

OTHERWORDLY PATRON: THE ELEMENTAL SPIRITS



THE ELEMENTAL SPIRITS

You serve the Elemental Spirits themselves: the primal forces of nature that bind all of Creation. Those that worship and serve these spirits are known as shaman, and face a perilous task: bringing balance to chaos—for by their very nature, the Elements are creatures of chaos from which life springs, and if left unattended, they might shatter the very fabric of Creation.

The Spirits are a jealous sort, and it is the trial of shaman to represent their interests equally. More of amalgamated voices each singing and demanding duty and service of the shaman, the Spirits tend to expect honor and humility of their servants without any tangible goals on the mortal plane. The Spirits lavish protection that kneel in supplication, and forsake those that would demand of them power.

ELEMENTAL SPIRITS EXPANDED SPELLS

The Elemental Spirits let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ART BY EKATERINYA VLADINAKOVA

ELEMENTAL SPIRITS EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, thunderwave</i>
2nd	<i>augury, maximilian's earthen grasp</i>
3rd	<i>erupting earth, tidal wave**</i>
4th	<i>fire shield, stonесkin</i>
5th	<i>control winds, maelstrom</i>

BONUS PROFICIENCIES

Shaman are both warriors and seers. Starting at 1st level, you gain proficiency with medium armor, shields, and martial weapons. You also learn to read, write, and speak Primordial, the parent language of elemental beings.

BLESSINGS OF THE ELEMENTS

To be a shaman, one must first seek the blessings of the Spirits—a rite of passage, an act of service to powers greater than mortal comprehension.

Starting at 1st level, you choose one Elemental Blessing, gaining its features. You choose another at 6th, 10th, and 14th level, ultimately representing all four Elemental Spirits.

DESIGN BY WYATT TRULL

Totemic Boon. Each Blessing grants a boon. To accept this gift and express your gratitude, a shaman must fashion a totem to honor the spirit. For example, an air totem may sport an eagle feather or a twig from a lightning-struck tree; a water totem might be carved from a fishbone. Totems serve as spellcasting foci, as described in Chapter 5 in *The Player's Handbook*.

Bonus Cantrips. Each Blessing grants you an additional cantrip. These count as warlock cantrips, but don't count against the number of warlock cantrips you know.

BLESSING OF AIR

To become one with Air is to seek wisdom, and contemplate the nature of order in a chaotic world. Air is diplomacy, the exchange of ideas, and the threat of swift retaliation for betraying the pursuit of such ideals. Air changes as the world necessitates, as does the shaman for his people.

When you choose this Blessing, you gain the following benefits:

Galeforce. As an action, you may conjure a gale that surrounds a creature within 60 feet of you that you can see; unwilling creatures make a Strength saving throw against your spell save DC to resist the gale. You may move the gale up to 20 feet in any direction per turn. As a bonus action on subsequent turns, you may continue channeling the gale, up to a number of turns equal to your Charisma modifier, with the effects dissipating at the end of your turn. Once you use this feature, you cannot again until you finish a long rest.

Bonus Cantrip. You learn the *gust* cantrip.

BLESSING OF EARTH

To embrace Earth is to be unflinching in the face of peril, to weather the worst that the world may offer. Earth is strength, loyalty, and stalwart willpower.

When you choose this Blessing, you gain the following benefits:

Embrace of the Earth. Once per long rest, you can use your reaction to conjure earth from your totem. It appears as a 15-foot diameter hemisphere within 30 feet of you. An unwilling creature that would be enclosed by this hemisphere can make a Dexterity saving throw against your spell save DC to move up to half their movement to escape it.

The hemisphere has an AC equal to 15 + your Charisma modifier, immunity to poison and psychic damage, resistance to piercing and slashing damage, and has hit points equal to 20 + your Charisma modifier + twice your warlock level. The stone dissipates at the start of your next turn.

Bonus Cantrip. You learn the *mold earth* cantrip.

YOUR PACT BOON

Each Pact Boon option produces a special creature or an object that reflects the nature of the Elemental Spirits, often the one you first sought out for patronage.

Pact of the Chain. Your familiar might be a mephit—imp-like creatures native to the Elemental Planes. As children of two elements, mephits' natures and personalities vary wildly. Some are capricious or smug, others cruel, but all have a tendency of pointing out what you're doing wrong, despite all evidence to the contrary.

Pact of the Blade. If you favor the Spirit of Air, your spear might crackle with electricity. Shaman who favor the Spirit of Water tend to use tridents adorned with pearls scavenged from oysters in the Sea of Worlds. The Spirit of Fire favors quick weapons such as a handaxe wreathed in flames. Shaman that embrace the Earth tend to wield mauls of ancient granite or greatswords forged from obsidian.

Pact of the Tome. Your Book of Shadows might be an ancient stone slab etched with Primordial, or a scroll charged with static electricity. Perhaps a waterlogged diary of a drowned sailor, always dripping but somehow staying together. Shaman that embrace the Spirit of Fire favor divine secrets from orbs of unquenchable, eternal fire.

BLESSING OF FIRE

Proud and insatiable, fire exists to provoke change in the world. It represents both fury and passion. To become one with Fire is to accept that light cannot exist without dark, nor warmth without cold, nor love without hate. Fire teaches of the necessity of change, and that from ash, life springs anew.

When you choose this Blessing, you gain the following benefits:

Flaming Passion. You and friendly creatures within 30 feet of you become naturally adapted for extreme cold weather, as described in Chapter 5 in the *Dungeon Master's Guide*. Additionally, you and friendly creatures within 10 feet of you have advantage against being charmed or frightened while you are conscious.

Once per short or long rest, you use a bonus action to overwhelm your aura. Creatures within 10 feet of you must make a Constitution saving throw against your spell save DC. On a failure, a creature takes fire damage equal to 2d6 + your Charisma modifier. This damage scales as you gain higher level spell slots via your Pact Magic feature. For example, as a 5th level warlock with 3rd level spell slots, the damage would equal 4d6 + your Charisma modifier.

Bonus Cantrip. You learn the *control flames* cantrip.

BLESSING OF WATER

Water is harmonious, and water is full of wrath. It may soothe and cleanse a wound, or choke away life. Water proves that mercy does not mean weakness, and even the gentle hand may curl into a fist.

When you choose this Blessing, you gain the following benefits:

Tidal Mercy. You and friendly creatures within 30 feet of you become naturally adapted for extreme heat, as described in chapter 5 of the *Dungeon Master's Guide*. Additionally, when a creature within 60 feet of you drops to 0 hit points, you may use your reaction to restore a number of hit points to that creature equal to 1d6 + your Charisma modifier + twice your Warlock level. Once you use this feature, you cannot again until you finish a short or long rest.

Bonus Cantrip. You learn the *shape water* cantrip.

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

EARTHWARDEN

Prerequisite: Blessing of Earth feature

Difficult terrain no longer impairs your movement. The following spells are added to the warlock spell list for you: *sanctuary*, *aid*, *meld into stone*, *grasping vine*, and *transmute rock*.

FIRESTARTER

Prerequisite: Blessing of Fire feature

You can ignite flammable objects with your touch. The following spells are added to the warlock spell list for you: *burning hands*, *heat metal*, *fireball*, *wall of fire*, and *immolation*.

IMBUEMENT

Prerequisite: Pact of the Blade feature

When you attack with your pact weapon, you can change its bludgeoning, piercing, or slashing damage into either cold, fire, force, lightning, or thunder damage (your choice).

MASTER OF MEPHITS

Prerequisite: 7th level, Pact of the Chain feature

As an action, you may channel your familiar into a beacon, summoning from the Elemental Planes 1d4 mephits of its kind in a space within 60 feet of your familiar. The mephits act on the same initiative of your familiar, obey your commands, and disappear at the end of your next turn. Your DM has the statistics for these mephits.

You cannot use this invocation again until you finish a long rest.

STORMCALLER

Prerequisite: 15th level, Pact of the Tome feature

You may cast one of the following spells once using your Mystic Arcanum feature: *control weather*, *earthquake*, *tsunami*, or *whirlwind* (your choice).

WATERY EMBRACE

Prerequisite: Blessing of Water feature

You gain a swimming speed of 30 ft. The following spells are added to the warlock spell list for you: *create or destroy water*, *prayer of healing*, *water walk*, *control water*, and *cone of cold*.

WINDSCREAMER

Prerequisite: Blessing of Water feature

You embrace the power of Air. You gain resistance to thunder damage, and can no longer be deafened unless you will it. The following spells are added to the warlock spell list for you: *feather fall*, *gust of wind*, *call lightning*, *storm sphere*, and *legend lore*.

rites of passage

At select times in a shaman's life, he or she must embark on a trial, a rite of passage, to earn a Spirit's favor. Work with your DM to choose or roll from the following tables for each Spirit.

Rites of Air. To earn the Spirit of Air's blessing involve acts that lead to enlightenment and faith.

Rites of Earth. To earn the Spirit of Earth's blessing requires dedication, discipline, and endurance.

Rites of Fire. Earning the Spirit of Fire's blessing often involves daring, if not outright suicidal, feats.

Rites of Water. Rites of passage to earn the Spirit of Water's blessing concern reaching an understanding on the thin border between life and death.

rites of the Spirit of Air

d6 Rite	
1	Scale a cliff harried by screaming winds. Meditate amidst chaos at its height to seek enlightenment.
2	Endure the Windstorm Web: several totem poles are placed evenly about. You are to be loosely strung up among them. The approaching storm shall cast you about like drunks do with dice and destiny.
3	"There shall be times when you lack time or knowledge, and must race against the falling sun to avert disaster. Tie yourself upside-down to this lightning rod—finish reading these scrolls to answer the Great Query before the storm strikes you dead."
4	To be one with the Spirit of Air is to be a diplomat, to foster the peaceful exchange of ideas. Two factions have, as of late, been on the verge of outright violence. Should you mend the divide, you will command the Spirit's respect.
5	The Spirit of Air demands an open mind and a hunger for knowledge. Venture up the windswept peaks to the mountain shrine. There you shall find the runes—learn them, read them, sing them into the gale.
6	A shaman cannot be expected to know all the answers, nor even the right path to follow, but must always believe that the Spirits will guide them true. Climb to a great height, and—armed only with faith—leap from its edge, letting the Spirit of Air guide you.

rites of the Spirit of Fire

d6 Rite	
1	You must embark on a vision quest, induced by a sacred, smoky incense.
2	You must venture into the bowels of the earth to recover a chunk of igneous rock—basalt, granite, or the like—and carve it into a totem while standing on the sweltering banks of magma.
3	"Fire is passion, and to tame it requires great discipline. Go sit on hot coals for a few hours. Oh, and the Spirit demands you be heavily intoxicated."
4	An inferno rages in a nearby forest, and it is a dance only you must follow. Perform the ritual in the heart of the inferno.
5	Brave the windswept mountain pass while nourishing a sacred torch. Light the brazier at its peak. Should the torch's fire go out, you shall fail your rite of passage.
6	Endure the Fireletting: a shaman shall paint fiery tattoos on your body swirling, ritualistic patterns of tar and oil. Then comes the flames. Should you emerge, your body will boast the Spirit's favor forever.

rites of the Spirit of Earth

d6 Rite	
1	The Spirit of Earth is a guardian of tradition, of what's right. Walk the path from here to the village and back, always looking for someone in need—go to them, and let the Spirit work through you.
2	Venture forth into the wild, and find a great beast to do battle with. Should you survive, take from its body a bone or fang to make into your totem. The Earth will sing of your bravery until the end of all days.
3	"Earth is strength, discipline, endurance. To earn the Spirit's favor, you must demonstrate each of these qualities. Hold this rock over your head. I'll be back at sundown to check up on you."
4	The earth quakes with distant fury. Learn its song, and how to withstand it by balancing upon a totem pale until the rage passes.
5	Venture into the darkest caves and listen to the song of the earth. Let it guide you through the darkness. Return with a child of earth—a gemstone or stalactite found in the dark.
6	The earth provides if one knows where to look. Go forth into the wilderness, armed only with a knife and your own strength of will. Seven days you will survive—and should you return early, should you give up, you will never find the Spirit's favor.

rites of the Spirit of Water

d6 Rite	
1	You must drown yourself in seawater. Between the vestiges of life and death, you will find enlightenment.
2	From the bones and fangs of a great beast shall you fashion your water totem. You must hunt down and slay a crocodile, shark, or other aquatic predator.
3	"To command Water's respect requires walking the fine line between life and death. You must tread across a frozen lake. Blindfolded. Yes, blindfolded. Do not fear the crackling ice. Trust in the Spirit of Water to guard your life... but acknowledge its power to rob you of it."
4	In the sunlit depths off the coast, you must delve, down and down into the coral reefs to recover a piece for your totem. But beware—should you touch the coral with a bare hand, you might ignite the death of its entire colony. Water will never tolerate those with such a wanton disregard of life.
5	The rainstorm approaches. You must perform a ritual throughout the night, dancing the ancient dances and singing the ancient songs. At the point of exhaustion, you will find enlightenment.
6	Far below the water, past the timber bones of long lost ships and wailing ghosts of the dead lies a cave. Many have died swimming there for salvation, for air. Should you make it, meditate in that pocket below the sea, and emerge as a hierophant of Water.