

# ELEMENTAL PALADIN OATHS



**BEST  
SILVER  
SELLER**

BY DARREN KENNY



## GODS OF THE PRIMAL ELEMENTS

While the Gods bring law and order to the world, there are those who serve the primal deities and innumerable Gods of nature. Servants of the forest and mountain, those who worship frost and flame, those who guard the sacred places no matter how harsh or inhospitable. These elemental clerics embody both the power of the elements and what they represent. The swiftness of the wind, the rage of the flames, or the durability of stone - elemental clerics have a diversity and skill set unlike any other.

## Table of Contents

OATH OF THE ENDURING STONE .....	3
OATH OF THE FROZEN HEART .....	4
OATH OF THE RAGING FLAMES .....	5
OATH OF THE RENEWING EMBERS .....	6
OATH OF THE SCORCHING SANDS .....	7
OATH OF THE STILL GRASSES .....	8
OATH OF THE SWIFT WINDS .....	9
OATH OF THE TITANIC ELEMENTS .....	10
OATH OF THE TURBULENT TIDES .....	11
OATH OF THE ZEALOUS STORMS .....	12



# OATH OF THE ENDURING STONE

## TENETS OF THE ENDURING STONE

*Enduring Warriors.* Paladins of this order swear to never flee, to endure even the most terrifying threats with stalwart faith. The stone endures - we must endure.

*Sacred Earth.* These paladins swear to guard sacred places of their order, devoting their lives to this duty and defending them with ferocious tenacity.

## OATH OF THE ENDURING EARTH SPELLS

You gain domain spells at the paladin levels listed in the Oath of the Enduring Earth spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

### OATH OF THE ENDURING EARTH SPELLS

Paladin Level	Spells
1st	<i>Catapult, Earth Tremor</i>
3rd	<i>Earthbind, Maximilian's Earthen Grasp</i>
5th	<i>Erupting Earth, Meld Into Stone</i>
7th	<i>Guardian of Faith, Stone Skin</i>
9th	<i>Hallow Transmute Rock</i>

## CHANNEL DIVINITY

When you take this Oath at 3rd level you gain the following channel divinity options.

**Endless Endurance.** You can use an action to imbue your body with additional defense granting you a +1 bonus to your AC for 10 minutes.

**Back from the Brink.** Whenever you are reduced to 0 hit points you can use your reaction to activate your channel divinity to roll a number of Hit Die up to your proficiency bonus and regain that many Hit Points.

## UNBREAKABLE

Starting from 7th level you can use your reaction to reduce any damage you take by 1D10 + your Constitution Modifier. You can use this ability three times, recovering the uses after a long rest.

## FULL COUNTER

Starting from 15th when you take damage from a melee attack you can use your reaction to gain 1 Counter Point for every 10 points of damage you take. On your next turn if you hit a creature with a melee attack that creature takes an additional 1d10 damage for every 1 Counter Point you have. After doing this your Counter Points return to zero. Your maximum number of counter points are equal to your proficiency bonus. Counter points return to zero if you are knocked unconscious and after taking a short or long rest.

## GUARDIAN FORM

Starting at 20th you can use an action to imbue your body with the essence of stone. Your skin becomes stone-like in appearance, you swell in size and speak the ancient language of the earth. For 1 minute you gain the following benefits:

- Your size increases by 1 category.
- You gain advantage on strength checks and saving throws.
- You speak Terran.
- You deal an additional 2d8 damage with every melee attack.
- Any attack you make pushes the target 5 feet away from you.
- You are immune to the effects of difficult terrain.

You have one use of this ability and regain the use of this ability after taking a short or long rest.

# OATH OF THE FROZEN HEART

## TENETS OF THE FROZEN HEART

*Show No Mercy.* Paladins of this order swear that no matter the foe you must end their life if your Man, woman or child, if your god calls you to arms - you answer. Mercy is for the weak, you must show conviction.

*Maintain Focus.* When emotions rise and your mind is clouded, maintain your focus and do what must be done for the greater good.

## OATH OF THE FROZEN HEART SPELLS

You gain domain spells at the paladin levels listed in the Oath of Frozen Heart spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

### OATH OF FROZEN HEART SPELLS

Paladin Level	Spells
3rd	<i>Armour of Agathys, Ice Knife</i>
5th	<i>Calm Emotions, Detect Thoughts</i>
9th	<i>Non-Detection, Sleet Storm</i>
13th	<i>Ice Storm, Divination</i>
17th	<i>Cone of Cold, Rary's Telepathic Bond</i>

## CHANNEL DIVINITY

When you take this oath at 3rd level you gain the following channel divinity options.

**Focused Mind.** When you become charmed you can use your channel divinity to immediately end the charmed condition.

**Boon of Frost.** You can use an action to activate your channel divinity and imbue your weapon with the essence of ice for 1 minute. Any time you hit a target they must make a constitution saving throw or have their movement reduced by 15 feet until the end of their next turn.

## AURA OF FROST

Starting from 7th level any allies within 10 feet of you deal an additional 1d6 cold damage and have advantage on intelligence saving throws. At 18th level this aura is increased to 30 feet.

## FROST WIELDING WARRIOR

Starting at 15th level you can choose to deal cold damage instead of radiant damage when you use your Smite ability. In addition you gain a permanent resistance to cold damage.

## FROZEN SOUL

Starting from 20th level you can use your action to harness the cold energy inside your soul. Your skin becomes pale white and covered with a thin layer of ice, your frozen breath hanging in the air around you. For 1 minute you gain the following benefits:

- You are immune to cold damage.
- You are immune to charm effects and spells/effects that force you to take a desired action against your will including those that require you to move, attack or take no action.
- When you hit a creature with a melee attack it must make a constitution saving throw or be restrained by ice until the start of its next turn.
- If you hit a creature who is restrained by ice they take an additional 4d6 cold damage, a creature not restrained takes 2d6 cold damage.

You have one use of this ability and regain the use of this ability after taking a short or long rest.

# OATH OF THE RAGING FLAMES

## TENETS OF THE RAGING FLAMES

*Overwhelm with Force.* Paladins of this order swear that no matter the foe, no matter how terrifying, they will overwhelm them in the name of their god. The enemies of our faith must be destroyed with force.

*Purge.* With divine fire these paladins swear to burn their foes, purging their souls from this world.

## OATH OF THE RAGING FLAMES SPELLS

You gain domain spells at the paladin levels listed in the Oath of Raging Flames spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

### OATH OF RAGING FLAMES SPELLS

Paladin Level	Spells
3rd	<i>Burning Hands, Hellish Rebuke</i>
5th	<i>Agnazzar's Scorcher, Flame Blade</i>
9th	<i>Fireball, Melf's Minute Meteors</i>
13th	<i>Fire Shield, Wall of Fire</i>
17th	<i>Flame Strike, Immolation</i>

## CHANNEL DIVINITY

When you take this oath at 3rd level you gain the following channel divinity options.

**Burning Aura.** You can use your action to cover yourself in an flames for 1 minute. Any creature within 5 feet of you at the start of their turn or take 1d6 Fire damage.

**Enduring Rage.** You can use your reaction to activate your channel divinity and to reduce damage you take by half for 1 minute.

## AURA OF FLAME

Starting at 7th level any allies within 10 feet of you deal an extra 1d6 Fire damage on a melee or ranged weapon attack and gain advantage on strength saving throws. At 18th level this aura is increased to 30 feet.

## RESILIENT RAGE

Starting from 15th level you can use your reaction to reduce damage by your constitution modifier + proficiency bonus. You can use this ability a number of times equal to your constitution modifier. You regain these uses after a long rest after a long rest.

## AVATAR OF THE DIVINE FLAME

Starting from 20th level you can use your action to engulf your form in fire, becoming an avatar of the divine flame. For 1 minute you gain the following benefits:

- If you start your turn in fire or take fire damage you regain 1d8 hit points.
- You are under the effects of the "Investiture of Flame" spell while in this form.
- You automatically gain a 5th level "Flame Blade" when you activate this form which appears in your off hand if it is free. As a bonus action on each of your turns you can make an attack with this flame blade.
- All melee attacks deal 1d10 additional fire damage.

You have one use of this ability and regain the use of this ability after taking a short or long rest.

# OATH OF THE RENEWING EMBERS

## TENETS OF THE RENEWING EMBER

*Hope Everlasting.* Paladins of this order swear to uphold the central law of their order - hope endures through all dark times.

*Reignite the Flame.* It only takes a spark to start a raging fire, it only takes a single action to inspire great things, it only takes a person to change the world. Hope is everlasting, Paladins of this order swear to carry the embers and reignite the flames of those who have lost hope.

## OATH OF THE RENEWING EMBERS SPELLS

You gain domain spells at the paladin levels listed in the Oath of Renewing Embers spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

### OATH OF RENEWING EMBERS SPELLS

Paladin Level	Spells
3rd	<i>Healing Elixir, Burning Hands</i>
5th	<i>Lesser Restoration, Pyrotechnics</i>
9th	<i>Aura of Vitality, Fireball</i>
13th	<i>Aura of Life, Fire Shield</i>
17th	<i>Greater Restoration, Immolation</i>

## CHANNEL DIVINITY

When you take this oath at 3rd level you gain the following channel divinity options.

**Ignition.** When an ally is reduced to 0 hit points you can use your reaction to activate your channel divinity to allow that ally to roll X hit dice where X is your proficiency bonus.

**Hope Eternal.** You can use your action to activate your channel divinity to give immunity to fear to all creatures of your choosing within 60 feet of you for 1 minute.

## AURA OF EMBERS

Starting from 7th level all allies within 10 feet of you gain advantage on wisdom saving throws. In addition whenever an ally is healed by a spell or effect they can roll 1 additional hit die. At 18th level this aura is increased to 30 feet.

## SPARK OF HOPE

Starting from 15th when you are reduced to 0 hit points you can use your reaction and choose to roll up to 6 hit die and regain that many hit points. You take 1 point of exhaustion when you activate this ability.

## AVATAR OF THE BONFIRE

Starting at 20th level you can use an action to embody the spirit of hope, your body becoming covered in embers. For 1 minute you gain the following benefits.

- You gain the effects of the Beacon of Hope Spell with a radius of 60 feet.
- All attacks deal an additional 2d6 Fire damage.
- You and all allies within 60 feet of you have advantage on wisdom saving throws, and all allies can add your charisma modifier to their Wisdom Saving Throws.

You have one use of this ability and regain the use of this ability after taking a short or long rest.

# OATH OF THE SCORCHING SANDS

## TENETS OF THE SCORCHING SANDS

*Survival at All Costs.* Whether it is the individual or the group, Paladins of this order know survival is the first priority above all others. Honour and glory are meaningless to the dead.

*Serve After Death.* Paladins of this order know that the corpses of their allies and enemies are not sacred, that the dead can and should serve the living..

## OATH OF THE SCORCHING SANDS SPELLS

You gain domain spells at the paladin levels listed in the Oath of the Scorching Sands spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

OATH OF THE SCORCHING SANDS SPELLS	
Paladin Level	Spells
3rd	<i>Create/Destroy Water, Zephyr Strike</i>
5th	<i>Aganazzar's Scorchers, Blur</i>
9th	<i>Animate Dead, Wall of Sand</i>
13th	<i>Wall of Fire, Freedom of Movement</i>
17th	<i>Creation, Raise Dead</i>

## CHANNEL DIVINITY

When you take this oath at 3rd level you gain the following channel divinity options.

**Sandstorm.** When an attack is made against you you can use your reaction to impose disadvantage on all attacks against you until the start of your next turn.

**Dust Devil.** You can use an action to summon a dust devil for 1 minute that moves 20 feet in a chosen direction at the end of your turn. On your turn you can use a bonus action to switch places with the dust devil.

## AURA OF SAND

Starting from 7th level all allies within 10 feet of you gain advantage on charisma saving throws. In addition whenever an ally is attacked within 10 feet of you you can use your reaction to impose disadvantage on the attack. At 18th level this aura is increased to 30 feet.

## SCORCHING COFFIN

Starting from 15th you can use an action to summon a whirlwind of magical sand to surround a creature of any size for 1 minute. The creature takes 3d6 Magical Slashing Damage at the start of its turn and must make a constitution saving throw. On a failed save the creature is blinded until the start of its next turn.

## SCORCHED SOULS

Starting at 20th level you can use an action to summon forth the spirits of the fallen members of your order for 1 minute, appearing as vaguely humanoid creatures made entirely of fire and sand. At the start of your turn 1d4 of these creatures appear within 15 feet of you. At the end of your turn all of these creatures move up to 50 feet and make an attack roll against targets of your choosing, adding your charisma modifier and proficiency bonus to all attack rolls. Creatures hit by these attacks take 1d6 Magical Slashing and 1d6 Fire Damage. You have one use of this ability and regain the use of this ability after taking a short or long rest.

# OATH OF THE STILL GRASSES

## TENETS OF THE STILL GRASSES

*Patience.* Paladins of this order swear to help others, even those who seem irredeemable. The wicked can be redeemed, all souls are not lost with enough care and patience.

*Peace.* Violence is a last resort, find peace with your foes. The taking of a life stains the soul.

## OATH OF THE STILL GRASSES SPELLS

You gain domain spells at the paladin levels listed in the Oath of the Still Grasses spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

OATH OF THE STILL GRASSES SPELLS	
Paladin Level	Spells
3rd	<i>Entangle, Sanctuary</i>
5th	<i>Calm Emotions, Hold Person</i>
9th	<i>Blink, Plant Growth</i>
13th	<i>Confusion, Otiluke's Resilient Sphere</i>
17th	<i>Anti-Life Shell, Tree Stride</i>

## CHANNEL DIVINITY

When you take this oath at 3rd level you gain the following channel divinity options.

**Voice of Reason.** You can use an action to activate your channel divinity and gain advantage on all persuasion checks for 1 hour.

**Sacred Guardian.** You can use an action to create protective shields for a chosen ally. When that ally is successfully attacked you can use your reaction to force the attacker to make a wisdom saving throw. On a failed save the attacker abandons his attack against your ally.

## AURA OF PEACE

Starting from 7th level all allies within 10 feet of you gain advantage on persuasion checks. In addition attacks against you and your allies are reduced by 1d4. At 18th level this aura is increased to 30 feet.

## GARDEN OF PEACE

Starting from 15th you can spend 1 hour creating a magical sphere with a 50 feet radius. All creatures in this area must make a DC 20 wisdom saving throw before making an attack. On a failed save the creature takes 4d6 radiant damage. A creature reduced to 0 hit points by this damage is wrapped in vines and knocked unconscious. Creatures knocked unconscious by this effect immediately stabilize and regain 1 hit point every minute they remain in the area.

## AVATAR OF PEACE

Starting at 20th level you can spend 1 hour to create an area of serene tranquility. Plant life grows from the walls and floor around you as you move.

- Any ally within 60 feet of you gains the benefits of the Sanctuary spell.
- All terrain within 60 feet of you is considered difficult terrain.
- When you hit a creature with a melee attack the creature must make a Strength saving throw or be restrained by vines. A creature can use an action to attempt to break free of the vines

You have one use of this ability and regain the use of this ability after taking a short or long rest.



# OATH OF THE SWIFT WINDS

## TENETS OF THE SWIFT WINDS

*Where We Are Needed.* Paladins who take this oath swear to seek out those in need and deliver aid, to never settle down but instead hear the voice of their god and follow it without question.

*With Speed and Certainty.* Paladins of this order swear to execute their orders without pause, slaying their foes with precise fatal blows before they even know the fight has begun.

## OATH OF THE SWIFT WINDS SPELLS

You gain domain spells at the paladin levels listed in the Oath of the Swift Winds spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

OATH OF THE SWIFT WINDS SPELLS	
Paladin Level	Spells
3rd	<i>Expeditious Retreat, Feather Fall</i>
5th	<i>Dust Devil, Gust of Wind</i>
9th	<i>Blink, Fly</i>
13th	<i>Wind Wall, Freedom of Movement</i>
17th	<i>Cloudkill, Control Winds</i>

## CHANNEL DIVINITY

When you take this Oath at 3rd level you gain the following channel divinity options.

**With Haste!** You can use an action to imbue your allies with tremendous speed. When you activate this ability all allies within 30 feet of you gain an additional 10 feet of movement and gain the ability to dash as a bonus action for 1 minute.

**Fatal Strike.** If you strike a creature who has not yet acted in combat you can use your channel divinity to deal an additional  $Xd6$  radiant damage where X is your proficiency bonus.

## CATCH THE WIND

Starting from 7th level you can use your reaction to impose disadvantage on an attack roll against you. After the attack is made you can move half your movement speed. You gain three uses of this ability, regaining the uses after a long rest.

## BITE OF THE FOUR WINDS

Starting from 15th level you can use an action to summon forth a torrent of wind, targeting a creature within 30 feet of you. Target creature must make a constitution saving throw or take 2d6 cold, 2d6 Lightning, 2d6 fire and 2d6 thunder damage, half as much on a successful hit. You gain 2 uses of this ability, regaining the uses after a long rest.

## GALE

Starting at 20th you can use an action to temporarily control the winds with absolute precision. You gain the following benefits for 1 minute.

- You gain a flight speed equal to your movement speed.
- You can use your bonus action to target up to four creatures. These creatures must make strength saving throws or be moved 10 feet in a chosen direction. If you select two creatures they are moved 10 feet and their movement speed is halved until the end of their next turn. If you select only one creature that creature is moved 10 feet, knocked prone and has their movement speed halved until the end of their next turn.
- You can use your Catch the Wind each round without expending a use of it.
- You can use you Bite of the Four Winds each round without expending a use of it.

You have one use of this ability and regain the use of this ability after taking a short or long rest.

# OATH OF THE TITANIC ELEMENTS

## TENETS OF THE TITANIC ELEMENTS

*Honour the Titans.* In the war that came before the world we know today, the colossal Titans fought and died against the Gods of the Pantheon. We honour the power of the Titans as we serve our holy order.

*Elemental Empowerment.* With the raw power of the elements fused with your divine abilities - you balance the two sides of the great war that came before.

## OATH OF THE TITANIC ELEMENTS SPELLS

You gain domain spells at the paladin levels listed in the Oath of Titanic Elements spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

OATH OF TITANIC ELEMENTS SPELLS	
Paladin Level	Spells
3rd	<i>Absorb Elements, Chromatic Orb</i>
5th	<i>Scorching Ray, Maximilian's Earthen Grasp</i>
9th	<i>Elemental Weapon, Protection from Energy</i>
13th	<i>Conjure Minor Elementals, Elemental Bane</i>
17th	<i>Commune with Nature, Conjure Elemental</i>

## CHANNEL DIVINITY

When you take this Oath at 3rd level you gain the following channel divinity options.

**Elemental Assault.** When you hit a creature with a melee attack you can use your reaction to activate your channel divinity and choose one of the following damage types; Fire, Cold or Lightning. You deal an additional 4d6 of that damage type with the attack.

**Imbue Allies.** You can use an action to activate your channel divinity and choose a number of allies equal to your proficiency bonus within 30 feet of you and one select one of the following damage types; Fire, Cold or Lightning. The selected allies deal 1d4 additional damage of the selected type with melee or ranged weapon attacks for the next minute.

## AURA OF ELEMENTS

Starting from 7th level any allies within 10 feet of you can use their reaction to reduce Fire, Cold or Lightning damage by Xd4 where X is your proficiency bonus. Any ally can only benefit from this ability once, recovering the use after a short rest. At 18th level this aura is increased to 30 feet.

## ELEMENTAL EXPLOSION

Starting from 15th you can use your action to unleash a blast of elemental energy 20 feet in every direction from where you stand. Any creature you choose in the area must make a dexterity saving throw or take 3d6 Fire, 3d6 Cold and 3d6 Lightning damage, half as much on a successful save. You can use this ability twice per day, recovering the use after a long rest.

## ELEMENTAL MASTER

Starting at 20th level you can use an action to become one with the elements. You gain the following benefits for 1 minute.

- You choose either Fire, Cold or Lightning and gain immunity to that element.
- Whenever you hit a creature with a melee attack you deal an additional 2d10 damage of that type.

You have one use of this ability and regain the use of this ability after taking a short or long rest.

# OATH OF THE TURBULENT TIDES

## TENETS OF THE TURBULENT TIDES

*Order amongst Chaos.* Paladins of this order swear to seek out the chaos in the world and end it, settling the seas of troubles that wash over the land.

*Inevitable Return.* Chaos is a natural state, the paladins of this order swear to stand vigilant and prepare for the coming troubles.

## OATH OF THE TURBULENT TIDES SPELLS

You gain domain spells at the paladin levels listed in the Oath of the Turbulent Tides spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

### OATH OF THE TURBULENT TIDES SPELLS

Paladin Level	Spells
3rd	<i>Fog Cloud, Create or Destroy Water</i>
5th	<i>Misty Step, Snilloc's Snowball Swarm</i>
9th	<i>Tidal Wave, Water Breathing</i>
13th	<i>Control Water, Wall of Water</i>
17th	<i>Maelstrom, Watery Sphere</i>

## CHANNEL DIVINITY

When you take this Oath at 3rd level you gain the following channel divinity options.  
**Tidal Coffin.** When you hit a creature with a melee attack you can use your reaction to activate your channel divinity to create a whirlpool around that creature. The creature is restrained and cannot breath. On the creatures turn it can use an action to attempt to break free, making an athletics checks against your spell save DC.

**One with the Sea.** You can use an action to activate your channel divinity and choose a number of allies equal to your proficiency bonus within 30 feet of you and grant them a swim speed equal to their movement speed and the ability to breath underwater for 1 hour.

## AURA OF THE TIDE WALKERS

Starting from 7th any ally within 15 feet of you has the ability to walk on water. In addition any attack your ally makes deals an additional 1d4 Cold Damage.

## KRAKEN'S MIGHT

Starting from 15th you can use an action to summon forth a group of watery tentacles that grasp up to six creatures. These creatures make a strength saving throw or are grappled by the arm. A grappled creature takes 1d6 bludgeoning and 1d6 Cold damage at the start of their turn. The creature can repeat the save at the end of their turn. You can use 2 tentacle to grapple a large creature, 4 to grapple a huge creature and 6 to grapple a gargantuan creature. You can use this ability once, regaining the use after a short rest.

## AVATAR OF THE DEEP

Starting at 20th level you can use an action to create vortex of water that surrounds you 20 feet in every direction for 1 minute.

- Any creature starting its turn in this orb is pulled 10 feet towards you.
- A creature ending its turn in this orb takes 4d10 Cold damage.
- You can use an action to expel all creatures from the orb, pushing them 20 feet away from where you stand. A creature must make a dexterity saving throw or take 2d8 Bludgeoning damage and be knocked prone.

You have one use of this ability and regain the use of this ability after taking a short or long rest.

# OATH OF THE ZEALOUS STORMS

## TENETS OF THE ZEALOUS STORMS

*The Power.* All other gods are weak compared to yours. You must show the world how powerful your God is.

*The Storm.* You manifest your god's power through the violent strength of the storm. Mortals should cower in fear before the divine power of your order.

## OATH OF THE ZEALOUS STORMS SPELLS

You gain domain spells at the paladin levels listed in the Oath of the Zealous Storms spells table. These spells are always prepared and do not count against your maximum number of prepared spells.

### OATH OF ZEALOUS STORMS SPELLS

Paladin Level	Spells
3rd	Thunderwave, Witchbolt
5th	Shatter, Thunderous Smite
9th	Call Lightning, Lightning Bolt
13th	Storm Sphere, Wind Wall
17th	Control Winds, Telekinesis

## CHANNEL DIVINITY

When you take this oath at 3rd level you gain the following channel divinity options.

**Thunderous Boom.** After you are hit by a melee attack you can use your reaction to activate your channel divinity and send forth an explosive blast of energy. The target must make a constitution saving throw or take 4d6 thunder damage and is knocked back 10 feet. On a success the target takes half damage and is not knocked back.

**Wrathful Strike.** After you hit a target you can use your channel divinity to deal 3d8 thunder damage and force the target to make a strength saving throw or be knocked prone.

## AURA OF ZEALOTRY

Starting from 7th level any allies within 10 feet of you gain resistance to radiant damage. In addition any attacks they make deal an additional 1d6 Lightning Damage. At 18th level this aura is increased to 30 feet.

## STORM LORD'S WRATH

Starting from 15th level you can change the damage of your Smite ability from Radiant to Lightning or Thunder damage. In addition whenever you are hit by a spell of effect that deals lightning damage you can use your reaction to return half the damage to the target by making a ranged spell attack using your spell attack bonus. You can use this ability three times, regaining its uses after a long rest.

## AVATAR OF THE STORM

Starting at 20th level you can use your action to become imbued with the power of the storm.

- You gain the following benefits while in this form for 1 minute.
- You gain immunity to lightning damage.
- You automatically gain the effects of a 4th Level "Call Lightning" Spell and may call it down once per turn as a bonus action.
- All melee attacks deal an additional 2d8 Lightning Damage.

You have one use of this ability and regain the use of this ability after taking a short or long rest.