

ELEMENTAL EVIL



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PREFACE

In the adventure *Princes of the Apocalypse*, the cosmic threat of Elemental Evil reaches the Forgotten Realms. This supplement provides new options for player characters in that epic campaign. If your Dungeon Master allows, these options can be used in other campaigns as well.

The genasi in chapter 1 and all of the spells in chapter 2 appear in the appendices of *Princes of the Apocalypse*.



ON THE COVER

Unleashing his eldritch might, the Harper wizard Zelraun Roaringhorn stands fast against the cataclysmic might of the Air Prophet Aerisi Kalinoth and the Cult of Howling Hatred, in this scene illustrated by Raymond Swanland.

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Disclaimer: For safe utilization of elemental magic, remember the following guidelines. You can drink water but not fire. You can breathe air but not earth. You can walk on earth but not on water (unless you have the right pair of boots or spell). You can do a lot of things with fire, but almost all of them are bad ideas.

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CHAPTER 1: RACES

THIS CHAPTER PRESENTS THREE NEW races to supplement those in the *Player's Handbook*: aarakocra, genasi, and goliaths. A gnome subrace—the deep gnome—is also included. These new options are available when you make a character, provided that your DM allows them in your campaign.

AARAKOCRA

Sequestered in high mountains atop tall trees, the aarakocra, sometimes called birdfolk, evoke fear and wonder. Many aarakocra aren't even native to the Material Plane. They hail from a world beyond—from the boundless vistas of the Elemental Plane of Air. They are immigrants, refugees, scouts, and explorers, their outposts functioning as footholds in a world both strange and alien.

BEAK AND FEATHER

From below, aarakocra look much like large birds. Only when they descend to roost on a branch or walk across the ground does their humanoid appearance reveal itself. Standing upright, aarakocra might reach 5 feet tall, and they have long, narrow legs that taper to sharp talons.

Feathers cover their bodies. Their plumage typically denotes membership in a tribe. Males are brightly colored, with feathers of red, orange, or yellow. Females have more subdued colors, usually brown or gray. Their heads complete the avian appearance, being something like a parrot or eagle with distinct tribal variations.

SKY WARDENS

Nowhere are the aarakocra more comfortable than in the sky. They can spend hours in the air, and some go as long as days, locking their wings in place and letting the thermals hold them aloft. In battle, they prove dynamic and acrobatic fliers, moving with remarkable speed and grace, diving to lash opponents with weapons or talons before turning and flying away.

Once airborne, an aarakocra leaves the sky with reluctance. On their native plane, they can fly for days or months, landing only to lay their eggs and feed their young before launching themselves back into the air. Those that make it to a world in the Material Plane find it a strange place. They sometimes forget or ignore vertical distances, and they have nothing but pity for those earthbound people forced to live and toil on the ground.

AVIAN MANNERISMS

The resemblance of aarakocra to birds isn't limited to physical features. Aarakocra display many of the same mannerisms as ordinary birds. They are fastidious about their plumage, frequently tending their feathers, cleaning and scratching away any tiny passengers they might have picked up. When they deign to descend from the sky, they often do so near pools where they can catch fish and bathe themselves.

Many aarakocra punctuate their speech with chirps, sounds they use to convey emphasis and to shade meaning, much as a human might through facial expressions and gestures. An aarakocra might become frustrated with people who fail to pick up on the nuances; an aarakocra's threat might be taken as a jest and vice versa.

The idea of ownership baffles most aarakocra. After all, who owns the sky? Even when explained to them, they initially find the notion of ownership mystifying. As a result, aarakocra who have little interaction with other people might be a nuisance as they drop from the sky to snatch livestock or plunder harvests for fruits and grains. Shiny, glittering objects catch their eyes. They find it hard not to pluck the treasure and bring it back to their settlement to beautify it. An aarakocra who spends years among other races can learn to inhibit these impulses.

Confinement terrifies the aarakocra. To be grounded, trapped underground, or imprisoned by the cold, unyielding earth is a torment few aarakocra can withstand. Even when perched on a high branch or at rest in their mountaintop homes, they appear alert, with eyes moving and bodies ready to take flight.

HOMELANDS

Most aarakocra live on the Elemental Plane of Air. Aarakocra can be drawn into the Material Plane, sometimes to pursue enemies or thwart their foes' designs there. Accident might also send a nest of aarakocra tumbling into a world on that plane. A few find their way to such a world through portals on their own plane and establish nests in high mountains or in the canopies of old forests.

Once tribes of aarakocra settle in an area, they share a hunting territory that extends across an area up to 100 miles on a side, with each tribe hunting in the lands nearest to their colony, ranging farther should game become scarce.

A typical colony consists of one large, open-roofed nest made of woven vines. The eldest acts as leader with the support of a shaman.

AARAKOCRA IN THE FORGOTTEN REALMS

Never well established in Faerûn, aarakocra have only four major colonies: in the Star Mounts within the High Forest, in the Storm Horns in Cormyr, in the Cloven Mountains on the Vilhon Reach, and in the Mistcliffs in Chult.

Those colonies established in the Star Mounts, closest to the Dessarin Valley, were ever a secretive and guarded people, only spotted during their flights over the High Forest. A cruel and rapacious green dragon nearly wiped out the population and scattered the survivors. These aarakocra and their descendants have sworn vengeance against the dragon and may be seen scouring the lands of the North and Cormyr for signs of their foe.

Their only remaining settlement lies on the slopes of the Star Mounts' southernmost mountains. At the headwaters of the Unicorn Run, the Last Aerie is home to several dozen aarakocra. Recently, aarakocra elders detected changes in the prevailing winds that they regarded as a bad omen.

Unlike the aarakocra of other worlds on the Material Plane, the aarakocra of the Realms rarely travel to the Elemental Plane of Air.

GREAT PURPOSE

Aarakocra enjoy peace and solitude. Most of them have little interest in dealing with other peoples and less interest in spending time on the ground. For this reason, it takes an exceptional circumstance for an aarakocra to leave his or her tribe and undertake the adventurer's life. Neither treasure nor glory is enough to lure them from their tribes; a dire threat to their people, a mission of vengeance, or a catastrophe typically lies at the heart of the aarakocra adventurer's chosen path.

Two other circumstances might call an aarakocra to adventure. First, aarakocra have historical ties to the Wind Dukes of Aqaa. Exceptional individuals honor that connection and might seek out the missing pieces of the *Rod of Seven Parts*, the remains of an artifact fashioned by the Wind Dukes long ago to defeat the Queen of Chaos's monstrous champion, Miska the Wolf-Spider. When plunged into Miska's body, the chaos in his blood sundered the rod and scattered its pieces across the multiverse. Recovering the pieces means gaining honor and esteem in the eyes of the vaati who forged it and could possibly restore a powerful weapon for defense against the agents of elemental evil.

Second, aarakocra are sworn foes of elemental earth, in particular the gargoyles that serve Ogrémoch, the Prince of Earth. The Aarakocra word for gargoyle is loosely translated as "flying rock," and battles between aarakocra and gargoyles have raged across the Elemental Planes of Earth and Air, occasionally spilling into a world on the Material Plane. Aarakocra on that plane might leave their colonies to lend aid to other humanoids committed to fighting earth cults and thwarting their efforts.



AARAKOCRA NAMES

As with much of their speech, aarakocra names include clicks, trills, and whistles to the point that other peoples have a difficult time pronouncing them. Typically, a name has two to four syllables with the sounds acting as connectors. When interacting with other races, aarakocra may use nicknames gained from people they meet or shortened forms of their full names.

An aarakocra of either gender may have one of these short names: Aera, Aial, Aur, Deekek, Errk, Heehk, Ikki, Kleeck, Orr, Ouss, Quaf, Quierk, Salleek, Urreek, or Zeed.

AARAKOCRA TRAITS

As an aarakocra, you have certain traits in common with your people. Being able to fly at high speed starting at 1st level is exceptionally effective in certain circumstances and exceedingly dangerous in others. As a result, playing an aarakocra requires special consideration by your DM.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Aarakocra reach maturity by age 3. Compared to humans, aarakocra don't usually live longer than 30 years.

Alignment. Most aarakocra are good and rarely choose sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

Size. Aarakocra are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

AARAKOCRA BACKGROUNDS

Backgrounds that are most appropriate for aarakocra include the outlander, the hermit, and the sage.

The small colonies of aarakocra are insular and remote, and few aarakocra live away from their roosts. In the Star Mounts of the High Forest in the Forgotten Realms, no more than a few dozen aarakocra live away from the nests of their families. Those that do are usually rangers or fighters, constantly patrolling for outside threats.

Flight. You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

Talons. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

Language. You can speak, read, and write Common, Aarakocra, and Auran.

DEEP GNOME

Forest gnomes and rock gnomes are the gnomes most commonly encountered in the lands of the surface world. There is another subrace of gnomes rarely seen by any surface-dweller: deep gnomes, also known as svirfneblin. Guarded, and suspicious of outsiders, svirfneblin are cunning and taciturn, but can be just as kind-hearted, loyal, and compassionate as their surface cousins.

BORN OF DEEP EARTH

Svirfneblin seem more like creatures of stone than flesh. Their leathery skin is usually a gray, brown, or dun hue that acts as a natural camouflage with the rock around them. Their bodies are gnarled with hard muscle or fat, and they are heavier than their small stature suggests; svirfneblin often weigh 100 pounds or more but rarely stand much more than 3 feet tall.

Male svirfneblin are bald from early childhood, although adults can grow stiff beards or mustaches. Females have full heads of hair, and they usually tie

their hair back in braids or cut it short to keep it from getting in their way as they work.

Svirfneblin are well adapted for their subterranean existence. They have excellent darkvision, and many of them have magical talents that rival the innate spellcasting of the drow and duergar. They are surprisingly strong for their size, enduring toil and danger that would overwhelm most other people.

MASTER MINERS

Despite their guarded natures, svirfneblin aren't joyless. They admire skillful work and delicate craftsmanship, just like any other gnome. Svirfneblin love gemstones of all kinds, and they boldly seek out precious stones in the deepest and darkest tunnels. They are also expert gemcutters and miners, and they prize rubies above all other gemstones.

DEEP DWELLERS

Svirfneblin are known as deep gnomes because they choose to live far below the earth's surface. Most svirfneblin never see the light of day. Their homes are well-hidden strongholds concealed by mazelike passages and clever illusions. Vast networks of mine tunnels ring most svirfneblin settlements, guarded by





deadly traps and concealed sentries. Once a traveler passes through the outer defenses, the tunnels open up into marvelous cavern-towns carved from the surrounding rock with exquisite care. The svirfneblin are austere in their comforts compared to their surface cousins, but they take great pride in their stonework.

Deep gnomes do their best to remain hidden. Even if surface travelers succeed in locating a svirfneblin community, winning their trust can be even more difficult. Those rare travelers who do succeed in befriending deep gnomes find that they are loyal and courageous allies against any foe.

SCOUTS AND SPIES

Surface-dwelling gnomes often take up the adventurer's life out of sheer curiosity about the world around them, eager to see new things and meet new people. By comparison, most svirfneblin possess very little wanderlust and rarely travel far from home. They see the surface world as a bewildering place without boundaries and filled with unknown dangers. Nevertheless, a few svirfneblin understand that it is necessary to know something about what is happening on the surface near their hidden refuges. As a result, some svirfneblin become scouts, spies, or messengers who venture abroad, doing their best to avoid attention. These travelers are notoriously close-mouthed about

where they come from and what they are up to, but a few eventually learn to trust good-hearted people of the surface world.

A few svirfneblin become merchants who deal with other races both above and below ground. Drow, duergar, and other peoples know that svirfneblin are usually neutral in outlook and typically honest in their dealings. Serving as middlemen between races too hostile to deal with each other directly can be lucrative, and it serves an important defensive function; svirfneblin middlemen tend to know more about rumors and threats between rival merchants than anybody else.

DEEP GNOME NAMES

Svirfneblin prefer less flamboyant names than their rock gnome or forest gnome cousins. Clan names reflect skills or occupations that a particular family is associated with, and sometimes change if a noteworthy individual strikes out in a new direction.

Male Names: Belwar, Brickers, Durthmeck, Firble, Krieger, Kronthud, Schnellheck, Schnicktick, Thulwar, Walschud

Female Names: Beliss, Durthee, Fricknarti, Ivrida, Krivi, Lulthiss, Nalvarti, Schnella, Thulmarra, Wirsidida

Clan Names: Crystalfist, Gemcutter, Ironfoot, Rockhewer, Seamfinder, Stonecutter

DEEP GNOME TRAITS

When you create a gnome character, you may choose the deep gnome as an alternative to the subraces in the *Player's Handbook*. For your convenience, the traits of the gnome and the deep gnome are combined here.

Ability Score Increase. Your Intelligence score increases by 2, and your Dexterity score increases by 1.

Age. Deep gnomes are short-lived for gnomes. They mature at the same rate humans do and are considered full-grown adults by 25. They live 200 to 250 years, although hard toil and the dangers of the Underdark often claim them before their time.

Alignment. Svirfneblin believe that survival depends on avoiding entanglements with other creatures and not making enemies, so they favor neutral alignments. They rarely wish others ill, and they are unlikely to take risks on behalf of others.

Size. A typical svirfneblin stands about 3 to 3½ feet tall and weighs 80 to 120 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Stone Camouflage. You have advantage on Dexterity (stealth) checks to hide in rocky terrain.

Languages. You can speak, read, and write Common, Gnomish, and Undercommon. The svirfneblin dialect is more guttural than surface Gnomish, and most svirfneblin know only a little bit of Common, but those who deal with outsiders (and that includes you as an adventurer) pick up enough Common to get by in other lands.

OPTIONAL FEAT

If your DM allows the use of feats from chapter 6 of the *Player's Handbook*, your deep gnome character has access to the following special feat.

SVIRFNEBLIN MAGIC

Prerequisite: Gnome (deep gnome)

You have inherited the innate spellcasting ability of your ancestors. This ability allows you to cast *nondetection* on yourself at will, without needing a material component. You can also cast each of the following spells once with this ability: *blindness/deafness*, *blur*, and *disguise self*. You regain the ability to cast these spells when you finish a long rest. Intelligence is your spellcasting ability for these spells.

DEEP GNOMES IN THE FORGOTTEN REALMS

In the Forgotten Realms, deep gnomes live within a perilous, subterranean world known as the Underdark. This maze of caverns and tunnels is home to some of the most feared creatures in Faerûn. Because of this, the svirfneblin that dwell here are much more distrusting and wary than their kin on other worlds. Rarely do they allow strangers within their midst, and those that they must deal with are kept at arms length. If one is lucky enough to be trusted by the deep gnomes, they are a friend for life. For the svirfneblin of the Underdark, genuine trust is a commodity far more valuable than gold.

GENASI

Those who think of other planes at all consider them remote, distant realms, but planar influence can be felt throughout the world. It sometimes manifests in beings who, through an accident of birth, carry the power of the planes in their blood. The genasi are one such people, the offspring of genies and mortals.

The Elemental Planes are often inhospitable to natives of the Material Plane: crushing earth, searing flames, boundless skies, and endless seas make visiting these places dangerous for even a short time. The powerful genies, however, don't face such troubles when venturing into the mortal world. They adapt well to the mingled elements of the Material Plane, and they sometimes visit—whether of their own volition or compelled by magic. Some genies can adopt mortal guise and travel incognito.

During these visits, a mortal might catch a genie's eye. Friendship forms, romance blooms, and sometimes children result. These children are genasi: individuals with ties to two worlds, yet belonging to neither. Some genasi are born of mortal–genie unions, others have two genasi as parents, and a rare few have a genie further up their family tree, manifesting an elemental heritage that's lain dormant for generations.

Occasionally, genasi result from exposure to a surge of elemental power, through phenomena such as an eruption from the Inner Planes or a planar convergence. Elemental energy saturates any creatures in the area and might alter their nature enough that their offspring with other mortals are born as genasi.

HEIRS TO ELEMENTAL POWER

Genasi inherit something from both sides of their dual nature. They resemble humans but have unusual skin color (red, green, blue, or gray), and there is something odd about them. The elemental blood flowing through their veins manifests differently in each genasi, often as magical power.

Seen in silhouette, a genasi can usually pass for human. Those of earth or water descent tend to be heavier, while those of air or fire tend to be lighter. A given genasi might have some features reminiscent of the mortal parent (pointed ears from an elf, a stockier frame and thick hair from a dwarf, small hands and feet from a halfling, exceedingly large eyes from a gnome, and so on).

Genasi almost never have contact with their elemental parents. Genies seldom have interest in their mortal offspring, seeing them as accidents. Many feel nothing for their genasi children at all.

Some genasi live as outcasts, driven into exile for their unsettling appearance and strange magic, or assuming leadership of savage humanoids and weird cults in untamed lands. Others gain positions of great influence, especially where elemental beings are revered. A few genasi leave the Material Plane to find refuge in the households of their genie parents.



WILD AND CONFIDENT

Genasi rarely lack confidence, seeing themselves as equal to almost any challenge in their path. This certainty might manifest as graceful self-assurance in one genasi and as arrogance in another. Such self-confidence can sometimes blind genasi to risk, and their great plans often get them and others into trouble.

Too much failure can chip away at even a genasi's sense of self, so they constantly push themselves to improve, honing their talents and perfecting their craft.

GENASI LANDS

As rare beings, genasi might go their entire lives without encountering another one of their kind. There are no great genasi cities or empires. Genasi seldom have communities of their own and typically adopt the cultures and societies into which they are born. The more strange their appearance, the harder time they have. Many genasi lose themselves in teeming cities, where their distinctiveness hardly raises an eyebrow in places accustomed to a variety of different people.

GENASI ON ATHAS

Although any world that includes one or more elemental planes can feature genasi, on Athas, the world of the Dark Sun campaign setting, elemental forces hold greater sway than they do on other worlds. As a people touched by elemental power, genasi are viewed as seers, prophets, and chosen ones. The birth of a genasi, whether a slave, a noble, or a member of a desert tribe, is an auspicious event. Most Athasians believe a given genasi is destined for greatness—or infamy.

Those living on the frontier, though, have a much harder time. People there tend to be less accepting of differences. Sometimes a cold shoulder and a suspicious glare are the best genasi can hope for; in more backward places, they face ostracism and even violence from people who mistake them for fiends. Facing a hard life, these genasi seek isolation in the wilds, making their homes in mountains or forests, near lakes, or underground.

Most air and fire genasi in the Realms are descendants of the djinn and efreet who once ruled Calimshan. When those rulers were overthrown, their planetouched children were scattered. Over thousands of years, the bloodlines of those genasi have spread into other lands. Though far from common, air and fire genasi are more likely to be found in the western regions of Faerûn, along the coast from Calimshan north up to the Sword Coast, and into the Western Heartlands to the east. Some remain in their ancient homeland.

In contrast, water and earth genasi have no common history. Individuals have difficulty tracing their own lineage, and bloodlines occasionally skip a generation or two. Many earth genasi originated in the North and spread out from there. Water genasi come from coastal areas, the largest concentration of them hailing from the regions surrounding the Sea of Fallen Stars.

The distant land of Zakhara is known only in legends to most inhabitants of Faerûn. There, genies and spellcasters enter into bargains, and genasi can result from such pacts. Those genasi have been sources of great weal and woe in the history of that land.

GENASI BACKGROUNDS

Each genasi subrace has its own temperament, which might make some backgrounds more suitable than others.

Air genasi are proud of their heritage, sometimes to the point of haughtiness. They can be flamboyant, and are keen to have an audience. They rarely stay in one place for long, always looking for a new sky to see and breathe. Air genasi who don't live in cities favor open lands such as plains, deserts, and high mountains. Fitting backgrounds include charlatan, entertainer, and noble.

Earth genasi are more withdrawn, and their connection to the earth keeps them from being comfortable in most cities. Their uncommon size and strength makes them natural soldiers, though, and with their stoic demeanor, they can encourage others and become great leaders. Many earth genasi live underground, where they can be in their favored element. When they emerge from their caves, they might roam the hills and mountains or lay claim to old ruins. Appropriate backgrounds for earth genasi include hermit, outlaw, and soldier.

Fire genasi often get themselves into difficulty with their fiery tempers. Like their air genasi cousins, they sometimes flaunt their perceived superiority over common folk. But they also want others to share their high opinion of themselves, so they constantly seek to enhance their reputations. Likely backgrounds for a fire genasi include criminal, folk hero, and noble.

Water genasi almost all have some experience aboard or around sea vessels. They make excellent mariners and fishers. Like earth genasi, though, water genasi prefer quiet and solitude; the wide shores are their natural homes. They go where they want, do what they want, and rarely feel bound to anything. Good backgrounds for water genasi include hermit and sailor.

GENASI NAMES

Genasi use the naming conventions of the people among whom they were raised. They might later assume distinctive names to capture their heritage, such as Flame, Ember, Wave, or Onyx.

GENASI TRAITS

Your genasi character has certain characteristics in common with all other genasi.

Ability Score Increase. Your Constitution score increases by 2.

Age. Genasi mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, up to 120 years.

Alignment. Independent and self-reliant, genasi tend toward a neutral alignment.

Size. Genasi are as varied as their mortal parents but are generally built like humans, standing anywhere from 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.

Subraces. Four major subraces of genasi are found among the worlds of D&D: air genasi, earth genasi, fire genasi, and water genasi. Choose one of these subraces.

AIR GENASI

As an air genasi, you are descended from the djinn. As changeable as the weather, your moods shift from calm to wild and violent with little warning, but these storms rarely last long.

Air genasi typically have light blue skin, hair, and eyes. A faint but constant breeze accompanies them, tousling the hair and stirring the clothing. Some air genasi speak with breathy voices, marked by a faint echo. A few display odd patterns in their flesh or grow crystals from their scalps.

Ability Score Increase. Your Dexterity score increases by 1.

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

Mingle with the Wind. You can cast the *levitate* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

EARTH GENASI

As an earth genasi, you are descended from the cruel and greedy dao, though you aren't necessarily evil. You have inherited some measure of control over earth, reveling in superior strength and solid power. You tend to avoid rash decisions, pausing long enough to consider your options before taking action.

Elemental earth manifests differently from one individual to the next. Some earth genasi always have bits of dust falling from their bodies and mud clinging to their clothes, never getting clean no matter how often they bathe. Others are as shiny and polished as gemstones, with skin tones of deep brown or black, eyes sparkling like agates. Earth genasi can also have smooth metallic flesh, dull iron skin spotted with rust, a pebbled and rough hide, or even a coating of tiny embedded crystals. The most arresting have fissures in their flesh, from which faint light shines.

Ability Score Increase. Your Strength score increases by 1.

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Merge with Stone. You can cast the *pass without trace* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

FIRE GENASI

As a fire genasi, you have inherited the volatile mood and keen mind of the efreet. You tend toward impatience and making snap judgments. Rather than hide your distinctive appearance, you exult in it.

Nearly all fire genasi are feverishly hot as if burning inside, an impression reinforced by flaming red, coal-black, or ash-gray skin tones. The more human-looking have fiery red hair that writhes under extreme emotion, while more exotic specimens sport actual flames dancing on their heads. Fire genasi voices might sound

like crackling flames, and their eyes flare when angered. Some are accompanied by the faint scent of brimstone.

Ability Score Increase. Your Intelligence score increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Your ties to the Elemental Plane of Fire make your darkvision unusual: everything you see in darkness is in a shade of red.

Fire Resistance. You have resistance to fire damage.

Reach to the Blaze. You know the *produce flame* cantrip. Once you reach 3rd level, you can cast the *burning hands* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

WATER GENASI

The lapping of waves, the spray of sea foam on the wind, the ocean depths—all of these things call to your heart. You wander freely and take pride in your independence, though others might consider you selfish.

Most water genasi look as if they just finished bathing, with beads of moisture collecting on their skin and hair. They smell of fresh rain and clean water. Blue or green skin is common, and most have somewhat overlarge eyes, blue-black in color. A water genasi's hair might float freely, swaying and waving as if underwater. Some have voices with undertones reminiscent of whale song or trickling streams.

Ability Score Increase. Your Wisdom score increases by 1.

Acid Resistance. You have resistance to acid damage.

Amphibious. You can breathe air and water.

Swim. You have a swimming speed of 30 feet.

Call to the Wave. You know the *shape water* cantrip (see chapter 2). When you reach 3rd level, you can cast the *create or destroy water* spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

GOLIATH

At the highest mountain peaks—far above the slopes where trees grow and where the air is thin and the frigid winds howl—dwell the reclusive goliaths. Few folk can claim to have seen a goliath, and fewer still can claim friendship with them. Goliaths wander a bleak realm of rock, wind, and cold. Their bodies look as if they are carved from mountain stone and give them great physical power. Their spirits take after the wandering wind, making them nomads who wander from peak to peak. Their hearts are infused with the cold regard of their frigid realm, leaving each goliath with the responsibility to earn a place in the tribe or die trying.

DRIVEN COMPETITORS

Every day brings a new challenge to a goliath. Food, water, and shelter are rare in the uppermost mountain reaches. A single mistake can bring doom to an entire

tribe, while an individual's heroic effort can ensure the entire group's survival.

Goliaths thus place a premium on self-sufficiency and individual skill. They have a compulsion to keep score, counting their deeds and tallying their accomplishments to compare to others. Goliaths love to win, but they see defeat as a prod to improve their skills.

This dedication to competition has a dark side. Goliaths are ferocious competitors, but above all else they are driven to outdo their past efforts. If a goliath slays a dragon, he or she might seek out a larger, more powerful wyrm to battle. Few goliath adventurers reach old age, as most die attempting to surpass their past accomplishments.

FAIR PLAY

For goliaths, competition exists only when it is supported by a level playing field. Competition measures talent, dedication, and effort. Those factors determine survival in their home territory, not reliance on magic items, money, or other elements that can tip the balance one way or the other. Goliaths happily rely on such benefits, but they are careful to remember that such an advantage can always be lost. A goliath who relies too much on them can grow complacent, a recipe for disaster in the mountains.

This trait manifests most strongly when goliaths interact with other folk. The relationship between peasants and nobles puzzles goliaths. If a king lacks the intelligence or leadership to lead, then clearly the most talented person in the kingdom should take his place. Goliaths rarely keep such opinions to themselves, and mock folk who rely on society's structures or rules to maintain power.

SURVIVAL OF THE FITTEST

Among goliaths, any adult who can't contribute to the tribe is expelled. A lone goliath has little chance of survival, especially an older or weaker one. Goliaths have little pity for adults who can't take care of themselves, though a sick or injured individual is treated, as a result of the goliath concept of fair play.

A permanently injured goliath is still expected to pull his or her weight in the tribe. Typically, such a goliath dies attempting to keep up, or the goliath slips away in the night to seek the cold will of fate.

In some ways, the goliath drive to outdo themselves feeds into the grim inevitability of their decline and death. A goliath would much rather die in battle, at the peak of strength and skill, than endure the slow decay of old age. Few folk have ever meet an elderly goliath, and even those goliaths who have left their people grapple with the urge to give up their lives as their physical skills decay.

Because of their risk-taking, goliath tribes suffer from a chronic lack of the experience offered by long-term leaders. They hope for innate wisdom in their leadership, for they can rarely count on a wisdom grown with age.

GOLIATH NAMES

Every goliath has three names: a birth name assigned by the newborn's mother and father, a nickname assigned by the tribal chief, and a family or clan name. A birth name is up to three syllables long. Clan names are five syllables or more and end in a vowel.

Birth names are rarely linked to gender. Goliaths see females and males as equal in all things, and they find societies with roles divided by gender to be puzzling or worthy of mockery. To a goliath, the person who is best at a job should be the one tasked with doing it.

A goliath's nickname is a description that can change on the whim of a chieftain or tribal elder. It refers to a notable deed, either a success or failure, committed by the goliath. Goliaths assign and use nicknames with their friends of other races, and change them to refer to an individual's notable deeds.

Goliaths present all three names when identifying themselves, in the order of birth name, nickname, and clan name. In casual conversation, they use their nickname.

Birth Names: Aukan, Eglath, Gae-Al, Gauthak, Ilikan, Keothi, Kuori, Lo-Kag, Manneo, Maveith, Nalla, Orilo, Paavu, Pethani, Thalai, Thotham, Uthal, Vaunea, Vimak

Nicknames: Bearkiller, Dawncaller, Fearless, Flintfinder, Horncarver, Keeneye, Lonehunter, Longleaper, Rootsmasher, Skywatcher, Steadyhand, Threaddwister, Twice-Orphaned, Twistedlimb, Wordpainter

Clan Names: Anakalathai, Elanithino, Gathakanathi, Kalagiano, Katho-Olavi, Kolae-Gileana, Ogolakanu, Thuliaga, Thunukulathi, Vaimei-Laga

GOLIATH TRAITS

Goliaths share a number of traits in common with each other.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Goliaths have lifespans comparable to humans. They enter adulthood in their late teens and usually live less than a century.

Alignment. Goliath society, with its clear roles and tasks, has a strong lawful bent. The goliath sense of fairness, balanced with an emphasis on self-sufficiency and personal accountability, pushes them toward neutrality.

Size. Goliaths are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Athlete. You have proficiency in the Athletics skill.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your

Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Languages. You can speak, read, and write Common and Giant.



CHAPTER 2: SPELLS

THIS CHAPTER OFFERS NEW SPELLS FOR many of the classes in the *Player's Handbook*. The spells provide various ways to harness the power of the four elements.

Your DM determines whether these spells are available at character creation, whether they are discovered in a treasure trove, or whether you stumble upon them in an ancient library or other storehouse of magical knowledge.

SPELL LISTS

The following spell lists show which of the new spells are for a class. A spell's school of magic is noted in parentheses after its name. If a spell can be cast as a ritual, the ritual tag also appears within the parentheses.

BARD SPELLS

CANTRIPS (0 LEVEL)

Thunderclap (evocation)

1ST LEVEL

Earth tremor (evocation)

2ND LEVEL

Pyrotechnics (transmutation)

Skywrite (transmutation, ritual)

Warding wind (evocation)

DRUID SPELLS

Your DM might add only a few of these spells to your druid's spell list. For example, if your druid is from a coastal region, the druid might have access only to the new water-themed spells.

CANTRIPS (0 LEVEL)

Control flames (transmutation)

Create bonfire (conjuration)

Frostbite (evocation)

Gust (transmutation)

Magic stone (transmutation)

Mold earth (transmutation)

Shape water (transmutation)

Thunderclap (evocation)

1ST LEVEL

Absorb elements (abjuration)

Beast bond (divination)

Ice knife (conjuration)

Earth tremor (evocation)

2ND LEVEL

Dust devil (conjuration)

Earthbind (transmutation)

Skywrite (transmutation, ritual)

Warding wind (evocation)

3RD LEVEL

Erupting earth (transmutation)

Flame arrows (transmutation)

Tidal wave (conjuration)

Wall of water (evocation)

4TH LEVEL

Elemental bane (transmutation)

Watery sphere (conjuration)

5TH LEVEL

Control winds (transmutation)

Maelstrom (evocation)

Transmute rock (transmutation)

6TH LEVEL

Bones of the earth (transmutation)

Investiture of flame (transmutation)

Investiture of ice (transmutation)

Investiture of stone (transmutation)

Investiture of wind (transmutation)

Primordial ward (abjuration)

7TH LEVEL

Whirlwind (evocation)

RANGER SPELLS

1ST LEVEL

Absorb elements (abjuration)

Beast bond (divination)

3RD LEVEL

Flame arrows (transmutation)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Control flames (transmutation)

Create bonfire (conjuration)

Frostbite (evocation)

Gust (transmutation)

Mold earth (transmutation)

Shape water (transmutation)

Thunderclap (evocation)

1ST LEVEL

Catapult (transmutation)
Ice knife (conjuration)
Earth tremor (evocation)

2ND LEVEL

Aganazzar's scorcher (evocation)
Dust devil (conjuration)
Earthbind (transmutation)
Maximilian's earthen grasp (transmutation)
Pyrotechnics (transmutation)
Snilloc's snowball swarm (evocation)
Warding wind (evocation)

3RD LEVEL

Erupting earth (transmutation)
Flame arrows (transmutation)
Melf's minute meteors (evocation)
Wall of water (evocation)

4TH LEVEL

Storm sphere (evocation)
Vitriolic sphere (evocation)
Watery sphere (conjuration)

5TH LEVEL

Control winds (transmutation)
Immolation (evocation)

6TH LEVEL

Investiture of flame (transmutation)
Investiture of ice (transmutation)
Investiture of stone (transmutation)
Investiture of wind (transmutation)

8TH LEVEL

Abi-Dalzim's horrid wilting (necromancy)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Create bonfire (conjuration)
Frostbite (evocation)
Magic stone (transmutation)
Thunderclap (evocation)

2ND LEVEL

Earthbind (transmutation)

4TH LEVEL

Elemental bane (transmutation)

6TH LEVEL

Investiture of flame (transmutation)
Investiture of ice (transmutation)
Investiture of stone (transmutation)
Investiture of wind (transmutation)



WIZARD SPELLS

CANTRIPS (0 LEVEL)

Control flames (transmutation)
Create bonfire (conjuration)
Frostbite (evocation)
Gust (transmutation)
Mold earth (transmutation)
Shape water (transmutation)
Thunderclap (evocation)

1ST LEVEL

Absorb elements (abjuration)
Catapult (transmutation)
Ice knife (conjuration)
Earth tremor (evocation)

2ND LEVEL

Aganazzar's scorcher (evocation)
Dust devil (conjuration)
Earthbind (transmutation)
Maximilian's earthen grasp (transmutation)
Pyrotechnics (transmutation)
Skywrite (transmutation, ritual)
Snilloc's snowball swarm (evocation)

3RD LEVEL

Erupting earth (transmutation)
Flame arrows (transmutation)
Melf's minute meteors (evocation)
Tidal wave (conjuration)
Wall of sand (evocation)
Wall of water (evocation)

4TH LEVEL

Elemental bane (transmutation)
Storm sphere (evocation)
Vitriolic sphere (evocation)
Watery sphere (conjuration)

5TH LEVEL

Control winds (transmutation)
Immolation (evocation)
Transmute rock (transmutation)

6TH LEVEL

Investiture of flame (transmutation)
Investiture of ice (transmutation)
Investiture of stone (transmutation)
Investiture of wind (transmutation)

7TH LEVEL

Whirlwind (evocation)

8TH LEVEL

Abi-Dalzim's horrid wilting (necromancy)



SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ABI-DALZIM'S HORRID WILTING

8th-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bit of sponge)

Duration: Instantaneous

You draw the moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one.

ABSORB ELEMENTS

1st-level abjuration

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: Self

Components: S

Duration: 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

AGANAZZAR'S SCORCHER

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a red dragon's scale)

Duration: Instantaneous

A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

BEAST BOND

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of fur wrapped in a cloth)

Duration: Concentration, up to 10 minutes

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell

fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

BONES OF THE EARTH

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius. The rubble lasts until cleared.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell's saving throw DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can create two additional pillars for each slot level above 6th.

CATAPULT

1st-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: S

Duration: Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. In either case, both the object and the creature or solid surface take 3d8 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

CONTROL FLAMES

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

CONTROL WINDS

5th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 hour

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Gusts. A wind picks up within the cube, continually blowing in a horizontal direction that you choose. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that pass through it or that are made against targets within the cube have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Downdraft. You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.



Updraft. You cause a sustained updraft within the cube, rising upward from the cube's bottom edge. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

CREATE BONFIRE

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a bonfire on ground that you can see within range. Until the spell ends, the bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfire's space for the first time on a turn or ends its turn there.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

DUST DEVIL

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

EARTHBIND

2nd-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell

descends at 60 feet per round until it reaches the ground or the spell ends.

EARTH TREMOR

1st-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

You cause a tremor in the ground in a 10-foot radius. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

ELEMENTAL BANE

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose one creature you can see within range, and choose one of the following damage types: acid, cold, fire, lightning, or thunder. The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The first time each turn the affected target takes damage of the chosen type, the target takes an extra 2d6 damage of that type. Moreover, the target loses any resistance to that damage type until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

ERUPTING EARTH

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of obsidian)

Duration: Instantaneous

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.



FLAME ARROWS

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

FROSTBITE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

GUST

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

ICE KNIFE

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of water or piece of ice)

Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

IMMOLATION

5th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 minute

Flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 7d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the spell's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 3d6 fire damage on a failed save, and the spell ends on a successful one. These magical flames can't be extinguished through nonmagical means.

If damage from this spell reduces a target to 0 hit points, the target is turned to ash.

INVESTITURE OF FLAME

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Flames race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spell's duration. The flames don't harm you. Until the spell ends, you gain the following benefits:

- You are immune to fire damage and have resistance to cold damage.
- 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 create a line of fire 15 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 4d8 fire damage on a failed save, or half as much damage on a successful one.

INVESTITURE OF ICE

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Until the spell ends, ice rimes your body, and you gain the following benefits:

- You are immune to cold damage and have resistance to fire damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 15-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

INVESTITURE OF STONE

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

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

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you.

Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.

- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.

INVESTITURE OF WIND

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Until the spell ends, wind whirls around you, and you gain the following benefits:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You gain a flying speed of 60 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.
- You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

MAELSTROM

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (paper or leaf in the shape of a funnel)

Duration: Concentration, up to 1 minute

A mass of 5-foot-deep water appears and swirls in a 30-foot radius centered on a point you can see within range. The point must be on ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

MAGIC STONE

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute

You touch one to three pebbles and imbue them with magic. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, it has a range of 60 feet. If

someone else attacks with the pebble, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Hit or miss, the spell then ends on the stone.

If you cast this spell again, the spell ends early on any pebbles still affected by it.

MAXIMILIAN'S EARTHEN GRASP

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a miniature hand sculpted from clay)

Duration: Concentration, up to 1 minute

You choose a 5-foot-square unoccupied space on the ground that you can see within range. A Medium hand made from compacted soil rises there and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the spell's duration.

As an action, you can cause the hand to crush the restrained target, who must make a Strength saving throw. It takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

To break out, the restrained target can make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand.

As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.

MELF'S MINUTE METEORS

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (niter, sulfur, and pine tar formed into a bead)

Duration: Concentration, up to 10 minutes

You create six tiny meteors in your space. They float in the air and orbit you for the spell's duration. When you cast the spell—and as a bonus action on each of your turns thereafter—you can expend one or two of the meteors, sending them streaking toward a point or points you choose within 120 feet of you. Once a meteor reaches its destination or impacts against a solid surface, the meteor explodes. Each creature within 5 feet of the point where the meteor explodes must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of meteors created increases by two for each slot level above 3rd.

MOLD EARTH

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

PRIMORDIAL WARD

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You have resistance to acid, cold, fire, lightning, and thunder damage for the spell's duration.

When you take damage of one of those types, you can use your reaction to gain immunity to that type of damage, including against the triggering damage. If you do so, the resistances end, and you have the immunity until the end of your next turn, at which time the spell ends.

PYROTECHNICS

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose an area of flame that you can see and that can fit within a 5-foot cube within range. You can extinguish the fire in that area, and you create either fireworks or smoke.

Fireworks. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.

Smoke. Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

SHAPE WATER

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.



SKYWRITE

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 1 hour

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

SNILLOC'S SNOWBALL SWARM

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of ice or a small white rock chip)

Duration: Instantaneous

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

STORM SPHERE

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

A 20-foot-radius sphere of whirling air springs into existence centered on a point you choose within range. The sphere remains for the spell's duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain.

Until the spell ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap from the center of the sphere toward one creature you choose within 60 feet of the center. Make a ranged spell attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 lightning damage.

Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases for each of its effects by 1d6 for each slot level above 4th.

THUNDERCLAP

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S

Duration: Instantaneous

You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

TIDAL WAVE

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of water)

Duration: Instantaneous

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it.

TRANSMUTE ROCK

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (clay and water)

Duration: Instantaneous

You choose an area of stone or mud that you can see that fits within a 40-foot cube and that is within range, and choose one of the following effects.

Transmute Rock to Mud. Nonmagical rock of any sort in the area becomes an equal volume of thick and flowing mud that remains for the spell's duration.

If you cast the spell on an area of ground, it becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw. A creature must also make this save the first time it enters the area on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud.

If you cast the spell on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Transmute Mud to Rock. Nonmagical mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the spell's duration. Any creature in the mud when it transforms must make a Dexterity saving throw. On a failed save, a creature becomes restrained by the rock. The restrained creature can use an action to try to break free by succeeding on a Strength check (DC 20) or by dealing 25 damage to the rock around it. On a successful save, a creature is shunted safely to the surface to an unoccupied space.

VITRIOLIC SPHERE

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a drop of giant slug bile)

Duration: Instantaneous

You point at a place within range, and a glowing 1-foot ball of emerald acid streaks there and explodes in a 20-foot radius. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.

WALL OF SAND

3rd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a handful of sand)

Duration: Concentration, up to 10 minutes

You conjure up a wall of swirling sand on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick, and it vanishes when the spell ends. It blocks line of sight but not movement. A creature is blinded while in the wall's space and must spend 3 feet of movement for every 1 foot it moves there.

WALL OF WATER

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of water)

Duration: Concentration, up to 10 minutes

You conjure up a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass

through to freeze solid (at least a 5-foot square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

WARDING WIND

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell's duration.

The wind has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the wind.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

WATERY SPHERE

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a droplet of water)

Duration: Concentration, up to 1 minute

You conjure up a sphere of water with a 10-foot radius on a point you can see within range. The sphere can hover in the air, but no more than 10 feet off the ground. The sphere remains for the spell's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside it. A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw.

The sphere can restrain a maximum of four Medium or smaller creatures or one Large creature. If the sphere restrains a creature in excess of these numbers, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, cliff, or other drop, it safely descends until it is hovering 10 feet over ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw, but no more than once per turn.

When the spell ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls.



WHIRLWIND

7th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, M (a piece of straw)

Duration: Concentration, up to 1 minute

A whirlwind howls down to a point that you can see on the ground within range. The whirlwind is a 10-foot-radius, 30-foot-high cylinder centered on that point. Until the spell ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or

that the whirlwind enters its space, including when the whirlwind first appears. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the spell ends. When a creature starts its turn restrained by the whirlwind, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the spell ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your spell save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled $3d6 \times 10$ feet away from it in a random direction.



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