. push more than once in a round.

Aqueous Avoidance: Beginning at 6th level, you can quickly dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Crashing Waves: Beginning at 10th level, you can fluidly follow your weapon attacks with the crashing of the tide. When you make a successful melee weapon attack, you can use your bonus action to make an Elemental Bolt attack.

Whirling Depths: Beginning at 14th level, you can create a maelstrom of water that surrounds you and pulls foes toward you. As an action, you can expend 5 willpower. A mass of 5-foot-

deep water appears and swirls in a 30-foot radius around you. For up to 1 minute or until your concentration ends, the area around you is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward you. A successful Strength saving throw halves the damage dealt and ignores the forced movement.

Additionally, once you have expended 10 willpower, the Rolling Tide grants you blessings of the sea, letting you breathe in water and ignore the effects of movement penalties created by water.

CHANNELER POWERS

Channelers have learned a number of abilities that they can access through mental discipline and perfect practice, bringing a bit of elemental magic into the world. You gain a Channeler Power at the levels indicated on the table above. Each power gives you an ability when you expend your willpower.

Compressed Bolt: When you use your Elemental Bolt feature, you can expend 1 willpower and add your Intelligence modifier to the damage dealt. You can use this power even if you are already making the Elemental Bolt attack as a melee spell attack. Additionally, once you have expended at least 2 willpower, you can use a bonus action to briefly form a semisolid elemental weapon, changing the damage type of a melee Elemental Bolt attack to bludgeoning, piercing, or slashing.

Extended Bolt: When you use your Elemental Bolt feature, you can expend 1 willpower and double its range for up to 1 minute. Additionally, once you have expended at least 2 willpower, you can make Elemental Bolt attacks as melee spell attacks against creatures up to 10 feet away from you, and its maximum range increases by 30 feet.

Flaring Bolt: When you use your Elemental Bolt feature, you can expend 1 willpower and choose for it to affect all enemy creatures within a 15-ft. cone. Instead of you making an attack roll, affected creatures must make a Dexterity saving throw against your channeler spell save DC. If they succeed, they take only half damage. Additionally, once you have expended at least 2 willpower, you can use an action to deal your Elemental Bolt damage to all adjacent creatures. Affected creatures must make a Dexterity saving throw against your channeler spell save DC. If they succeed, they take no damage.

Twinned Bolt: When you use your Elemental Bolt feature, you can expend 1 willpower as a bonus action and make an additional Elemental Bolt attack on your turn. Additionally, once you have expended at least 2 willpower, you can affect an additional target after making a successful Elemental Bolt attack. A creature of your choice adjacent to your target takes damage equal to your Intelligence modifier.

Elemental Vigor: As an action, you can expend 1 willpower and add 10 feet to your speed for 1 hour. Additionally, once you have expended at least 2 willpower, you can push yourself harder

while moving. You can ignore up to 10 feet of movement penalties for difficult terrain per round.

Martial Favor: As a bonus action, you can expend 1 willpower and empower your weapon attacks for as long as you maintain concentration, up to 1 minute. Your weapon attacks deal an additional 1d4 damage based on the damage type of your Elemental Bolt feature. Additionally, once you have expended at least 2 willpower, you gain sympathy with weapons of all kinds. You can add your proficiency modifier to any weapon attack roll with which you do not already have proficiency.

Refreshing Breath: As a bonus action, you can expend 1 willpower and heal yourself or an ally within 60 feet of you 1d4 + your Intelligence modifier. Additionally, once you have expended at least 2 willpower, you have greater communion with bodily processes. You gain proficiency with the Medicine skill (or expertise if you already have proficiency).

Bodily Disruption: As an action, you can expend 4 willpower and cast the spell *blink*. Additionally, once you have expended at least 5 willpower, you gain some insight into the shifting planes. As an action, you can perceive 10 feet into the Ethereal Plane for 1 round.

Extraplanar Warding: You can expend 4 willpower and cast the spell *magic circle*. Additionally, once you have expended at least 5 willpower, you gain advantage on Intelligence, Wisdom, and Charisma saving throws made against elemental creatures.

Primal Terror: As an action, you can expend 4 willpower and manipulate the essence of your foes. Treat this power like the spell *fear*, except that affected creatures must make a Constitution saving throw. Additionally, once you have expended at least 5 willpower, you gain greater control of your body's flight instinct. You gain advantage on saving throws to avoid being frightened.

Resistant Skin: As an action, you can expend 4 willpower and cast *protection from energy*. Additionally, once you have expended at least 5 willpower, you can transform your physiology to divert certain types of attacks. You gain resistance to your choice of bludgeoning, piercing, or slashing damage.

Blood Exulsion: You can expend 8 willpower and cast *antilife shell*. Additionally, once you have expended at least 10 willpower, you can use your action to force a creature within 60 feet to make a Constitution saving throw against your channeler save DC or become poisoned for 1 round. This feature has no effect on constructs or undead.

Elemental Barrage: You can expend 8 willpower and create a cylinder of elemental energy at a point you can see within 150 feet. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of your Elemental Bolt. Additionally, once you have expended at least 10 willpower, whenever

you make a successful Elemental Bolt attack using your action, you can make another Elemental Bolt attack as part of that same action.

Elemental Creation: You can expend 8 willpower and cast *creation*, using elemental magic to form your desired object. Additionally, once you have expended at least 10 willpower, you can use your action to call the object created by this spell to your hand.

Elemental Attendant: As an action, you can expend 8 willpower and summon a Large elemental in an unoccupied space that you can see within 60 feet for as long as you maintain concentration, up to 1 minute. The elemental moves at your command, obeying the gestures you make willingly.

The elemental is a creature that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the effect ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The elemental doesn't fill its space.

When you use this feature and as a bonus action on your subsequent turns, you can move the elemental up to 60 feet and then cause one of the following effects with it. Damage done is of the same type as your Elemental Bolt feature.

- *Engulfing Strike.* The elemental attempts to grapple a Huge or smaller creature within 5 feet of it. You use the elemental's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the elemental is grappling the target, you can use a bonus action to have the elemental crush it. When you do so, the target takes damage equal to 2d6 + your spellcasting ability modifier.
- *Empowered Strike.* The elemental strikes one creature or object within 5 feet of it. Make a melee spell attack for the elemental using your game statistics. On a hit, the target takes 4d8 damage.
- *Forceful Strike.* The elemental attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the elemental's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the elemental pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The elemental moves with the target to remain within 5 feet of it.
- *Interposing Bond.* The elemental places itself between you and a creature you choose until you give it a different command. The elemental moves to stay between you and the target, providing you with half cover against the target. The target can't move through the elemental's space if its Strength score is less than or equal to the elemental's Strength score. If its Strength score is higher than the elemental's Strength score, the target can move toward you through the elemental's space, but that space is difficult terrain for the target.

Additionally, once you have expended at least 10 willpower, you can cast *find familiar* as a ritual, though the familiar summoned is an elemental.*Planar Power:* You can expend 8

willpower and cast *dispel evil and good*. Additionally, once you have expended at least 10 willpower, you have advantage on Strength, Dexterity, and Constitution saving throws against celestials, elementals, fey, fiends, and undead.

NEW CLASS OPTIONS:

The Material Plane is full of amazing creatures, but its variety could not exist without the building blocks of the Elemental Planes. These four planes—Air, Earth, Fire, and Water—comprise basic energies that power the Material Plane. Scholars have long researched the secrets of these planes, hoping to gain insight into the arrangement of the universe. Most intriguingly, a number of traditions that harness the energies of these planes have emerged among adventurers of all kinds. Whether through song, spell, or sword, these elemental traditions suggest that the potential to wield the power of the Inner Planes may be achievable for all creatures.

NEW BARBARIAN ARCHETYPE: FROSTRAGER

In the northern wastes, a number of barbarian tribes eke out a difficult existence through harsh winters and glacial storms. Their greatest champions use their environment to their advantage, shaping weapons of ice to cleave their foes and calling on the cold to shield them from damage. When they rage, their skin seems to turn to ice, and their weapons can chill even the warmest heart.

Frostrage Resilience: When you rage, icy winds surround you and protect you from attacks. Beginning at 3rd level, you have resistance to all damage except fire damage while raging.

Frostrage Weapon: Also when you choose this path at 3rd level, you can use a bonus action to create weapons of frost while you rage. This weapon takes the form of any single melee weapon or two light melee weapons and functions in all respects as a normal weapon of its kind, except that it is made of solid ice and deals cold damage. Any weapons created quickly melt away as soon as your rage ends or you drop them. While you continue your rage, you can use a bonus action to change the shape of your Frostrage Weapon or create a new one.

Piercing Frost: Frost you create chills even creatures adapted to wintry climates. At 6th level, when you deal cold damage you ignore a creature's resistance to cold.

Frostrage Transmutation: At 10th level, you can expend two uses of rage to transform yourself into a water elemental for up to 1 minute. Apply the rules for a druid's Wild Shape feature as



found on p. 67 of the *Player's Handbook*. While you persist in this form, you are also considered to be in a rage for the purposes of your other abilities.

Frigid Strike: At 14th level, you can infuse your weapons with additional cold damage. Once on each of your turns when you hit a creature with a melee weapon attack, you can cause the attack to deal an extra 2d8 cold damage to the target. This feature may be used with Frostrage Weapon.

NEW BARBARIAN ARCHETYPE: THUNDERBORN

The origins of these warriors are unclear—at the very least, there seem to be several paths to becoming a thunderborn. Some tribes claim descent from storm deities, which heritage occasionally manifests itself in a particularly lucky individual. Others report this power surging after they survived a lightning strike. Some even claim that this is a gift that can be given by powerful dragons who imbue the occasional mortal with an elemental spark. Whatever the case, these individuals are easy to find on the battlefield: just listen for the peals of thunder that mark their presence.

Thunderborn Wrath: Pain, whether yours or otherwise, provides a surge of adrenaline that releases the thunderous power you hold. Beginning at 3rd level, whenever you reduce an enemy to half its maximum hit points or fewer, you can use a bonus action to deal an amount of thunder damage equal to your Constitution modifier to adjacent enemies. Additionally, if you take damage while raging you can use your reaction to invoke the same effect.

Conductivity: Your affinity to storms lets you redirect lightning damage. Beginning at 6th level, whenever you take lightning damage you can use your reaction to create a bolt of lightning. All enemies within a 30-foot line of your choice originating from you must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or take lightning damage equal to your barbarian level. A successful saving throw halves this damage.

Thundering Cry: When victorious, you let out a cry that booms with the sound and strength of thunder. Beginning at 10th level, whenever you reduce an enemy to 0 hit points you can choose a square within 15 feet. Enemies within or adjacent to that square are pushed up to 10 feet in a direction of your choice.

Rage of the Storm Dragon: You have learned to harness the full power of storms, propelling yourself through the air and striking foes in a flurry of lightning and thunder. Beginning at 14th level, when you are raging and are not indoors or underground, you can expend your movement on your turn to fly an equal distance. You must land at the end of your turn or fall from whatever height you attain. Additionally, whenever you make a successful weapon attack while raging you can change its damage type. After rolling damage normally, you can instead make half of the damage dealt lightning damage and half of it thunder damage.

NEW BARDIC COLLEGE: COLLEGE OF ESSENCE

Bards of this college harness the primal forces of nature to support their allies, their songs touching the elements that comprise all things. With just a word, they can cause allies' weapons to burst into flame or summon an elemental shield to absorb a blow. Such assistance is always welcome among prominent adventurers.

Bonus Proficiencies: When you join the College of Essence at 3rd level, you gain proficiency with the Arcana skill and proficiency with a martial weapon of your choice.

Elemental Inspiration: Also at 3rd level, you learn to empower your allies with as your songs borrow energy from the Elemental Planes. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. The die deals its choice of acid, cold, fire, lightning, or thunder damage.

Elemental Adept: At 6th level, you learn two spells of your choice from any class that deal cold, fire, acid, lightning, or thunder damage. A spell you choose must be of a level you can cast or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Elemental Shield: At 14th level, your performances can subtly dampen the effects of elemental damage to your allies. When a creature that has a Bardic Inspiration die from you takes acid, cold, fire, lightning, or thunder damage, it can roll that die and reduce the damage dealt by an amount equal to that roll. In addition, it gains resistance to that type of damage for 1 minute as the expended power continues to protect that creature.

NEW CLERIC DOMAIN: THE ELEMENTS

The Material Plane is comprised of basic building blocks that have their representations in the Inner Planes. Of all the energy going into the Material Plane, elemental forces are the most dominant, and a number of deities claim a connection to these powers. Deities with the Elements domain may see all of the natural world as their charge, such as Gaia or Silvanus, or possess powerful elemental features like Zeus's thunderbolts or Agni's flames. Some have claimed only one or two basic elements within their portfolios, such as Vulcan's connection with the earth and fire or Enlil's connection with the wind. Clerics with this domain are generally empowered by their patrons to wield destructive elemental energy and bend such extraplanar creatures to their wills.

Elements Domain Spells

- 1st – *chromatic orb, witch bolt*
- 3rd – *flaming sphere, Melf's acid arrow*
- 5th – *call lightning, protection from energy*
- 7th – *conjure minor elementals, fire shield*
- 9th – *cone of cold, conjure elemental*

Bonus Cantrip: At 1st level, you learn a single cantrip that must deal acid, cold, fire, lightning, or thunder damage. This cantrip counts as a cleric cantrip for you.

Wrath of the Elements: Also at 1st level, you can smite your attackers with elemental damage. This ability is identical to the Wrath of the Storm class feature as described on p. 62 of the *Player's Handbook*, except that you can also choose to deal acid, cold, or fire damage to your attacker.

Channel Divinity: Charm Elementals: At 2nd level, you can use your Channel Divinity to rebuke elemental creatures. As an action, you present your holy symbol and speak a brief prayer in the name of your deity. Each elemental creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.



Channel Divinity: Elemental Agility: At 6th level, you can use your Channel Divinity to imbue yourself with exceptional mobility comparable to an elemental creature. You gain one of the following options for 1 minute:

- *Blessing of Air:* You gain a flying speed equal to your current walking speed as long as you are not underground or indoors.
- *Blessing of Earth:* You gain a burrow speed equal to one-half your current walking speed.
- *Blessing of Fire:* Your current walking speed increases by +20 feet.

- *Blessing of Water*: You gain a swim speed equal to your current walking speed.

Potent Spellcasting: At 8th level, you gain this ability as described on p. 60 of the *Player's Handbook*.

Command Elementals: At 17th level, you can command elemental creatures who have been cowed by your power. While creatures are charmed by your Charm Elementals feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

Variant: Elements Subdomains: This domain may seem too broad for some DMs or players. If you prefer, the cleric may choose an associated subdomain (Air, Earth, Fire, or Water) and have the following changes made to the class abilities:

- Any abilities that are based on a damage type must be of the associated subdomain damage type: lightning (air), acid (earth), fire (fire), or cold (water).
- The cleric may Channel Divinity to charm elementals of the associated subdomain but can also turn elementals (as the Turn Undead feature) of the opposing paired subdomain (air/earth, fire/water).
- The Elemental Agility class feature can grant only the associated subdomain blessing but can be used on any ally within 30 feet.
- At 17th level, opposing elementals who are turned can instead be destroyed based on the Destroy Undead class table.

Additionally, domain spells are granted as listed below. The *conjure minor elementals* and *conjure elemental* spells must summon elementals of the associated subdomain:

Air Subdomain Spells

- 1st – *fog cloud, witch bolt*
- 3rd – *gust of wind, misty step*
- 5th – *call lightning, fly*
- 7th – *conjure minor elementals, ice storm*
- 9th – *cloudkill, conjure elemental*

Earth Subdomain Spells

- 1st – *detect poison and disease, entangle*
- 3rd – *heat metal, Melf's acid arrow*
- 5th – *meld into stone, protection from energy*
- 7th – *conjure minor elementals, stone shape*
- 9th – *conjure elemental, wall of stone*

Fire Subdomain Spells

- 1st – *burning hands, expeditious retreat*
- 3rd – *flaming sphere, scorching ray*
- 5th – *fireball, fire shield*
- 7th – *conjure minor elementals, fire shield*
- 9th – *conjure elemental, flame strike*

Water Subdomain Spells

- 1st – *create or destroy water, purify food and drink*
- 3rd – *lesser restoration, protection from poison*
- 5th – *sleet storm, water breathing*
- 7th – *conjure minor elementals, control water*
- 9th – *cone of cold, conjure elemental*

NEW DRUID CIRCLE: CIRCLE OF THE PLANES

As the energies of the Inner Planes comprise the natural world, some druids have focused on harnessing the power of these essential components instead of strengthening their connection with plants and animals. Followers of the Circle of the Planes can unchain the elemental energies within their bodies and transform themselves into elemental shapes with greater potency than other druidic circles.



Elemental Shape: Starting at 2nd level when you choose this circle, you can use your Wild Shape to transform into the forms of elemental creatures. You lose the ability to Wild Shape into animal forms. Instead, you may use your action to transform into an elemental with a challenge rating as high as 1. Starting at 6th level, you can transform into an elemental with a challenge rating as high as your druid level divided by 3, rounded down. This ability is in all other ways identical to the Wild Shape class feature, including its limitations.

Elemental Touch: Also starting at 2nd level, when you hit with an unarmed strike or a natural attack you can expend one druid spell slot to deal fire, lightning, cold, or acid damage to the target in addition to

the attack's base damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. This ability may be used during Elemental Shape, but you must choose to deal damage appropriate for your new form.

Elemental Succor: At 6th level, you become immune to the negative effects caused by extreme heat or cold.

Elemental Ward: Starting at 10th level, you can choose a type of elemental damage (fire, cold, lightning, acid, or thunder) after a short or a long rest and gain resistance to that type of damage until you choose another one.

Engulf: With a successful attack, you can open a door to the Inner Planes and engulf an enemy in elemental energy. At 14th level, when you hit a creature with an attack, you can use a bonus action to cause that creature to erupt for 10d10 energy damage. The energy type is of the same kind from which your *elemental ward* feature currently protects you. Once you use this feature, you can't use it again until you finish a long rest.

NEW FIGHTER ARCHETYPE: ELEMENTAL CHAMPION

Seeing the power of elemental magics, many mortals turn to worshiping powerful elemental lords rather than the gods, and these cults have propagated rapidly in recent times. With a lack of divine protection and assistance, these cults need powerful warriors to act as their enforcers. Their best champions are taught how to improve their attacks with elemental energy and use this power to soften up their foes.

Elemental Burst: At 3rd level, when you make a critical hit, you can expend some of your inner energy and deal an extra 1d10 elemental damage (your choice of type). You can use this feature a number of times equal to 1 + your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Elemental Succor: At 7th level, you become immune to the negative effects caused by extreme heat or cold.

Sapping Strike: At 10th level, you can weaken the elemental abilities of your foes and empower your own defenses by striking them with your weapons. When you make a successful weapon attack against a creature that can deal elemental damage, you and any allies within 5 feet of you have advantage on your next saving throw against a spell or other effect that deals elemental damage from that creature if it uses the ability before the beginning of your next turn.

Improved Elemental Burst: At 15th level, when you use your Elemental Burst feature you deal 2d10 elemental damage.

Elemental Retaliation: At 18th level, you can use your reaction to retaliate whenever you take damage from a creature within 30 feet of you. This ability deals elemental damage equal to your fighter level.

NEW FIGHTER ARCHETYPE: PLANAR DEFENDER

In contrast to their more aggressive brethren, some warriors prefer to focus on defensive abilities. In this mindset, planar defenders tap into the elemental planes to better protect their allies. Their limited magical abilities mean they are often found as guardians for magic users who distrust those focused more exclusively on martial pursuits. These warriors often find work protecting the weak from elemental enemies due to their natural resistance to such power. The most powerful have learned how to take the fight to other planes, reshaping reality in their pursuit of peace.

Primordial Protection: Beginning at 3rd level, you can absorb elemental energies with less harm to yourself. When you or an ally within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to that type of damage, including the triggering instance, for 1 round.

Planar Movement: At 7th level, you can invoke elemental powers to move with greater ease. As a bonus action, choose one of the following options. Your movement is modified accordingly for 1 minute.

- **Air:** You gain the lightness of air. On your turn, you can fly a distance equal to your base walking speed. While using this feature, you cannot be encumbered. You must land at the end of your turn or fall from whatever height you attain.
- **Earth:** You gain the implacability of stone. For the duration of this feature, you can move through other creatures' spaces and difficult terrain without penalty.
- **Fire:** You gain the quickness of fire. For the duration of this feature, you may take the Dash or Disengage action as a bonus action.
- **Water:** You gain fluidity in liquid environments. You gain a swimming speed equal to your current walking speed and do not take disadvantage on attack rolls made while underwater.

After using this feature, you must wait until after you finish a short or long rest to use it again.



Planar Manifestation: At 10th level, you can call on elemental power to protect you more fully for a short time. As a bonus action on your turn, choose one of the following options and gain the listed benefit for 1 minute.

- **Air:** Swirling air surrounds and protects you, causing projectiles to go astray. Enemies have disadvantage on ranged attack rolls they make against you.
- **Earth:** Your skin becomes plated like iron. You have resistance to piercing, slashing, acid, and poison damage.
- **Fire:** Fire engulfs you, burning nearby foes. Enemies that make a melee attack roll against you must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or take 1d10 + your fighter level in fire damage.
- **Water:** Your body becomes chilled and fluid. You have resistance to bludgeoning, slashing, cold, and fire damage.

After using this feature, you must wait until after you finish a short or long rest to use it again.

Elemental Power: At 15th level, you can wield the elements in a devastating attack. As an action, choose one of the following options.

- **Air:** You unleash the whirlwind, pushing foes away from you in a blast of air. Creatures within a 30-ft. cone must make a Strength saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be pushed to the edge of the wind, landing prone and taking 8d8 bludgeoning damage. A successful saving throw halves the damage dealt and prevents them from landing prone.
- **Earth:** You create a seismic shockwave, crumpling the ground in front of you and disrupting creatures' footing. The earth erupts in a 30-ft. cone in front of you. Creatures in that area must make a Dexterity saving throw. A creature takes 8d8 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.
- **Fire:** You send a wave of roiling fire toward your opponents, setting the area ablaze. You create a line of fire 30 feet long and 10 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier). A creature takes 8d8 fire damage on a failed save, or half as much damage on a successful one. Unattended objects catch on fire, and the area continues to burn for 1 round, dealing the same damage again at the end of your next turn.
- **Water:** You pull the water from your foes, desiccating nearby hostile creatures. Enemy creatures within 30 feet of you must make a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier). A creature that fails the saving throw takes 8d8 necrotic damage and suffers a -10-ft. penalty to its speed for 1 round. On a successful save, it takes only half damage. Constructs and undead can't be affected by this feature.

After using this feature, you must wait until after you finish a long rest to use it again.

Opening the Way: At 18th level, you can create an extraplanar portal thanks to your connection with the planes. You can cast the spell *plane shift* once without requiring material components. Once you have done this, you must wait until after you finish a long rest to use this feature again.

NEW MONASTIC ORDER: ELEMENTAL ASCENDANT

Although some monks already harness the powers of the elemental planes through their *ki*, a few more believe that perfection lies not in simply using elemental powers but in *becoming* elemental creatures. Based on their study of the planes, they have realized that the potential for embodying this power lies within them. By drawing on the energies that comprise all living things, these monks can eventually reach a state of complete transformation, temporarily shedding their mortal bodies.

Elemental Technique: Starting when you choose this tradition at 3rd level, you harness the speed and strength granted by elemental energies to gain additional combat options.

- *Elemental Fortitude:* You have the strength of stone and forcefulness of rushing water. When you take damage after taking the Dodge action on your turn, you can use your reaction to spend 1 *ki* point to gain resistance to that instance of damage.
- *Elemental Reflexes:* You have the agility of the wind and the dancing flame. When you successfully hit with an opportunity attack, you may spend 1 *ki* point to make a grapple attempt after resolving your damage roll.
- *Elemental Attunement:* You can use your elemental powers to mimic the effects of the *prestidigitation* cantrip.



Elemental Absorption: At 6th level, you can use your *ki* to protect yourself from elemental effects. You can spend 2 *ki* points as a reaction to give yourself resistance to an instance of elemental damage. You can then use your action within 1 minute of taking this damage to heal you or a creature within 5 feet of you an amount equal to the damage resisted.

Elements Unbridled: At 11th level, you can unleash your energies. As an action, you can spend 5 *ki* points to utter a word of power and summon a column of elemental energy centered on you. Each creature within 10 feet of you must make a Dexterity saving throw or take 8d6 elemental damage. Unleashing your life energy in this way is extremely taxing. Once you use this feature, you

can't use it again until you finish a short or long rest.

Elemental Apotheosis: At 17th level, you have unlocked the secrets of creation and can transform into an elemental creature. Using your action, you become a powerful elemental for 1 minute, gaining the following benefits:

- Your type changes to elemental, giving you immunity to fire (fire elemental), thunder (air elemental), cold (water elemental), or acid (earth elemental) damage.
- Your unarmed strikes deal elemental damage of the appropriate type based on your immunity. You can also spend 1 *ki* point on a successful unarmed strike to increase the elemental damage dealt by 1d10.
- You gain blindsense out to 60 feet.
- You gain a special movement mode depending on elemental type: a flying speed equal to your base walking speed (air or fire elemental), a swim speed equal to your current walking speed (water elemental), or a burrow speed equal to one-half your base walking speed (earth elemental).

Once you use this feature, you can't use it again until you finish a long rest.

NEW MONASTIC TRADITION: MISTCALLER

Monks who follow the tradition of the Mistcaller use the elements for healing, not harm. They call soothing mists to refresh their allies, restoring their vigor when needed. These monks preach a more peaceful approach to life, but they will defend their island homes when roused.

Mistcaller: Beginning when you choose this tradition at 3rd level, you gain the ability to call on the mists for aid. You can spend 1 *ki* point to duplicate the effects of the *fog cloud* or *heroism* spells. Additionally, when you make a successful Flurry of Blows attack, an ally of your choice within 30 feet of you can use its reaction to spend a Hit Dice.

Purifying Touch: Beginning at 6th level, you can cleanse allies' diseases with just a touch. As an action, you can cure the target of one disease, neutralize one poison affecting it, or cure one of the following conditions: blinded, deafened, paralyzed, or poisoned. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

One with the Mists: Beginning at 11th level, you can expend 1 *ki* point to cast the *misty step* spell. Additionally, you can walk across water with no difficulty, and you take no penalties to fighting underwater.

Blessing of the Mists: Beginning at 17th level, you can spend a short rest imbuing your allies with the vitality of the mists. You can choose up to six creatures to gain the following benefits:

- Immunity to the charmed and frightened conditions.
- Advantage on Constitution saving throws.
- Hit point maximum increases by 2d10, and you gain the same number of hit points.

These benefits last for up 24 hours or until after you finish a long rest, whichever comes first. Once you have used this feature, you must wait until after you finish a long rest before you can use it again.

NEW PALADIN OATH: OATH OF THE ELEMENTS

The Oath of Elements is rare but sometimes taken by warriors who understand that the irresponsible use of magic may upset the balance keeping the Material Plane properly functioning. They hate how the Material Plane is often used as a proxy battleground for elementals and other outsiders seeking to expand their influence in a new direction, and so these warriors can be found as the first to fight against extraplanar incursions of all kinds. Paladins who take this oath love their homes and will gladly sacrifice themselves to defend it.

Tenets of the Oath of the Elements:

Esteem the Elements: Elemental powers are not to be taken lightly. I make offerings to the appropriate powers over these elemental energies and give them due respect.

Balance the Basics: The elements are often in conflict with one another but balance each other to create the Material Plane. I ensure that no one of these fundamental forces grows too powerful in the Material Plane and that they all exist in balance.

Protect the Planes: The energies of the Inner Planes comprise the Material. I do whatever I can to ensure the stability of this arrangement and keep the Material Plane in working order.

Oath Spells: You gain access to the following spells at the paladin levels listed.

3rd – *chromatic orb, fog cloud*

5th – *flaming sphere, gust of wind*

9th – *lightning bolt, protection from energy*

13th – *fire shield, ice storm*

17th – *cone of cold, flame strike*

Channel Divinity: When you take this oath at 3rd level, you gain the following two Channel Divinity options:

- *Energy Weapon:* As an action, you can imbue one weapon that you are holding with elemental energy of your choice using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (minimum bonus of +1). If you choose, the weapon emits bright light in a 20-foot radius and dim light 20 feet beyond that. Damage dealt by this weapon is of your chosen energy type. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon or fall unconscious, this effect ends.
- *Turn Outsiders:* As an action, you present your holy symbol and rebuke extraplanar entities. Each celestial, elemental, or fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails, it is turned for 1 minute or

until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Dampening: Beginning at 7th level, your service to the elements rewards you with protection from them. You and friendly creatures within 10 feet have resistance to acid, cold, fire, lightning, and thunder damage. At 18th level, the range of this aura increases to 30 feet.

Elemental Blade: Beginning at 15th level, your weapon attacks deal extra elemental damage. When you finish a long rest, choose acid, cold, fire, lightning, or thunder. Your weapon attacks deal an extra 1d4 damage of the chosen energy type. This damage stacks with extra damage granted by your Energy Weapon feature.

Elemental Champion: At 20th level, you can become a creature of pure elemental power. Using your action, you undergo a divine transformation. Choose one type of elemental damage (acid, cold, fire, lightning, or thunder). For 1 minute, you gain the following benefits:

- Your type changes to elemental, though you keep your subtype and other statistics.
- You deal an extra 1d4 damage of the chosen damage type on a successful weapon attack. This extra damage stacks with your Elemental Blade class feature. Additionally, your Divine Smite class feature deals that type of damage, and enemy creatures that begin their turn within 30 feet of you take 10 damage of that type.
- You gain immunity to the chosen damage type.
- Your paladin spells and abilities ignore resistance to that type of damage (but not immunity).

Once you use this feature, you can't use it again until you finish a long rest.

NEW RANGER ARCHETYPE: HORIZON WALKER

While rangers of all kinds explore the natural world, in some hearts an even greater longing burns—the desire to see new planes of reality and explore beyond the boundaries of mortal existence. These rangers develop a better understanding of elemental magic through their extraplanar excursions, and the abilities they wield help them explore places far more exotic than anything found on the Material Plane.

Planar Hunter: At 3rd level, you gain one of the following features of your choice:

- *Arcane Ammunition:* You can use a bonus action to empower a ranged weapon attack with elemental energy. If it successfully hits, the attack deals an extra 1d8 elemental damage.
- *Banishing Blade:* When you hit a creature with a melee weapon attack, additional weapon attacks against that creature before the beginning of your next turn deal an

additional 1d4 damage, or an additional 2d4 damage if the creature is a celestial, elemental, or fiend.

- *Elemental Conversion:* As an action, you can transform one melee weapon you hold into elemental energy for 1 minute. The weapon functions the same except that its weapon dice deal your choice of acid, cold, fire, or lightning damage. You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum of 1). When you finish a long rest, you regain all expended uses.



Planar Walker: At 7th level, you gain one of the following features of your choice:

- *Earth Glide:* As long as you are in contact with the ground, you gain the following benefits. As a bonus action you can make an Athletics check opposed by a creature's Athletics or Acrobatics check. If you succeed, you can move through the creature's space once this turn. You also gain advantage on ability checks or saving throws to shove creatures in contact with the ground or to resist being moved from your position.
- *Water Native:* You gain a swim speed equal to your current walking speed.
- *Windy Step:* You can use a bonus action to fly 10 feet without provoking opportunity attacks.

Planar Adept: At 11th level, you gain one of the following features of your choice:

- *Aftershock:* When you use your action to make a melee weapon attack, if your attack successfully hits you can use a bonus action to force all creatures within 5 feet of your target to make a Strength saving throw or be knocked prone. This ability only works if you are in contact with the ground.
- *Elemental Missile:* When you use your action to make a ranged attack, if your attack successfully hits you can use a bonus action to fire a missile of arcane energy at the same creature or a target within 30 feet of both it and you. This missile uses your spell attack modifier and deals 3d6 elemental damage.
- *Lightning Conduit:* When you make a successful weapon attack, you can use a bonus action to force all creatures other than you within 10 feet of your target to make a Dexterity saving throw or take 1d6 lightning damage.
- *Thunderclap:* When you make a successful weapon attack, you can use a bonus action to force all creatures within 5 feet of your target to make a Strength saving throw or be pushed to an empty space up to 10 feet away from the target.

Planar Master: At 15th level, you gain one of the following features of your choice:

- *Energy Resistance:* You have resistance to one type of elemental damage of your choice.
- *Planar Insight:* You learn the *control water*, *stone shape*, and *wall of fire* spells and can cast them using your ranger spell slots.
- *Planar Step:* As a bonus action, you can teleport to an unoccupied space up to 30 feet away. This movement provokes attacks of opportunity.
- *Tremorsense:* You gain tremorsense to a distance of 60 feet.

NEW ROGUE ARCHETYPE: PLANAR DEVASTATOR

Like other groups, the elemental cults that have so recently increased often require agents to undertake special missions. Their most effective operators, skilled in both combat and concealment, are usually nicknamed “devastators.” These rogues use elemental magic to distract their targets and even channel their elemental energies when striking distracted foes. Additionally, their loyalty is so unshakeable that their devotion to the cult helps them overcome mental effects that might compromise lesser agents.

Elemental Thaumaturgy: Starting at 3rd level, you gain minor control over the elements and can use them to duplicate the effects of the *thaumaturgy* cantrip. Additionally, you can use the bonus action granted by your Cunning Action to cast this cantrip.

Elemental Slash: Also beginning when you choose this archetype at 3rd level, after you finish a long rest you may choose an elemental damage type. Your Sneak Attack dice deal that type of damage instead of the normal weapon damage type until you change this damage type or choose to deactivate this feature after a short or long rest.

Elemental Devotion: Starting at 9th level, your fanaticism has become so strong that you can use that devotion to overcome mental effects. You can use your action to end one effect that is causing you to be charmed or frightened.

Thaumaturgical Tricks: At 13th level, you can use your *thaumaturgy* cantrip to distract your enemies. If you have *thaumaturgy* active, as a bonus action on your turn you can designate a target within 5 feet of you who can see and hear the effects of the spell. Doing so gives you advantage on attack rolls against that creature until the end of your turn. You can also use *thaumaturgy* to gain advantage on Intimidation or Persuasion checks.

Elemental Overload: Beginning at 17th level, when you make a Sneak Attack damage roll that deals elemental damage, you can choose to deal maximum damage. The first time you do so, you suffer no adverse effects. If you use this feature again before you finish a long rest, you take 1d12 necrotic damage for each Sneak Attack die immediately after your attack. Each time you use this feature again before finishing a long rest, the necrotic damage per Sneak Attack die increases by 1d12. This damage ignores resistance and immunity.

NEW SORCEROUS ORIGIN: PLANETOUCHED

Not all life on the elemental planes is hostile or even dissimilar to native creatures of the Material. Azers strongly resemble dwarves, for example, and magmins' similarities to goblins is likewise easy to observe. Sorcerers with this origin have as an ancestor a powerful genie or other elemental creature. This bloodline most strongly manifests among genasi who find themselves with sorcerous abilities.

Elemental Ancestor: At 1st level, you choose the element associated with your ancestor. The damage type associated with it (acid for earth, cold for water, fire for fire, and lightning for air) is used by features you gain later. You can speak, read, and write Primordial in the appropriate dialect. Additionally, whenever you make a Charisma check when interacting with elementals, your proficiency bonus is doubled if it applies to the check. You also gain proficiency with one skill depending on your heritage: Stealth for air, Athletics for earth, Sleight of Hand for fire, and Acrobatics for water.

Planetouched Incarnation: You learn an additional cantrip and additional sorcerer spells at the appropriate levels (1st, 3rd, 5th, and 9th, respectively) depending on your heritage:



- *Air:* shocking grasp, fog cloud, gust of wind, gaseous form, arcane eye
- *Earth:* blade ward, entangle, Melf's acid arrow, slow, stone shape
- *Fire:* fire bolt, burning hands, scorching ray, fireball, wall of fire
- *Water:* ray of frost, grease, misty step, water breathing, control water

Elemental Empowerment: Beginning at 6th level, when you cast a spell of your associated damage type, you can reroll a number of the damage dice up to your Charisma modifier. You must use the new rolls, and after using this feature you must finish a short or long rest to use it again.

Additionally, when you cast a spell of your associated damage type you can use 1 sorcery point to overcome a creature's resistance (but not immunity) to that damage type.

Elemental Agility: At 14th level, you can call upon your elemental heritage to gain extra mobility depending on your ancestors. As a bonus action on your turn, you can spend 1 sorcery point to gain the following ability for one hour.

- *Blessing of Air:* You gain a flying speed equal to your current walking speed as long as you are not underground or indoors.
- *Blessing of Earth:* You gain a burrow speed equal to one-half your current walking speed.
- *Blessing of Fire:* Your current walking speed increases by +20 feet.
- *Blessing of Water:* You gain a swim speed equal to your current walking speed.

Blood of the Elements: At 18th level, when you take damage from a creature within 60 feet you can spend 1 sorcery point as a reaction to deal your sorcerer level in your associated elemental damage to that creature.

NEW WARLOCK PATRON: THE ELEMENTAL LORD

The most powerful elemental creatures found in the Inner Planes wield power equal to the mightiest fiends or celestials. Although usually aloof, these elemental “Princes” will sometimes bless a mortal with a measure of their ability. In exchange, the warlock will spread that element’s influence on the Material Plane. Elemental Lords give their servants spells to manipulate the elements and protect them from harmful energies. The most powerful warlocks who make such pacts even gain a measure of command over these creatures, forcing them to submit to the archomental’s authority.



Expanded Spell List: The Elemental Lord lets you choose from an expanded list of spells when

you learn a warlock spell and adds additional spells to the warlock spell list for you. The following spells are typical of different kinds of elemental lords; at the DM's discretion you may substitute more appropriate spells based on your patron:

Archomental of Air

- 1st – *feather fall, thunderwave*
- 3rd – *gust of wind, levitate*
- 5th – *call lightning, haste*
- 7th – *conjure minor elementals, ice storm*
- 9th – *cloudkill, conjure elemental*

Archomental of Earth

- 1st – *detect poison and disease, entangle*
- 3rd – *pass without trace, spike growth*
- 5th – *Leomund's tiny hut, protection from energy*
- 7th – *conjure minor elementals, stonewall*
- 9th – *circle of power, conjure elemental*

Archomental of Fire

- 1st – *faerie fire, longstrider*
- 2nd – *continual flame, flame blade*
- 3rd – *fire shield, lightning bolt*
- 4th – *conjure minor elementals, wall of fire*
- 5th – *conjure elemental, flame strike*

Archomental of Ice

- 1st – *create or destroy water, shield*
- 3rd – *ray of enfeeblement, warding bond*
- 5th – *sleet storm, water walk*
- 7th – *conjure minor elementals, ice storm*
- 9th – *cone of cold, conjure elemental*

Archomental of Magma

- 1st – *burning hands, chromatic orb*
- 2nd – *flaming sphere, heat metal*
- 3rd – *fireball, meld into stone*
- 4th – *conjure minor elementals, stone shape*
- 5th – *conjure elemental, wall of stone*

Archomental of Ooze

- 1st – *grease, ray of sickness*
- 2nd – *blindness / deafness, Melf's acid arrow*
- 3rd – *bestow curse, slow*
- 4th – *conjure minor elementals, Evard's black tentacles*
- 5th – *conjure elemental, contagion*

Archomental of Smoke

- 1st – *fog cloud, jump*
- 2nd – *blur, silence*
- 3rd – *stinking cloud, wind wall*
- 4th – *conjure minor elementals, freedom of movement*
- 5th – *commune with nature, conjure elemental*

Archomental of Water

- 1st – *detect poison and disease, purify food and drink*
- 3rd – *enhance ability, protection from poison*
- 5th – *create food and water, water breathing*
- 7th – *conjure minor elementals, control water*
- 9th – *conjure elemental, tree stride*

Fire Fuels the Flames: At 1st level, when you deal elemental damage (fire, cold, lightning, acid, or thunder) with an ability, if you deal damage with an attack or ability on your next turn you may add an additional amount of the same type of elemental damage equal to your Charisma modifier.

Dampen Elements: At 6th level, you can reduce elemental damage taken by you or your allies. You gain this ability as the class feature on p. 62 of the *Player's Handbook*.

Elemental Blood: Starting at 10th level, you can choose a type of elemental damage (fire, cold, lightning, acid, or thunder) after a short or a long rest. You gain immunity to that type of damage but also vulnerability to its opposing element (cold, fire, acid, thunder, and lightning, respectively) until you either choose another damage type or finish a long rest and choose not to use this feature.

Elemental Servitor: At 14th level, you can use your patron's influence to gain control over an elemental creature. As an action, choose an elemental that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is charmed by you until a *remove curse* spell is cast on it, the charmed condition is removed from it, or you use this feature again. While charmed, it regards you as an ally and does its best to fulfill your requests. You can communicate telepathically with the creature as long as the two of you are on the same plane of existence.

NEW WIZARD SCHOOL: ELEMENTALIST

Elementalists are often known as pyromancers, geomancers, cryomancers, or aeromancers depending on their chosen element, though some take issue with this labeling. These scholars believe that, according to ancient dialects of the Common tongue, “-theurge” is a better suffix for their kind. Either way, elementalists more so than other wizards specialized in destroying their foes with a particular kind of energy, and their research gives them the tools to do it. They learn how to wield particular energies in a variety of ways, and the most powerful elementalists can even easily bypass creatures’ protections against their magic.

Elemental Savant: Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell is halved. You must also choose air, earth, fire, or water as your favored element. This choice determines the benefits you gain when casting spells with an associated energy type (lightning, acid, fire, and cold, respectively).

Energy Substitution: Also at 2nd level, when you cast a spell that deals elemental damage, you can instead change its damage type to that of your favored element.

Elemental Ward: At 6th level, you gain resistance to your favored element’s damage type.

Favored Empowerment: Beginning at 10th level, when you cast a spell of your favored element’s damage type, you can add your Intelligence modifier to the damage roll.

Pierce Resistance: At 14th level, when you cast a spell of your favored element’s damage type, you ignore a target’s resistance to that damage type. Additionally, if you cast a spell of your favored element’s damage type on a creature that has immunity to that damage type, you can choose to convert half of that ability’s damage dice into either radiant (if you favor fire or lightning) or necrotic (if you favor cold or acid) damage for that creature only. If the spell is an area of effect spell, you roll these damage dice separately from the initial damage roll.

