



The Circle of Elements

A Druid subclass

For 5th edition Dungeons and Dragons

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Circle Of Elements

The primal elements of creation: earth, air, fire, and water, form the very fabric of life and the material realm. These forces are wild, untamed, and fickle. If one of the elements is ever out of balance with the others it can cause untold destruction. Raging wildfires, enormous cyclones, sundering earthquakes, and devastating floods are examples of the terrifying power of unbalanced elemental forces.

Some druid circles look to these very forces to bring guidance and balance to the natural world. The druids cultivate a reverence for the elements aligning themselves with one of the primal forces through rote and ritual to wield formidable elemental might against any who might seek to upset the balance. These circles typically congregate in locations that embody the natural power of their chosen element, volcanic mountains, thundering waterfalls, enormous fissures, and towering cliffside aeries could all be home to a circle of elemental druids.

Elemental Focus

Starting at 2nd level when you choose this circle, you also choose one of four elements for your character's focus. This focus grants you an extra cantrip based on which element you choose:

Air– Shocking grasp

Earth– Blade Ward

Fire– Fire Bolt

Water– Acid Splash

Elemental Familiar

At 2nd level after choosing their elemental focus, the druid learns a ritual to summon an elemental

creature to aid them. This ritual works in the same fashion as Find Familiar, with the notable exception that it can only conjure a small elemental being of the same type as the druid's elemental focus. All familiars have the following common statistics:

Small elemental

AC: 12 HP: 7 Speed: 30ft.

Str: 14 Dex: 12 Con: 12 Int: 5 Wis: 10 Cha: 5

Resistances: Bludgeoning, piercing, and slashing from non-magical attacks

Immunities: Poisoned, exhaustion, paralyzed, petrified, poisoned, unconscious

Sense: Darkvision 60ft., Passive Perception 10

The following are abilities specific to the type of elemental familiar.

Air– Gains a fly speed of 60ft.

Resistances: Lightning and thunder

Immunities: grappled, prone, and restrained

Air form: The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Slam: +4 to hit, reach 5ft., one target (1d4+2) bludgeoning damage

Dust Devil (recharge 4-6): The elemental kicks up dust and debris in a 5ft. Radius around itself. Any ranged attacks that pass through this area are made with disadvantage.

Earth– Gains a burrow speed of 20ft. and a +2 bonus to AC from natural armor.

Senses: Tremorsense 30ft.

Earth Glide: The elemental can burrow through natural, unworked, stone and dirt. While doing so, the elemental doesn't disturb the material it moves through.

Slam: +4 to hit, reach 5ft., one target (1d6+2) bludgeoning damage

Fire-

Immunities: Fire, grappled, prone, restrained

Fire form: The elemental can move through a space as narrow as 1 inch without squeezing. A creature that touches the elemental or hits it with a natural attack while within 5 feet of it takes 3 (1d6) fire damage. In addition the elemental can enter a hostile creature's space and stop there. When it does the creature takes 3 (1d6) points of fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Illumination: The elemental sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Water susceptibility: For every 5 feet that the elemental moves in water, or every gallon of water splashed on it, it takes 1 point of cold damage.

Touch: +4 to hit, reach 5ft., one target (1d4+2) fire damage. If the target is flammable, it ignites, taking (1d4) fire damage at the start of each of its turns.

Water- Gains a swim speed of 60 ft.

Resistance: acid

Immunities: grappled, prone, restrained

Water form: The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Freeze: If the elemental takes cold damage, it partially freezes reducing its speed by 20 feet until the end of its next turn.

Slam: +4 to hit, reach 5ft., one target (1d4+2) bludgeoning damage

Elemental Resistance

Starting at 6th level, the druid gains resistance to a type of elemental damage based on his elemental focus.

Air- Lightning

Earth- Cold

Fire- Fire

Water- Acid

Elemental Fury

At 10th level the druid can unleash a burst of elemental energy in a large radius around themselves. This burst deals 8d8 points of damage to everyone within 20 feet of the druid that fails a Dex saving throw. Those that succeed take only half damage. The type of damage is determined by the druid's elemental focus. This ability recharges after a short rest.

Air- Lightning

Earth- Bludgeoning

Fire- Fire

Water- Acid

Elemental Avatar

When you reach 14th level, you may call upon the aid of a powerful elemental being of up to challenge rating 7 to aid you for 1 hour. This ability functions as Conjure Elemental, but requires no concentration to maintain. The creature summoned must be of the same elemental type as your elemental focus.

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Stay awesome and game on!

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