

THE ELEMENTALIST

A CLASS OF PRIMORDIAL POWER & MARTIAL STYLE



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PDF COMPILATION, EDITING & LAYOUT: NERS



ELEMENTALIST

A drow crouches, perched atop the rim of a stone roof. As the door below her opens, she launches into the air, fire bursting from her hands and feet in concentrated jets. At the apex of her arc, she unleashes a precise plume of fire that falls her target.

A wood elf sits in his meditation, his consciousness in the Ethereal Plane communing with spirits. A gust of wind from his hands suddenly propels him into a standing position. He knows what he must do.

A firbolg finds the hobgoblin torch that set his forest ablaze. While drawing his mace with one hand, he swipes the air with the other, causing water to leap from his pouch and cut a path in the flames. Raising his mace, he charges through the gap to confront his arsonist foes.

A pandaren stands in a training yard of cobblestone, peering over all of the various objects the sages left for her to practice the other elements. Earth will always be her favorite, her Prime Element, but she knows her destiny is to master all the elements and save the world. Summoning her power to the ready, she gets to work.

Each of these heroes is an elemental, a person who, at some point in his or her life, formed an intimate connection with one of the four Prime Elements: Air, Earth, Fire, or Water, and through that connection learned to control that element as an extension of him or herself. Elementalists exert power over the raw elements, allowing them to raise mountains, form hurricanes, create whirlpools, and unleash infernos as they increase in strength.

ELEMENTAL TRAINING

Untrained elementalists can be extremely dangerous to everyone around them, accidentally causing cataclysms when they lose their temper or composure. To combat this unnecessary tragedy, many groups have established dojos, temples, and schools to teach elementalists ways of manipulating the raw energies of the multiverse. These Elemental Styles have a profound effect on the way an elemental uses his or her abilities, causing even two elementalists of the same element to approach combat entirely differently. Some such places of training take a more introspective approach, seeking council from spirits to determine the best course of action, while others teach the art of weapons and war, and others still instruct in the science of subtlety and assassination. Some even encourage their students to form a connection with other Prime Elements, perhaps even all four.

THE ELEMENTALIST

Level	Proficiency Bonus	Features	Elemental Strike	— Spell Slots per Spell Level —				
				1st	2nd	3rd	4th	5th
1st	+2	Prime Element, Elemental Strike	1d6	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Elemental Blast	1d6	2	—	—	—	—
3rd	+2	Control Style	1d6	3	—	—	—	—
4th	+2	Ability Score Improvement	1d6	3	—	—	—	—
5th	+3	Extra Attack	1d6	4	2	—	—	—
6th	+3	Suffused Strike, Prime Element Feature	1d6	4	2	—	—	—
7th	+3	Improved Elemental Blast	1d8	4	3	—	—	—
8th	+3	Ability Score Improvement	1d8	4	3	—	—	—
9th	+4	—	1d8	4	3	2	—	—
10th	+4	Control Technique	1d8	4	3	2	—	—
11th	+4	Improved Suffused Strike	1d8	4	3	3	—	—
12th	+4	Ability Score Improvement	1d8	4	3	3	—	—
13th	+5	—	1d8	4	3	3	1	—
14th	+5	Prime Element Feature	1d8	4	3	3	1	—
15th	+5	Control Art	1d10	4	3	3	2	—
16th	+5	Ability Score Improvement	1d10	4	3	3	2	—
17th	+6	—	1d10	4	3	3	3	1
18th	+6	Prime Element Feature	1d10	4	3	3	3	1
19th	+6	Ability Score Improvement	1d10	4	3	3	3	2
20th	+6	Control Mastery	1d10	4	3	3	3	2

ELEMENTAL SURPRISE

A reliable method for forming a connection with a Prime Element, and therefore becoming an elemental, has never been identified. Elementalists come from all walks of life. Some are from prestigious bloodlines, families who can trace a familial connection back generations, while some children of such families can discover they don't have the gift at all. Paupers with no family history of elementalism can suddenly discover their abilities, often to disastrous effect when their lack of training leads to accidental misuse. Anyone can become an elemental, and might not form a connection with a Prime Element until very late in life, though small children only days old can sometimes be seen to ripple earth, spin water, or belch fire.

CREATING AN ELEMENTALIST

When creating an elemental character, consider first how your character formed your connection with a Prime Element. Does it run in your family, did you send a hope and a prayer out into the universe and awake the next day to discover your snoring destroyed the poor cabbage cart adjacent to your sleeping space, or did a desperate situation cause you to form a connection out of necessity? Also good to consider is at what age your character discovered the abilities granted by the connection, and the impact it had on you at that point in your life.

Next, consider where and how you were taught to control your abilities. Were you adopted into a formal school where you learned alongside other disciples, are you a savant who taught yourself control and developed a style all your own, or did your family line have a specialized training method they kept secret from all others? Were you trained before you accidentally caused some sort of disaster, or after? The answers to these questions will help form a solid foundation on which to build your character's backstory, and help you determine which of the many varying features you will choose as you gain levels in this class.

QUICK BUILD

You can make an elemental quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on your Prime Element: Strength for Earth and Water, and Dexterity for Air and Fire. Your next highest ability score should be Wisdom or Charisma, depending on your Prime Element: Wisdom for Air and Water, and Charisma for Earth and Fire. Second, choose the folk hero or noble background.

CLASS FEATURES

As an elemental, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per elemental level

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

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per elemental level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, Intimidation, Perception, Performance, Sleight of Hand, and Survival

EQUIPMENT

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

- (a) leather armor, (b) scale mail, or (c) vestments and 5 sticks of incense
- (a) a dungeoneer's pack or (b) an explorer's pack
- 3 simple weapons of your choice
- An elemental focus, which is a small token that symbolizes your Prime Element

PRIME ELEMENT

As an elemental, you gained your abilities through an intimate connection with one of the Prime Elements. Exactly how you formed this connection with the element varies, but your attunement with this element changed you forever, granting you special control over it and enhancing your physical prowess. Choose a Prime Element: Air, Earth, Fire, or Water, each of which is detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level, and again at 6th, 14th, and 18th level, as well as an associated spell list and an attuned damage type used by several of your class features.

PRIME ELEMENT ABILITIES

Prime Element	Striking Ability	Spellcasting Ability	Attuned Damage Type
Air	Dexterity	Wisdom	Thunder
Earth	Strength	Charisma	Force
Fire	Strength or Dexterity	Charisma	Fire
Water	Strength or Dexterity	Wisdom	Cold

ELEMENTAL STRIKE

You can create a blast of raw elemental energy, called an elemental strike. Your elemental strike has the following properties:

- You are proficient with your elemental strike, which is a weapon with the *range 20/60* property. Additionally, when you use your elemental strike to attack a creature within 5 feet of you, you can choose to make the elemental strike as a melee weapon attack. Your Prime Element determines what ability score you use for the attack and damage rolls of your elemental strike, both when using it as a melee and ranged weapon, as shown in the Striking Ability column of the Prime Element Abilities table.
- Your elemental strike's damage die is 1d6. This die changes as you gain elemental levels, as shown in the Elemental Strike column of the Elemental table. Your elemental strike deals bludgeoning damage.
- When you reduce a creature to 0 hit points with your elemental strike, you can choose to knock the creature unconscious instead of killing it.
- You don't need to have a free hand to use your elemental strike, but if you don't, at least one of your legs must be free. If neither of your hands is free, you make the attack roll with disadvantage.
- If a creature is within the short range of your elemental strike, you don't suffer disadvantage on ranged elemental strikes against the creature due to it being prone.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you would later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

POWER STRIKING

When you hit a creature with your elemental strike as a melee attack or within its short range, and at least one of your hands is free, you gain a +2 bonus to the damage roll of that elemental strike.

STRIKE WEAVING

When you make a ranged elemental strike, you do not suffer disadvantage due to being within 5 feet of a hostile creature. Additionally, when you make an elemental strike against a creature within its short range, the attack ignores half and three-quarters cover.

SPELLCASTING

When you reach 2nd level, you become suffused enough with elemental power that you can use it to cast spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting, and the end of this document for the elemental spell lists.

PREPARING AND CASTING SPELLS

The Elemental table shows how many spell slots you have to cast your spells. To cast one of your elemental spells of 1st level or higher, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare a list of elemental spells that are available for you to cast, choosing from the spell list granted by your Prime Element. When you do, choose a number of spells equal to your elemental spellcasting ability modifier + half your elemental level, rounded down (a minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level elemental, you have four 1st-level and two 2nd-level spell slots. With a spellcasting ability of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *chromatic orb*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of elemental spells requires time spent meditating: at least 1 minute per spell level for each spell on your list.

SPELLCASTING FOCUS

You can use an elemental focus that symbolizes your Prime Element as a spellcasting focus for your elemental spells.

ELEMENTAL BLAST

Starting at 2nd level, when you hit a creature with your elemental strike as a melee attack or within its short range, you can expend one elemental spell slot to deal damage of your attuned damage type, in addition to the elemental strike's damage. The extra damage is 1d8 per level of the expended spell slot, to a maximum of 5d8.



CONTROL STYLE

At 3rd level, you adopt a particular style of controlling your elemental energies, affecting the progression of your talents moving forward. You gain one of the following features of your choice. Your choice determines the features you gain at 10th, 15th, and 20th level.

Avatar. Whenever you finish a short or long rest, you can change your attuned damage type to a different type from among those listed in the Attuned Damage Type column of the Prime Element Ability table. If you do, it remains your attuned damage type until you finish a short or long rest.

Additionally, choose a 1st-level spell from any elemental spell list. You always have that spell prepared, and it doesn't count against the number of elemental spells you can prepare each day.

You choose additional spells this way when you reach certain levels in this class: a 2nd-level spell at 6th level, a 3rd-level spell at 10th level, a 4th-level spell at 14th level, and a 5th-level spell at 18th level. You always have each spell you choose this way prepared, and it doesn't count against the number of elemental spells you can prepare each day.

Contractor. You gain proficiency in the Stealth skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Acrobatics, Deception, Investigation, or Sleight of Hand.

Additionally, your elemental strike is now a weapon with the *range 30/120* property.

Spirit Bridge. You can understand the spoken words of elemental, fey, and undead creatures, and those creatures can understand your spoken words, even if you don't share a language with them. You are considered proficient in all Charisma ability checks you make to interact with elemental, fey, and undead creatures.

Additionally, your connection with elemental spirits allows you to ask them for counsel. You can spend 10 minutes meditating to commune with the spirits about the results of a specific course of action that you plan to take within the next 30 minutes. The spirits then indicate good results, bad results, both good and bad results, or no particularly good or bad results, but nothing more specific. The spirits' indication doesn't take into account any possible circumstances that might change the outcome, such as the casting of spells or the loss or gain of a companion.

Once you commune with the spirits this way, you must finish a short or long rest before you can do so again.

Warrior. You gain proficiency with martial weapons. When you use the Attack action to make an elemental strike, you can use your bonus action this turn to make a melee weapon attack with a one-handed melee weapon you're holding. If you do, you don't add your ability modifier to the damage of the bonus action attack.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, 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.

SUFFUSED STRIKE

Starting at 6th level, when you hit a creature with your elemental strike, you can choose for it to deal damage of your attuned damage type, instead of bludgeoning.

IMPROVED ELEMENTAL BLAST

By 7th level, you've learned to focus the energies of your Elemental Blast. Once during each of your turns when you use your Elemental Blast, you can force the target to make a Strength saving throw against your spell save DC. On a failed save, the target is pushed up to 10 feet in a straight line away from you and is knocked prone.

CONTROL TECHNIQUE

At 10th level, you reach a new level of practice in your Control Style, granting you an additional feature.

Avatar. When an effect deals you damage of your attuned damage type, you can use your reaction to halve the effect's damage against you.

Contractor. If you're hidden from a creature when you miss it with a ranged elemental strike, the attack doesn't reveal your position.

Spirit Bridge. Your connection with elemental spirits allows you to step briefly into the Ethereal Plane. As a bonus action, you can cast the *etherealness* spell without expending a spell slot. When you do, the spell ends at the end of the current turn. You can use this feature twice, and you regain all expended uses when you finish a short or long rest.

Warrior. When you hit a creature with a melee weapon attack, you can use your Elemental Blast as though you had hit the creature with an elemental strike, expending an elemental spell slot as normal.

Additionally, you can choose a second option from the Fighting Style class feature, or from the following options.

ELEMENTAL PROTECTION

When a creature you can see attacks a target other than you that is within 20 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must have at least one arm or leg free.

STRIKE DANCING

When you engage in two weapon fighting, or use your Control Style's bonus action, you can add your ability modifier to the damage of the bonus action attack.

IMPROVED SUFFUSED STRIKE

By 11th level, you are so suffused with elemental energy that the excess power carries into your elemental strikes. Whenever you hit a creature with your elemental strike as a melee attack or within its short range, the creature takes an extra 1d8 damage of your attuned damage type.

CONTROL ART

At 15th level, you attain a greater level of practice in your Control Style, granting you an additional feature.

Avatar. After an effect deals you damage of your attuned damage type, you can use your reaction to gain immunity to that type of damage for 1 minute. Once you use your reaction this way, you must finish a long rest before you can do so again.

Contractor. If you're hidden from a creature, or a creature is surprised, your elemental strikes against it score a critical hit on a roll of 19 or 20. Additionally, your elemental strike is now a weapon with the *range 80/320* property.

Spirit Bridge. You can cast either the *conjure fey* spell or the *planar ally* spell by expending an elemental spell slot of 4th level or higher. Once you cast a spell this way, you can't cast either spell again until you finish a short or long rest.

Warrior. You always have the *elemental weapon* spell prepared. It counts as an elemental spell for you and doesn't count against the number of elemental spells you can prepare each day. When you cast it, the only damage type you can choose is your attuned damage type, and you can target your elemental strike with it.

CONTROL MASTERY

At 20th level, you achieve mastery of your Control Style, granting you an additional feature.

Avatar. You have become so familiar with all forms of elemental energy and spellcasting that you can cut off a creature's connection to it. As an action, you touch a creature, and cause it to make a Wisdom saving throw against your spell save DC with disadvantage. On a failed save, the target becomes unable to cast spells, or spend spell slots, ki points, sorcery points, or other such magical resources.

At the end of every 30 days, the creature can repeat the saving throw, ending the effects on a successful save. This effect can also be ended by the *greater restoration*, *heal*, and *wish* spells.

Once you use this feature, you must finish a long rest before you can do so again.

Contractor. If you're hidden from a creature, or a creature is surprised, your elemental strikes against it score a critical hit on a roll of 18-20. Additionally, when you score a critical hit against a creature, the attack deals maximum damage, instead of rolling.

Spirit Bridge. You can cast *gate* once by expending a 5th-level elemental spell slot, regaining the ability to do so when you finish a long rest.

Warrior. You can attack three times, instead of twice, when you take the Attack action on your turn.

PRIME ELEMENTS

Elementalists create their connections with an elemental power in hugely varied ways. However, they all attune to one of four Prime Elements: Air, Earth, Fire, or Water. Though each elemental practices a style of controlling his or her elemental abilities, the elemental's power is drawn through this connection, often leading to a feeling of safety when near a source of the element, or causing anxiety and a growing sense of dread when away from such a source. To combat these feelings, most elementalists carry an elemental focus, a vessel of some sort that contains some of their elemental source, such as an empty locket with fresh air sealed inside, a small sack full of pebbles, a flask full

of easily ignited oil with a flint, or a flagon of water that is never to be used for drinking. Elementalists can use these totems to focus the raw elemental energies they manipulate.

AIR

The Prime Element Air comes from a realm of unending sky, where air currents and clouds are in constant motion, where the air is clear and unsullied. The Plane of Elemental Air is one of tranquility and freedom, where one can fall or fly forever in peace with a cool wind at one's back. To best strengthen your connection with this plane, you must embrace its zen qualities, and allow patience to rule over emotion.

AIR ATTUNEMENT

Starting at 1st level, you have a connection with Elemental Air, allowing you to control storms and wind, and granting you the following properties:

- You choose your spells from the Air Elemental spell list.
- You know the *gust*^{EE} cantrip. Wisdom is your spellcasting ability for it and your other elemental spells, since Elemental Air is controlled best by an individual who has achieved spiritual tranquility. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an elemental spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

UNARMORED DEFENSE

Also beginning at 1st level, while you are wearing no armor and aren't wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

THERMAL GLIDING

Starting at 6th level, you can create thermal winds beneath yourself that allow you to glide short distances. When you take the Dash action, you can use the extra movement as though it were a flying speed. If you end your turn in the air, you fall if nothing else is holding you aloft.

Additionally, your base movement speed increases by 5 feet.

AIR SPECIALTY

At 14th level, you build a more intimate connection with Elemental Air, evolving the effects of its elemental energies on you. You gain one of the following features of your choice. Your choice determines the feature you gain at 18th level.

Gale. You embrace the purity and freedom of Elemental Air, gaining the following benefits:

- Your base movement speed increases by 10 feet.
- You are always under the effects of the *feather fall* spell.
- When a creature within the short range of your elemental strike that you can see makes a ranged weapon attack, you can use your reaction to impose disadvantage on the attack roll.

- Once during each of your turns when a creature fails a saving throw against an elemental spell you cast, you can choose to push the creature up to 10 feet in any horizontal direction, in addition to the spell's normal effects.

Hollow. You free yourself of physical attachments, becoming the wind, and entering the void. You gain the following benefits:

- You have a flying speed equal to your current walking speed.
- You no longer fall if you end your turn in the air, gaining the ability to hover. If you become unconscious, you remain hovering in your current space, though you can still be moved by creatures and spells if they can reach you.
- You no longer need to eat, drink, or breathe, though you are still able to do so.
- When you take the Dash action, you can make an elemental strike as a bonus action.

Sonic. You gain the ability to manipulate how the particles in the air allow sound to travel, granting you the following benefits:

- You have advantage on Wisdom (Perception) checks you make using your hearing.
- You learn the *message* cantrip. It counts as an elemental spell for you, and you can cast it as a bonus action during each of your turns.

- You always have the *confusion* spell prepared. It counts as an elemental spell for you, and doesn't count against the number of elemental spells you can prepare each day.
- As an action on your turn, you can create a zone of absolute silence in a miniscule aura around yourself for 1 minute. While surrounded by this aura, you don't need to perform the verbal components of your elemental spells, and your movements, attacks, and spells make no sound and create no vibrations, save for those you choose to allow, but otherwise function normally. This makes you functionally undetectable to creatures with blindsight and tremorsense; unless such a creature can see normally, its attack rolls against you are made with disadvantage, and your attack rolls against it are made with advantage. Once you create a zone of silence this way, you must finish a long rest before you can do so again.

AIR PROWESS

At 18th level, your bond with Elemental Air grows so deep that you attain perfection in your manipulation of its elemental energies. You gain an additional feature based on your Air Specialty.

Gale. You can cast *investiture of wind*^{EE} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

Hollow. You can cast *investiture of emptiness*^{OAP} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

Sonic. You can cast *investiture of sound*^{OAP} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

EARTH

The Prime Element Earth comes from a realm of great expanses of stone, dust, and sand, where all is ever still, and objects at rest tend to stay there. The Plane of Earth is one of stubbornness and an unwillingness to change. To best strengthen your connection with this plane, you must be even more stubborn than it is, imposing your will on this inflexible element.

EARTH ATTUNEMENT

Starting at 1st level, you have a connection with Elemental Earth, allowing you to control stone and rock, and granting you the following properties:

- You choose your spells from the Earth Elemental spell list.
- You know the *mold earth*^{EE} cantrip. Charisma is your spellcasting ability for it and your other elemental spells, since Elemental Earth is controlled best by an individual with a force of will and stubbornness greater than that of stone. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for an elemental spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier



EARTHEN ARMOR

Also beginning at 1st level, while you're wearing light, medium, or no armor, you can use your Charisma modifier, instead of your Dexterity modifier, to determine your Armor Class. Your Charisma modifier is otherwise treated as though it were your Dexterity modifier for the purpose of determining your AC this way.

PART THE EARTH

At 6th level, you gain a burrowing speed of 10 feet. When you use it, unless you use your action to close the earth behind you, you leave a tunnel through which others can follow.

EARTH SPECIALTY

At 14th level, you build a more intimate connection with Elemental Earth, evolving the effects of its elemental energies on you. You gain one of the following features of your choice. Your choice determines the feature you gain at 18th level.

Lava. You gain the ability to control lava in the same ways you can control earth, granting you the following benefits:

- When you take the Attack action, you can replace one of your attacks with a lava strike, which is a ranged spell attack with a range of 20 feet. On a hit, the target takes 1d10 bludgeoning damage and 2d10 fire damage. Whether the attack hits or misses, a 5-foot wide line on the ground between you and the target becomes lava. Once you make a lava attack, you must finish a short or long rest before you can do so again.
- When you cast an elemental spell of 1st-level or higher that deals bludgeoning, piercing, or slashing damage, you can spend a spell slot of two levels higher than the level at which the spell is being cast to cause it to deal fire damage instead. For example, to cast a 3rd-level *erupting earth* in this way, you spend a 5th-level spell slot. If you do, the ground in the affected area, or in the target's space if the spell targets only a single creature, becomes lava. If a spell's duration is longer than Instantaneous, only the spaces in the spell's area this turn are affected.
- Lava created by this feature counts as difficult terrain, and a creature that moves within 5 feet of it for the first time during its turn, or ends its turn there (including you), must make a Constitution saving throw against your spell save DC. On a failed save, the creature takes 1d10 fire damage, or half as much on a successful save. If a creature (including you) wades through the lava, it takes fire damage equal to 1d10 + your Charisma modifier for every 5 feet it moves inside the lava. The lava cools and returns to rock 1 hour after it is created by this feature. Additionally, if lava is on an incline, it may begin to spread down the incline at the DM's discretion.

- You can spend 1 minute concentrating (as though concentrating on a spell) to turn all lava within the short range of your elemental strike into traversable earth. If a creature is inside the lava when you do, it floats to the top of the lava before the lava hardens. After 10 minutes, if there is still lava adjacent to the affected area, the area returns to lava.

Metal. You gain the ability to control metal in the same ways you can control earth, granting you the following benefits:

- Elementalist spells that you cast to manipulate stone and rock can now be used to manipulate metal in the same ways. For example, you can use the *stone shape* spell to touch a metal object that is Medium or smaller and form it into any shape that suits your purpose.
- If a metal object no greater than 5 feet in any dimension is within the short range of your elemental strike, you can use your interact with an object action to cause it to fly into one of your free hands, or to the ground in your space if neither of your hands is free. The object can't be worn or held by a creature for you to be able to target it this way.
- If a metal object no greater than 5 feet in any dimension is being held by a creature within the short range of your elemental strike, you can use your action to attempt to wrest the object from the creature's hands. The creature must succeed on a Strength saving throw against your spell save DC or the object is torn from its hands, flying into one of your free hands, or to the ground in your space if neither of your hands is free.
- Your reach with metal melee weapons you're holding increases to the short range of your elemental strike.



Mountain. You embrace the purity and strength of Elemental Earth, gaining the following benefits:

- You have a +1 bonus to your AC.
- Your hit point maximum increases by 14, and it increases by 1 again whenever you gain a subsequent level in this class.
- You can't be knocked prone unless you choose to allow it.
- You can use your bonus action to expend an elemental spell slot. You gain a number of temporary hit points equal to 1d8 per level of the expended spell slot.

EARTH PROWESS

At 18th level, your bond with Elemental Earth grows so deep that you attain perfection in your manipulation of its elemental energies. You gain an additional feature based on your Earth Specialty.

Lava. You can cast *investiture of magma* ^{OAP} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

Metal. You can cast *investiture of steel* ^{OAP} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

Mountain. You can cast *investiture of stone* ^{EE} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

FIRE

The Prime Element Fire comes from a realm of inexhaustible flame, where heat buffets all, and the conflagration devours everything it touches. The Plane of Elemental Fire is one of tumult, passion, and ambition. To best strengthen your connection with this plane, you must embrace your own passions, ambitions, and emotions, giving your all to every action and goal.

FIRE ATTUNEMENT

Starting at 1st level, you have a connection with Elemental Fire, allowing you to control flames and heat, and granting you the following properties:

- You choose your spells from the Fire Elementalist spell list.
- You know the *control flames* ^{EE} cantrip. Charisma is your spellcasting ability for it and your other elemental spells, since Elemental Fire is controlled best by an individual who experiences powerful emotions and determination. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for an elemental spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

FIERY REBUKE

Also beginning at 1st level, when a creature within 5 feet of you hits you with a melee attack, you can use your reaction to retaliate with a swift blast of heat. Roll your elemental strike die. The attacker takes damage equal to the number rolled + your elemental level. You can use your reaction this way a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

FIRE JETS

Starting at 6th level, you can expel jets of fire from your hands and feet, allowing you to jump greater distances using fiery explosions. As a bonus action on your turn, you can double your jump distance until the end of the turn. If you do, you don't take falling damage from heights lower than 100 feet this turn, using the jets to safely slow your descent. When you jump this way, you create a burst of fire that is audible to a range of 100 feet, and creates bright light to a radius of 10 feet around you, and dim light for an additional 10 feet, for the duration of your jump.

When you use your bonus action this way, you can also use your action this turn to wreath your launch and landing points in flames. If you do, each creature within 5 feet of you at the start of your jump, and within 5 feet of your landing point, must make a Dexterity saving throw against your spell save DC. On a failed save, a target takes 3d8 fire damage, or half as much on a successful save. A creature can take damage this way only once each turn.

You can wreath your launch and landing points in flames this way a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

When you reach 18th level, your jump distance instead quadruples when you use this feature, and the fire damage increases to 5d8.

FIRE SPECIALTY

At 14th level, you build a more intimate connection with Elemental Fire, evolving the effects of its elemental energies on you. You gain one of the following features of your choice. Your choice determines the feature you gain at 18th level.

Combustion. You gain the ability to trigger combustion with your mind, granting you the following benefits:

- If one of your elemental spells deals fire damage, you don't need to perform the somatic components of the spell, as long as you can see the targets.
- As long as you can see a creature within the short range of your elemental strike, your elemental strikes against the target ignore all sources of disadvantage. You can make elemental strikes this way even if you are otherwise unable to move, though not if you are incapacitated.
- If you make an elemental strike, use an elemental feature, or cast a spell that deals fire damage, you can choose to have it deal thunder damage instead. If you do, it emits a thunderous boom audible out to 300 feet.

Inferno. You embrace the purity and destructive power of Elemental Fire, gaining the following benefits:

- You gain resistance to fire damage. If you already had resistance to fire damage from a class feature or racial trait, you instead gain immunity to fire damage.



- When you deal fire damage to an object or structure, the fire damage is doubled.
- Once during each of your turns when you deal fire damage to a creature using your Elemental Blast, Fiery Rebuke, Fire Jets, or with an elemental spell of 1st-level or higher, you can choose to have that creature make a Constitution saving throw against your spell save DC. On a failed save, the creature briefly ignites, taking 1d10 fire damage at the start of its next turn.

Lightning. You learn to compress your fire into lightning, granting you the following benefits:

- When you make an elemental strike, you can spend an elemental spell slot to double its short and long ranges for the attack. If you do, you have advantage on the attack roll if the target of the attack is wearing metal armor or holding a metal object in at least one hand. If the attack hits, it deals an additional 1d4 lightning damage per level of the spell slot expended.
- When you cast an elemental spell of 1st-level or higher that deals fire damage, you can spend a spell slot of one level higher than the level at which the spell is being cast to cause it to deal lightning damage instead. For example, to cast a 2nd-level *scorching ray* in this way, you spend a 3rd-level spell slot. If you do, the spell's range is doubled this turn.
- If you would take lightning damage, you can use your reaction to make a Dexterity saving throw with DC equal to half the damage you would take. If you succeed on the saving throw, you instead take no lightning damage, and you can redirect the lightning at a creature you can see within the short range of your elemental strike. The creature must succeed on a Dexterity saving throw against your spell save DC or take lightning damage equal to the damage you prevented this way. Once you use your reaction this way, you must finish a short or long rest before you can do so again.

FIRE PROWESS

At 18th level, your bond with Elemental Fire grows so deep that you attain perfection in your manipulation of its elemental energies. You gain an additional feature based on your Fire Specialty.

Combustion. You can cast *investiture of ignition* ^{OAP} once without expending a spell slot, and you regain the

ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

Inferno. You can cast *investiture of flame* ^{EE} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

Lightning. You can cast *investiture of voltage* ^{OAP} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

WATER

The Prime Element Water comes from a realm of crystal-clear water that exists infinitely in all directions, where the rhythm of ebb and flow dominates all motion. The Plane of Elemental Water is one of constant motion and a natural, unending dance. To best strengthen your connection with this plane, you must accept this rhythm into yourself, and flow with developments as they come, only interrupting the natural course of events at the most crucial of moments.

WATER ATTUNEMENT

Starting at 1st level, you have a connection with Elemental Water, allowing you to control the tides and torrent, and granting you the following properties:

- You choose your spells from the Water Elemental spell list.
- You know the *shape water* ^{EE} cantrip. Wisdom is your spellcasting ability for it and your other elemental spells, since Elemental Water is controlled best by an individual who can perceive and flow with the rhythm of water's natural dance. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an elemental spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

TORRENTIAL DEFENSE

Also beginning at 1st level, when you are hit with a weapon attack, you can use your reaction to block the attack with a swift swipe of water. Roll your elemental strike die. You reduce the damage of the attack by an amount equal to the number rolled + twice your elemental level. You can use your reaction this way a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

TIDAL DANCE

At 6th level, you gain a swimming speed of 40 feet, and being underwater no longer imposes disadvantage on your elemental strikes.

Additionally, you have advantage on saving throws you make to resist being restrained.

WATER SPECIALTY

At 14th level, you build a more intimate connection with Elemental Water, evolving the effects of its elemental energies on you. You gain one of the following features of your choice. Your choice determines the feature you gain at 18th level.

Blood. You learn to control the minute amount of water contained in the blood throughout creatures' bodies, granting you the following benefits:

- You always have the *hold person* spell prepared. Beginning at 17th level, you also always have the *hold monster* spell prepared. Neither of these spells count against the number of elemental spells you can prepare each day.
- While you have at least one creature paralyzed by an elemental spell, you can use your action to expend an elemental spell slot. Each creature you have paralyzed this way takes 1d10 necrotic damage per level of the expended spell slot.
- While you have a target paralyzed with an elemental spell, it is under your power, allowing you to impose your will upon its body. As an action during each of your turns for the duration of the spell, you can move such a creature up to 30 feet in any horizontal direction and have it perform a simple action, such as making a single melee or ranged weapon attack, opening a lock with keys, or dropping whatever it's holding, among others at the DM's discretion. The creature performs the action as though it weren't paralyzed. The action must be a physical one that you can manipulate the creature's body into performing; you can't force the target to speak anything it doesn't wish to say, make it cast a spell, or make it use its features or traits.

Frost. You learn to quickly harden water and ice particles around your enemies, granting you the following benefits:

- When a creature fails its Strength saving throw to resist the effects of your Elemental Blast, you can choose to restrain the creature for 1 minute instead of pushing it and knocking it prone.
- When you cast an elemental spell of 1st-level or higher that deals bludgeoning or cold damage, you can spend a spell slot of one level higher than the level at which the spell is being cast to cause each creature in the spell's area to make a Strength saving throw against your spell save DC. For example, to cast a 1st-level *ice knife* in this way, you spend a 2nd-level spell slot. On a failed save, a target is restrained for 1 minute. If a spell's duration is longer than instantaneous, only the creatures in the spell's area this turn are affected.
- As an action during each of its turns, a creature restrained with this feature can make a Strength (Athletics) check against your spell save DC, freeing itself on a success. Alternatively, an unrestrained creature within 5 feet of it can use its action to free a restrained creature.

Healing. You learn to imbue your waters with healing power, allowing you to mend wounds and expunge disease, and granting you the following benefits:

- You always have the *aura of purity*, *cure wounds*, *lesser restoration*, and *revivify* spells prepared. Beginning at 17th level, you also always have the *mass cure wounds* spell prepared. None of these spells count against the number of elemental spells you can prepare each day, and each of them counts as an elemental spell for you.

- You can cast a single spell granted by this feature once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

WATER PROWESS

At 18th level, your bond with Elemental Water grows so deep that you attain perfection in your manipulation of its elemental energies. You gain an additional feature based on your Water Specialty.

Blood. You can cast *investiture of plasma* ^{OAP} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

Frost. You can cast *investiture of ice* ^{EE} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

Healing. You can cast *investiture of vigor* ^{OAP} once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you do, it counts as an elemental spell for you.

ELEMENTALIST MULTICLASSING

Elementalist follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

MULTICLASSING PREREQUISITES

Prime Element	Ability Score Minimum
Air	Dexterity 13 and Wisdom 13
Earth	Strength 13 and Charisma 13
Fire	Strength or Dexterity 13 and Charisma 13
Water	Strength or Dexterity 13 and Wisdom 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Elementalist	Light armor, medium armor, simple weapons



ELEMENTALIST SPELL LISTS

*Spells with the “OAP” superscript are original spells created by Outlandish Adventure Productions, and you can find their full descriptions at the end of the document. Spells with the “EE” superscript are from the *Elemental Evil Player’s Companion*.*

AIR ELEMENTALIST SPELL LIST

1ST LEVEL

Absorb Elements ^{EE}
Catapult ^{EE}
Chromatic Orb
Expeditions Retreat
Feather Fall
Fog Cloud
Jump
Longstrider
Thunderous Smite
Thunderwave

2ND LEVEL

Dust Devil ^{EE}
Enhance Ability
Gust of Wind
Hold Person
Levitate
Pass Without Trace
Shatter
Silence
Skywrite ^{EE}
Warding Wind ^{EE}

3RD LEVEL

Fly
Gaseous Form
Haste
Protection from Energy
Sending
Water Breathing
Wind Wall

4TH LEVEL

Conjure Minor Elementals
Elemental Bane ^{EE}
Freedom of Movement
Otiluke’s Resilient Sphere
Storm Sphere ^{EE}

5TH LEVEL

Cloudkill
Conjure Elemental
Control Winds ^{EE}
Hold Monster
Telekinesis

EARTH ELEMENTALIST SPELL LIST

1ST LEVEL

Absorb Elements ^{EE}
Catapult ^{EE}
Chromatic Orb
Detect Evil and Good
Earth Tremor ^{EE}
Ensnaring Strike
Entangle
Expeditions Retreat
Jump
Longstrider

2ND LEVEL

Darkvision
Detect Thoughts
Earthbind ^{EE}
Enhance Ability
Find Traps
Hold Person
Knock
Maximilian’s Earthen Grasp ^{EE}
Pass Without Trace
Spike Growth

3RD LEVEL

Conjure Barrage
Erupting Earth ^{EE}
Meld into Stone
Melf’s Minute Meteors ^{EE}
Protection from Energy
Tongues
Wall of Sand ^{EE}

4TH LEVEL

Conjure Minor Elementals
Freedom of Movement
Locate Creature
Stone Shape
Stoneskin

5TH LEVEL

Conjure Elemental
Conjure Volley
Hold Monster
Transmute Rock ^{EE}
Wall of Stone

FIRE ELEMENTALIST SPELL LIST

1ST LEVEL

Absorb Elements ^{EE}
Burning Hands
Chromatic Orb
Expeditions Retreat
Faerie Fire
Hellish Rebuke
Jump
Longstrider
Searing Smite
Shield

2ND LEVEL

Aganazzar’s Scorcher ^{EE}
Branding Smite
Continual Flame
Darkvision
Enhance Ability
Flame Blade
Flaming Sphere
Heat Metal
Pyrotechnics ^{EE}
Scorching Ray

3RD LEVEL

Blinding Smite
Daylight
Fireball
Flame Arrows ^{EE}
Hypnotic Pattern
Melf’s Minute Meteors ^{EE}
Protection from Energy

4TH LEVEL

Conjure Minor Elementals
Elemental Bane ^{EE}
Fire Shield
Freedom of Movement
Wall of Fire

5TH LEVEL

Conjure Elemental
Flame Strike
Immolation ^{EE}
Flaming Vortex ^{OAP}

WATER ELEMENTALIST SPELL LIST

1ST LEVEL

Absorb Elements ^{EE}
Armor of Agathys
Chromatic Orb
Create or Destroy Water
Expeditions Retreat
Fog Cloud
Grease
Ice Knife ^{EE}
Jump
Longstrider

2ND LEVEL

Aid
Blur
Calm Emotions
Enhance Ability
Enlarge/Reduce
Gentle Repose
Hold Person
Levitate
Ray of Enfeeblement
Snilloc’s Snowball ^{EE}
Swarm ^{EE}

3RD LEVEL

Protection from Energy
Sleet Storm
Slow
Tidal Wave ^{EE}
Wall of Water ^{EE}
Water Breathing
Water Walk

4TH LEVEL

Conjure Minor Elementals
Control Water
Elemental Bane ^{EE}
Freedom of Movement
Ice Storm
Watery Sphere ^{EE}

5TH LEVEL

Antilife Shell
Cone of Cold
Conjure Elemental
Hold Monster
Maelstrom ^{EE}

NEW SPELLS

FLAMING VORTEX

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Class: Druid, Elementalist (Fire)

You create a swirling vortex of flame around yourself, which is powerful enough to take you aloft. For the duration, your base movement speed increases by 30 feet. You are able to move vertically, in addition to horizontally, on your turn, but not to a height greater than 60 feet above the ground.

While you are aloft, the vortex travels with you, creating a 5-foot radius cylinder with height equal to your current distance from the ground. As you move, creatures other than you that come within 5 feet of the cylinder must make a Dexterity saving throw. On a failed save, a creature takes 3d8 fire damage, or half as much on a successful save. A creature other than you that starts its turn within 5 feet of the cylinder, or passes within 5 feet of it for the first time during a turn, must also make this saving throw, taking damage as described above.

If a creature has taken damage from this spell since the beginning of your last turn, it can't take damage from the spell again until the beginning of your next turn.

At Higher Levels. When you cast the spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

INVESTITURE OF EMPTINESS

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer, Warlock, Wizard

Until the spell ends, you become translucent, taking on an ethereal appearance, and you gain the following benefits:

- If you are grappled or restrained, you can use your bonus action to escape the effect.
- Whenever you would take damage other than force or psychic damage from a source you can see, you can use your reaction to become intangible for a single moment. When you do, you take no damage from the triggering effect. If the attack hit, or you failed your saving throw against the spell or ability, you still suffer its other effects.
- You can use your action to become intangible until the end of your turn. While you are intangible, you are immune to all damage except force damage and psychic damage. Creatures can still perceive you, but can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and physical effects while you're intangible, allowing you to move through normally solid objects. At the end of your turn, you become tangible again in the spot you currently occupy. If you occupy the same space as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force

damage equal to twice the number of feet you are moved.

INVESTITURE OF IGNITION

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer, Warlock, Wizard

Until the spell ends, the air immediately above your skin becomes unstable, ready to combust at the smallest disturbance, and you gain the following benefits:

- You are immune to fire damage and have resistance to thunder damage.
- When a creature within 5 feet causes you to take damage, it takes 1d8 fire damage and 1d8 thunder damage.
- You can use your action to cause the air to detonate in a 15-foot radius sphere centered on a point you can see within 30 feet of you. Each creature in that area must make a Dexterity saving throw. A creature takes 2d8 fire damage and 2d8 thunder damage on a failed save, or half as much damage on a successful one.

INVESTITURE OF MAGMA

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Class: Druid, Sorcerer, Warlock, Wizard

Until the spell ends, bits of molten rock spread across your body, and you gain the following benefits:

- You are immune to fire damage.
- You can move through difficult terrain created by lava without expending extra movement.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- You can use your action to make a ranged spell attack with a range of 20 feet. On a hit, the target takes 1d10 bludgeoning damage and 1d10 fire damage. Whether the attack hits or misses, a 5-foot wide line on the ground between you and the target becomes lava. Lava created this way counts as difficult terrain, and a creature that moves within 5 feet of it for the first time during its turn, or ends its turn there, must make a Constitution saving throw against your spell save DC. On a failed save, the creature takes 1d10 fire damage, or half as much on a successful save. If a creature wades through the lava, it takes fire damage equal to 1d10 + your spellcasting ability modifier for every 5 feet it moves inside the lava. The lava cools and returns to rock 1 hour after it is created this way. Additionally, if lava is on an incline, it may begin to spread down the incline at the DM's discretion.

INVESTITURE OF PLASMA
6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Class: Sorcerer, Warlock, Wizard

Until the spell ends, your blood vessels become strikingly visible beneath your skin, and you gain the following benefits:

- When you cast this spell, or as an action on a subsequent turn while this spell is active, you cure yourself of all diseases and neutralize all poisons affecting you.
- If a creature within 20 feet that you can see makes an attack roll against you, it must succeed on a Constitution saving throw or take 1d10 necrotic damage and lose the attack.
- If a creature is within 60 feet of you, you can use your action to attempt to take control of the target's blood. The target must succeed on a Constitution saving throw or take 3d10 necrotic damage. If it fails its saving throw, you can move it up to 15 feet in any direction and have it make a weapon attack against a target you can see within range. If you end your turn while the affected creature is in the air, it begins falling. A creature that is Huge or larger has advantage on the saving throw.

The benefits of this spell have no effect on creatures that don't have blood in their veins.

INVESTITURE OF SOUND
6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Class: Bard, Cleric

Until the spell ends, you create an eerie stillness around you, and you gain the following benefits:

- You are immune to thunder damage and have resistance to bludgeoning damage from nonmagical weapons.
- You are immune to spells and abilities that require you to hear the user, unless you choose to be affected by them.
- You can use your action to create a zone of silence in a 20-foot radius sphere centered on a point you can see within 60 feet of you. Any creature or object entirely inside the sphere is immune to thunder damage from sources other than you, and creatures are deafened while completely inside it. Casting a spell that requires verbal components is impossible there. The zone lasts until the spell ends, or until you use your action this way again. As a bonus action during each of your turns for the duration, you can move the sphere up to 20 feet in any direction. The zone dissipates when the spell ends.

INVESTITURE OF STEEL
6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Class: Sorcerer, Wizard

Until the spell ends, your body takes on a metallic sheen, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- If a creature or trap attempts to attack you with a metal weapon, or using ammunition at least partially made of metal, it suffers disadvantage on the attack roll.
- If there is a Huge or smaller object that is mostly metal and that you can see is within 60 feet of you, you can use your action to move it up to 30 feet in any direction. You can do so even if there are creatures wearing, occupying, or riding the object, but not if the total weight being moved surpasses 2,500 pounds. At the end of your turn, the object, and each creature inside it, falls. When it falls, creatures underneath the object must succeed on a Dexterity saving throw or take bludgeoning damage according to the Metal Object Size table. The object and creatures inside it take the same damage without making the saving throw, in addition to the falling damage it would normally suffer. Creatures atop the object take only falling damage, as normal. Each affected creature is then shunted to the nearest unoccupied space.

METAL OBJECT SIZE

Size	Damage
Tiny	1
Small	1d6
Medium	1d12
Large	2d12
Huge	3d12

INVESTITURE OF VIGOR
6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Classes: Cleric, Druid

You become coated in a thin layer of water that glows with positive energy, shedding bright light in a 5-foot radius, and dim light for an additional 5 feet for the spell's duration. The water doesn't prevent you from breathing air normally. Until the spell ends, you gain the following benefits:

- You are immune to necrotic damage and have resistance to radiant damage.
- You can use your action to touch a willing creature, causing it to regain hit points equal to 4d8 + your spellcasting ability modifier. Alternatively, you can forgo the healing to cure the target of one disease or neutralize one poison affecting it. This benefit has no effect on undead or constructs.

- You can move across a liquid surface – such as water, acid, mud, snow, quicksand, or lava – as if it were harmless solid ground. You are not affected by the effects of such a liquid unless you choose to be affected by them, even if you are entirely submerged in them. This benefit does not magically grant you the ability to breath in such liquids if you are entirely submerged in them.

INVESTITURE OF VOLTAGE
6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Class: Druid, Sorcerer, Warlock, Wizard

Until the spell ends, your body crackles with electricity, and you gain the following benefits:

- Your walking speed increases by 10 feet.
- You are immune to lightning damage, as well as to the paralyzed and stunned conditions.
- When a creature hits you with a melee attack, it takes 1d8 lightning damage and can't take reactions until the start of its next turn.
- You can use your action to create a line of lightning 50 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d6 lightning damage on a failed save, or half as much damage on a successful one.

ACKNOWLEDGMENTS

A humongous thank you to [/u/aubades](#), who provided detailed and insightful feedback to the class that made it easier to read and use.

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Art Credits in Order of Appearance

Cover art : “*Elementalist 4*” by Caio Santos

“*GM Influence*” by Jeff Brown

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