

OUTLANDISH ELEMENTS

AN ADDITIONAL CONTROL STYLE, PRIME ELEMENT,
& SPECIALTIES FOR THE ELEMENTALIST



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CONTROL STYLE

At 3rd level, you adopt a particular style of controlling your elemental energies, affecting the progression of your talents moving forward. When you choose your Control Style, you have the following option, in addition to those in the *Elementalist Class PDF*. Your choice determines the features you gain at 10th, 15th, and 20th level.

Player. You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Additionally, when a creature you can see succeeds on an attack roll or ability check, you can use your reaction to become proficient in the weapon, skill, or tool used for the roll until you use your reaction for this feature again.

CONTROL TECHNIQUE

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

Player. When a creature you can see casts a spell of 1st level or higher that is of a level you can cast, you can use your reaction to learn the spell. Until you use this feature again, you always have that spell prepared, it doesn't count against your number of prepared spells, and it counts as an elemental spell for you. If the spell deals damage, it instead deals damage of your attuned damage type.

CONTROL ART

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

Player. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Additionally, when a creature you can see succeeds on a saving throw, you can use your reaction to become proficient in that saving throw until you use your reaction for this feature again.

CONTROL MASTERY

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

Player. When a creature you can see casts a spell of 6th level or higher, you can use your reaction to learn the spell. Until you use this feature to learn a new spell, the spell counts as an elemental spell for you, and you can cast the spell using a 5th-level elemental spell slot. If the spell deals damage, it instead deals damage of your attuned damage type. Once you cast a spell using this feature, you must finish a long rest before you can do so again.

PRIME ELEMENT

Elementalists create their connections with an elemental power through attunement to a plane in the multiverse. Though each elemental practices a style of controlling his or her elemental abilities, the elemental's power is drawn through this connection, often leading to a feeling of safety when near a source of the element, or causing anxiety and a growing sense of dread when away from such a source. To combat these feelings, elementalists often carry an elemental focus, a vessel of some sort that contains some of their elemental source, such as an empty locket with fresh air sealed inside, a small sack full of pebbles, a flask full of easily ignited oil with a flint, a flagon of water that is never to be used for drinking, or a prismatic gemstone. Elementalists can use these totems to focus the raw elemental energies they manipulate.

PRIME ELEMENT ABILITIES

Prime Element	Striking Ability	Spellcasting Ability	Attuned Damage Type
Aether	Strength or Dexterity	Intelligence	psychic
Air	Dexterity	Wisdom	thunder
Earth	Strength	Charisma	force
Fire	Strength or Dexterity	Charisma	fire
Water	Strength or Dexterity	Wisdom	cold

AETHER

The Prime Element Aether comes from realms of transitive connection, such as the Astral and Ethereal Planes, or the Spirit World if the cosmology of your setting has one. Through these realms, invisible bonds connect the minds and souls of all things in the multiverse. It requires immense study and knowledge to best strengthen your connection with these planes, and to utilize the abilities such a connection grants.



AETHER ATTUNEMENT

Starting at 1st level, you have a connection with Elemental Aether, allowing you to control the intangible forces of the multiverse like thoughts and emotions, and granting you the following properties:

- You choose your spells from the Aether Elementalist spell list, which can be found at the end of this document.
- You know the *mage hand* and *message* cantrips. Intelligence is your spellcasting ability for them and your other Elementalist spells, since Elemental Aether is controlled best by an individual who has a deep knowledge of the invisible bonds that connect all things in the multiverse. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an elementalist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

FOCUSED REGENERATION

Also beginning at 1st level, you can take a moment to mentally command your body to heal itself. As an action, you roll your elemental strike die. You regain hit points equal to the number rolled + half your elementalist level, rounded up. You can use your action this way a number of times equal to your Intelligence modifier (minimum once), and you regain all expended uses when you finish a long rest.

ETHEREAL SLIDE

At 6th level, you learn to move as one with the multiverse, ignoring many of its inconveniences. You ignore difficult terrain, and creatures make opportunity attacks against you with disadvantage.

AETHER SPECIALTY

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

Balance. You become a conduit of balance for the entire multiverse, granting you the following benefits:

- You have advantage on saving throws you make to resist being charmed or frightened.
- When you take the Attack action or use your action to cast an elementalist spell that affects only one or more enemies, you can use your bonus action this turn to expend a spell slot. If you do, choose a willing creature that you can see within the short range of your elemental strike. It regains 1d8 hit points per level of the expended spell slot.
- When you cast an elementalist spell of 1st level or higher that affects only you or one or more of your allies, you can use your bonus action this turn to make an elemental strike.

Gravity. You learn to control the earthly tethers that connect all things to the ground through the force of gravity, granting you the following benefits:

- You always have the *catapult*^{XGTE}, *fly*, and *levitate* spells prepared. Beginning at 17th level, you also always have the *telekinesis* spell prepared. None of

these spells count against the number of elementalist spells you can prepare each day, and each of them counts as an elementalist spell for you.

- As a bonus action on your turn, you can double your jump distance until the end of your turn. If you do, you don't take falling damage from heights lower than 100 feet this turn.
- As an action, you can choose an object you can see within the short range of your elemental strike that is no greater than 10 feet in any dimension. You either double or halve the object's weight (your choice). If a creature is holding an object you make heavier this way, it must succeed on a Strength saving throw against your spell save DC or drop the object. If you make a weapon heavier this way, it loses the *light* property if it has it, or gains the *heavy* property if it doesn't have the *light* property. If you make a weapon lighter this way, it loses the *heavy* property if it has it, or gains the *light* property if it doesn't have the *heavy* property. The object's weight is altered this way until you become unconscious or die, or until you use this ability again. An object can be affected by this feature only once at any given time.

Yang. You reach through your Transitory Plane attunement to access the energies of the Positive Plane, granting you the following benefits:

- You learn the *dancing lights* and *light* cantrips. They count as elementalist spells for you.
- When you make an elemental strike or cast a spell that deals psychic damage, you can choose for it to deal radiant damage instead.
- When you cast an elementalist spell of 1st-level or higher that would deal damage, you can expend a spell slot of one level higher than the level at which the spell is being cast to cause it to heal the spell's targets instead. For example, to cast a 1st-level *dissonant whispers* in this way, you spend a 2nd-level spell slot. If you do, for the duration of the spell, whenever it would deal damage to a target, the target instead regains a number of hit points equal to the spell's damage roll. Additionally, targets of the spell can choose to automatically fail their saving throws against the spell, or choose to allow any attack made as part of the spell to automatically hit. If a creature willingly succumbs to the spell in one of these ways, you can choose not to impose any other effects of the spell on the target, such as the immediate reaction normally imposed by *dissonant whispers*.

Yin. You reach through your Transitory Plane attunement to access the energies of the Negative Plane, granting you the following benefits:

- You always have the *animate dead*, *inflict wounds*, *ray of enfeeblement*, and *shadow of moi*^{XGTE} spells prepared. Beginning at 17th level, you also always have the *danse macabre*^{XGTE} spell prepared. None of these spells count against the number of elementalist spells you can prepare each day, and each of them counts as an elementalist spell for you.
- When you make an elemental strike, you can choose for it to deal necrotic damage instead.
- When you cast an elementalist spell of 1st-level or higher that deals necrotic or psychic damage, you can expend a spell slot of two levels higher than the level at which the spell is being cast to infuse the spell with greater necrotic energy. For example, to cast a 1st-level *dissonant whispers* in this way, you spend a 3rd-level spell slot. If you do, for the spell's duration,

it deals necrotic damage if it doesn't already. When a creature takes necrotic damage from the spell during its duration, its hit point maximum is decreased by an amount equal to the necrotic damage dealt. If a creature of a type other than undead dies from damage dealt this way, it rises as a zombie under your control at the beginning of your next turn, as though the corpse were under the effects of the *animate dead* spell. You roll initiative for each zombie created this way.

AETHER PROWESS

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

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

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

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

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

AIR

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

AIR SPECIALTY

At 14th level, you build a more intimate connection with Elemental Air, evolving the effects of its elemental energies on you. When you choose your Air Specialty, you have the following option, in addition to those in the *Elementalist Class PDF*. Your choice determines the feature you gain at 18th level.

Cloud. You gain the ability to create and manipulate particles in the air, allowing you to fill the world around you with smoke and gas, and granting you the following benefits:

- You always have the *fog cloud*, *gaseous form*, *misty step*, and *stinking cloud* spells prepared. Beginning at 17th level, you also always have the *cloudkill* spell prepared. None of these spells count against the number of elemental spells you can prepare each day, and each of them counts as an elemental spell for you.
- You can cast *fog cloud* as a 1st-level spell at will, without expending a spell slot.
- Whenever you cast an elemental spell that obscures an area, you can see through the effect as though it weren't obscured at all.

AIR PROWESS

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

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

EARTH

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

EARTH SPECIALTY

At 14th level, you build a more intimate connection with Elemental Earth, evolving the effects of its elemental energies on you. When you choose your Earth Specialty, you have the following option, in addition to those in the *Elementalist Class PDF*. Your choice determines the feature you gain at 18th level.

Sand. You gain the ability to separate the earth you manipulate into fine granules of sand, bringing flexibility to this otherwise rigid element, and granting you the following benefits:

- You always have the *dust devil*^{XGTE} and *wall of sand*^{XGTE} spells prepared. Neither spell counts against the number of elemental spells you can prepare each day, and both of them count as an elemental spell for you.
- You ignore difficult terrain caused by nonmagical sand or stone.
- When you make an elemental strike, you can spend a spell slot to cause the attack to ignore half and three-quarters cover. If the attack hits, it deals an extra 1d4 damage per level of the expended spell slot.
- As an action, you can choose a point you can see within 20 feet of you, temporarily changing stone and earth in the area to sand. Nonmagical rock of any sort within 20 feet of the chosen point becomes sand for 1 minute, becoming difficult terrain for creatures other than you for the duration. Nonmagical stone objects in the area that aren't being worn or carried collapse into sand and are destroyed. Once you use this ability, you must finish a short or long rest before you can do so again.

EARTH PROWESS

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

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



FIRE

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

FIRE SPECIALTY

At 14th level, you build a more intimate connection with Elemental Fire, evolving the effects of its elemental energies on you. When you choose your Fire Specialty, you have the following option, in addition to those in the *Elementalist Class PDF*. Your choice determines the feature you gain at 18th level.

Heat. You gain the ability to produce heat without flame, using it to bend light and roast your foes, and granting you the following benefits:

- You can cast *disguise self* at will, without expending a spell slot. When you cast the spell using this feature, it counts as an elementalist spell for you. When a creature makes an Intelligence (Investigation) check to discern that you're disguised this way, it does so with advantage due to the heat you must produce to create the illusion.
- When you make an elemental strike, you can spend a spell slot to blast pure heat instead of fire, making the attack much more difficult to see. If you do, you have advantage on the attack roll. If the attack hits, it deals an additional 1d4 fire damage per level of the expended spell slot.
- When you cast an elementalist spell of 1st-level or higher that deals fire damage, you can spend a spell slot of two levels higher than the level at which the spell is being cast to produce heat instead of flame, making the spell effects much more difficult to see. For example, to cast a 3rd-level *fireball* in this way, you must spend a 5th-level spell slot. If you do, any attack roll you make as part of the spell this turn is made with advantage, and creatures that must make a saving throw against the spell this turn do so with disadvantage.

FIRE PROWESS

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

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

WATER

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

WATER SPECIALTY

At 14th level, you build a more intimate connection with Elemental Water, evolving the effects of its elemental energies on you. When you choose your Water Specialty, you have the following option, in addition to those in the *Elementalist Class PDF*. Your choice determines the feature you gain at 18th level.

Plant. You learn to control the water within all plant life, granting you the following benefits:

- You always have the *ensnaring strike*, *entangle*, *grasping vine*, and *plant growth* spells prepared. Beginning at 17th level, you also always have the *tree stride* spell prepared. None of these spells count against the number of elementalist spells you can prepare each day, and each of them counts as an elementalist spell for you.
- You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- When you make an elemental strike, you can expend a spell slot to lash out with a thorny vine instead of with water. If the attack hits, the creature takes an additional 1d4 acid damage per level of the expended spell slot, and you pull the creature up to 10 feet closer to you per level of the expended spell slot.

WATER PROWESS

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

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

ELEMENTALIST MULTICLASSING

MULTICLASSING PREREQUISITES

Prime Element	Ability Score Minimum
Aether	Strength or Dexterity 13 and Intelligence 13

AETHER ELEMENTALIST SPELL LIST

*Spells with the “OAP” superscript are original spells created by OUTLANDISH ADVENTURE PRODUCTIONS, and you can find their descriptions at the end of the document. Spells with the “XGTE” superscript are from *Xanathar’s Guide to Everything*.

1ST LEVEL

Cause Fear^{XGTE}
Charm Person
Command
Comprehend Languages
Disguise Self
Dissonant Whispers
Heroism
Sleep
Tasha’s Hideous
Laughter
Wrathful Smite

2ND LEVEL

Calm Emotions
Detect Thoughts
Enhance Ability
Enthrall
Hold Person
Locate Person
Mind Spike^{XGTE}
Shadow Blade^{XGTE}
Suggestion
Zone of Truth

3RD LEVEL

Blink
Catnap^{XGTE}
Enemies Abound^{XGTE}
Fear
Life Transference^{XGTE}
Sending
Tongues

4TH LEVEL

Charm Monster^{XGTE}
Confusion
Locate Creature
Phantasmal Killer
Staggering Smite

5TH LEVEL

Dominate Person
Dream
Hold Monster
Rary’s Telepathic Bond
Synaptic Static^{XGTE}

NEW SPELLS

INVESTITURE OF DARKNESS

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Warlock, Wizard

Until the spell ends, smoky shadows and crackling necrotic energy envelope you like a cloak, and you gain the following benefits:

- You are immune to necrotic damage.
- Dim light and darkness, including magical darkness, don’t impede your vision.
- While you’re in an area of dim light or darkness, including another creature’s shadow, you can use your bonus action to teleport to another area of dim light or darkness that you can see.
- You can use your action to create a 15-foot sphere of magical darkness centered on a point you can see within 30 feet of you. The darkness spreads around corners. A creature with darkvision can’t see through this darkness, and nonmagical light can’t illuminate it. If a creature of a type other than undead dies within the darkness, it rises as a zombie under your control at the beginning of your next turn, as though the corpse were under the effects of the *danse macabre*^{XGTE} spell. You roll initiative for each zombie created this way. The darkness lasts until the spell ends, or until you use your action this way again. As an action or bonus action during each of your turns for the duration, you can move the sphere up to 20 feet in any direction, but no more than once during each of

your turns. When the spell ends, each zombie created by the spell becomes inanimate.

INVESTITURE OF DUST

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer, Warlock, Wizard

Until the spell ends, your body and equipment becomes the texture of sand, allowing you to separate yourself into individual granules and reform into your normal shape, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You can move through the space of any creature, and through a space as narrow as 1 inch wide, without squeezing or suffering a movement penalty.
- You can use your action to choose a point you can see within 20 feet of you, temporarily changing stone and earth in the area to sand. Nonmagical rock of any sort within 20 feet of the chosen point becomes sand, becoming difficult terrain for creatures other than you for the duration. Nonmagical stone objects in the area that aren’t being worn or carried collapse into sand and are destroyed. This effect lasts until the spell ends, or until you use your action this way again.

INVESTITURE OF LIGHT

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric

Until the spell ends, your body becomes wreathed in a corona of shining light, shedding bright light in a 30-foot radius and dim light for an additional 30 feet, and you gain the following benefits:

- If the area of light shed by this spell overlaps an area of darkness created by a spell of 6th level or lower, the darkness is dispelled.
- When you or a friendly creature starts its turn within 30 feet of you, it regains 2d6 hit points.
- You can use your action to create a flash of brilliant light in a 15-foot cone extending from you in a direction you choose. Each creature of your choice in the area must make a Constitution saving throw. A creature takes 3d8 radiant damage and is blinded until the end of its next turn on a failed save, or half as much damage and isn’t blinded on a successful one.



INVESTITURE OF MIRAGE

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer, Wizard

Until the spell ends, heat pours off your body and bends the light around you, and you gain the following benefits:

- Any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.
- 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 visible phenomenon of your choice that is no larger than a 15-foot-radius sphere centered at a point within 30 feet of you. A creature other than you that moves within the phenomenon for the first time during its turn or ends its turn there takes 2d10 fire damage. When a creature takes damage from this effect, it can use its reaction to examine the phenomenon with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, it realizes that the phenomenon is an illusion. If the check fails, the creature treats the phenomenon as though it were real, rationalizing any illogical outcomes from interacting with it. For example, a creature attempting to drink from a phantasmal pool of water that takes damage from this effect will rationalize that it was bitten by something within the pool. The phenomenon lasts until the spell ends, or until you use your action this way again. As a bonus action during each of your turns for the duration, you can move the sphere up to 20 feet in any direction and change any elements of the tableau depicted by the phenomenon.

INVESTITURE OF MIST

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer, Warlock, Wizard

Until the spell ends, your body and equipment takes on the ethereal quality of mist and smoke, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You are immune to being grappled, petrified, or restrained.
- You can use your action to create a 15-foot-radius sphere of bloodred vampiric mist centered on a point you can see within 30 feet of you. The sphere spreads around corners, and is heavily obscured. Any creature other than you that moves within the sphere for the first time on a turn or ends its turn there takes 2d10 necrotic damage. Necrotic damage taken from the mist can't be reduced or prevented in any way. The mist lasts until the spell ends, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or until you use your action this way

again. As a bonus action during each of your turns for the duration, you can move the sphere up to 20 feet in any direction.

INVESTITURE OF SCALES

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Odic

Until the spell ends, you surrender yourself to the will of the multiverse, becoming able to impartially balance all actions with their equal and opposite reaction, and you gain the following benefits:

- Whenever a creature within 30 feet of you that you can see takes damage, you can use your reaction to cause a different willing creature within 30 feet of you that you can see to regain hit points equal to the damage the triggering creature took.
- Whenever a creature within 30 feet of you that you can see regains hit points, you can use your reaction to force another target creature within 30 feet of you that you can see to make a Constitution or Wisdom saving throw (the target's choice). On a failed save, the target takes necrotic damage equal to the number of hit points the triggering creature regained. Necrotic damage taken this way can't be reduced or prevented in any way.
- You can use your action to suppress the strong emotions of creatures in a 15-foot-radius sphere centered on a point you choose within 30 feet of you. If any creature in the sphere is charmed or frightened, the effect is suspended for as long as the creature remains within the sphere. The sphere lasts until the spell ends, or until you use your action this way again. As a bonus action during each of your turns for the duration, you can move the sphere up to 20 feet in any direction.

INVESTITURE OF TIME

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Wizard

Until the spell ends, you can alter gravity on a scale that allows you to change the relative speeds of time for creatures, and you gain the following benefits:

- Instead of moving during your turn, you can use your bonus action to slow time to a near halt around yourself and then move up to your speed before returning to normal speed, other creatures perceiving the movement as teleportation.
- Whenever you are hit by an attack or fail a saving throw against an effect, you can use your reaction to temporarily slow time around yourself and move to an unoccupied space within 15 feet before returning to normal speed, other creatures perceiving the movement as teleportation. If you move this way to a space that would make you an invalid target for the

attack or effect, you suffer no damage or other ill effects from it.

- You can use your action to attempt to quicken or slow the relative time of another creature you can see within 30 feet of you. If you choose to quicken a creature, a willing creature of your choice gains the benefits of the *haste* spell until the spell ends or you use your action this way again. Once a quicken effect ends on a creature, it can't move or take actions until after its next turn, as a wave of lethargy sweeps over it. If you choose to slow a creature, it must succeed on a Constitution saving throw or suffer the effects of the *slow* spell until the spell ends or you use your action this way again. You can have only one creature under the effects of this ability at any time, whether that creature is quickened or slowed.

INVESTITURE OF VINES

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Druid, Odic

Until the spell ends, you cover yourself in vines and other plant material, increasing in size by one category, and you gain the following benefits:

- You gain temporary hit points equal to 5 times your level. When you take damage that reduces only your temporary hit points, the damage doesn't force you to make a Constitution saving throw to maintain concentration on the spell. You lose any temporary hit points you have when the spell ends.
- You can use your bonus action during each of your turns to gather more vines around yourself, gaining 1d10 temporary hit points. If you already have temporary hit points when you use this effect, you add the temporary hit points you gained this way to those you already had, instead of replacing them.
- A hostile creature that moves within 5 feet of you for the first time on a turn or ends its turn there must succeed on a Strength saving throw or become restrained. A creature restrained this way, or another creature that isn't restrained within 5 feet of it, can use its action to repeat the saving throw, freeing the creature on a successful save.
- You can use your action to slam vines in a line 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or take 4d8 acid or bludgeoning damage (your choice).

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Art credit in order of appearance:

Cover Art: "Tiefling Aether Elementalist" by Rui Ferreira

"Close Up Desert Planet" by Ekaterinya Vladinakova

"Tiefling Aether Elementalist" by Rui Ferreira

"Colonization of an exo Moon" by Ekaterinya Vladinakova

"Close Up Desert Planet" by Ekaterinya Vladinakova

"Investiture of light" by Nathanaël Roux

"Investiture of vines" by Nathanaël Roux

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OUTLANDISH ELEMENTS

AN ADDITIONAL CONTROL STYLE, PRIME ELEMENT, & SPECIALTIES FOR THE ELEMENTALIST
BY OUTLANDISH ADVENTURE PRODUCTIONS

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CONTROL STYLE

At 3rd level, you adopt a particular style of controlling your elemental energies, affecting the progression of your talents moving forward. When you choose your Control Style, you have the following option, in addition to those in the *Elementalist Class PDF*. Your choice determines the features you gain at 10th, 15th, and 20th level.

Player. You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Additionally, when a creature you can see succeeds on an attack roll or ability check, you can use your reaction to become proficient in the weapon, skill, or tool used for the roll until you use your reaction for this feature again.

CONTROL TECHNIQUE

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

Player. When a creature you can see casts a spell of 1st level or higher that is of a level you can cast, you can use your reaction to learn the spell. Until you use this feature again, you always have that spell prepared, it doesn't count against your number of prepared spells, and it counts as an elemental spell for you. If the spell deals damage, it instead deals damage of your attuned damage type.

CONTROL ART

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

Player. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Additionally, when a creature you can see succeeds on a saving throw, you can use your reaction to become proficient in that saving throw until you use your reaction for this feature again.

CONTROL MASTERY

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

Player. When a creature you can see casts a spell of 6th level or higher, you can use your reaction to learn the spell. Until you use this feature to learn a new spell, the spell counts as an elemental spell for you, and you can cast the spell using a 5th-level elemental spell slot. If the spell deals damage, it instead deals damage of your attuned damage type. Once you cast a spell using this feature, you must finish a long rest before you can do so again.

PRIME ELEMENT

Elementalists create their connections with an elemental power through attunement to a plane in the multiverse. Though each elemental practices a style of controlling his or her elemental abilities, the elemental's power is drawn through this connection, often leading to a feeling of safety when near a source of the element, or causing anxiety and a growing sense of dread when away from such a source. To combat

these feelings, elementalists often carry an elemental focus, a vessel of some sort that contains some of their elemental source, such as an empty locket with fresh air sealed inside, a small sack full of pebbles, a flask full of easily ignited oil with a flint, a flagon of water that is never to be used for drinking, or a prismatic gemstone. Elementalists can use these totems to focus the raw elemental energies they manipulate.

PRIME ELEMENT ABILITIES

Prime Element	Striking Ability	Spellcasting Ability	Attuned Damage Type
Aether	Strength or Dexterity	Intelligence	psychic
Air	Dexterity	Wisdom	thunder
Earth	Strength	Charisma	force
Fire	Strength or Dexterity	Charisma	fire
Water	Strength or Dexterity	Wisdom	cold

AETHER

The Prime Element Aether comes from realms of transitive connection, such as the Astral and Ethereal Planes, or the Spirit World if the cosmology of your setting has one. Through these realms, invisible bonds connect the minds and souls of all things in the multiverse. It requires immense study and knowledge to best strengthen your connection with these planes, and to utilize the abilities such a connection grants.

AETHER ATTUNEMENT

Starting at 1st level, you have a connection with Elemental Aether, allowing you to control the intangible forces of the multiverse like thoughts and emotions, and granting you the following properties:

- You choose your spells from the Aether Elementalist spell list, which can be found at the end of this document.
- You know the *mage hand* and *message* cantrips. Intelligence is your spellcasting ability for them and your other Elementalist spells, since Elemental Aether is controlled best by an individual who has a deep knowledge of the invisible bonds that connect all things in the multiverse. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an elemental spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

FOCUSED REGENERATION

Also beginning at 1st level, you can take a moment to mentally command your body to heal itself. As an action, you roll your elemental strike die. You regain hit points equal to the number rolled + half your elemental level, rounded up. You can use your action this way a number of times equal to your Intelligence modifier (minimum once), and you regain all expended uses when you finish a long rest.

ETHEREAL SLIDE

At 6th level, you learn to move as one with the multiverse, ignoring many of its inconveniences. You ignore difficult terrain, and creatures make opportunity attacks against you with disadvantage.

AETHER SPECIALTY

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

Balance. You become a conduit of balance for the entire multiverse, granting you the following benefits:

- You have advantage on saving throws you make to resist being charmed or frightened.
- When you take the Attack action or use your action to cast an elemental spell that affects only one or more enemies, you can use your bonus action this turn to expend a spell slot. If you do, choose a willing creature that you can see within the short range of your elemental strike. It regains 1d8 hit points per level of the expended spell slot.
- When you cast an elemental spell of 1st level or higher that affects only you or one or more of your allies, you can use your bonus action this turn to make an elemental strike.

Gravity. You learn to control the earthly tethers that connect all things to the ground through the force of gravity, granting you the following benefits:

- You always have the *catapult*^{XGTE}, *fly*, and *levitate* spells prepared. Beginning at 17th level, you also always have the *telekinesis* spell prepared. None of these spells count against the number of elemental spells you can prepare each day, and each of them counts as an elemental spell for you.
- As a bonus action on your turn, you can double your jump distance until the end of your turn. If you do, you don't take falling damage from heights lower than 100 feet this turn.
- As an action, you can choose an object you can see within the short range of your elemental strike that is no greater than 10 feet in any dimension. You either double or halve the object's weight (your choice). If a creature is holding an object you make heavier this way, it must succeed on a Strength saving throw against your spell save DC or drop the object. If you make a weapon heavier this way, it loses the *light* property if it has it, or gains the *heavy* property if it doesn't have the *light* property. If you make a weapon lighter this way, it loses the *heavy* property if it has it, or gains the *light* property if it doesn't have the *heavy* property. The object's weight is altered this way until you become unconscious or die, or until you use this ability again. An object can be affected by this feature only once at any given time.

Yang. You reach through your Transitory Plane attunement to access the energies of the Positive Plane, granting you the following benefits:

- You learn the *dancing lights* and *light* cantrips. They count as elemental spells for you.
- When you make an elemental strike or cast a spell that deals psychic damage, you can choose for it to deal radiant damage instead.
- When you cast an elemental spell of 1st-level or higher that would deal damage, you can expend a spell slot of one level higher than the level at which the spell is being cast to cause it to heal the spell's

targets instead. For example, to cast a 1st-level *dissonant whispers* in this way, you spend a 2nd-level spell slot. If you do, for the duration of the spell, whenever it would deal damage to a target, the target instead regains a number of hit points equal to the spell's damage roll. Additionally, targets of the spell can choose to automatically fail their saving throws against the spell, or choose to allow any attack made as part of the spell to automatically hit. If a creature willingly succumbs to the spell in one of these ways, you can choose not to impose any other effects of the spell on the target, such as the immediate reaction normally imposed by *dissonant whispers*.

Yin. You reach through your Transitory Plane attunement to access the energies of the Negative Plane, granting you the following benefits:

- You always have the *animate dead*, *inflict wounds*, *ray of enfeeblement*, and *shadow of moi*^{XGTE} spells prepared. Beginning at 17th level, you also always have the *danse macabre*^{XGTE} spell prepared. None of these spells count against the number of elemental spells you can prepare each day, and each of them counts as an elemental spell for you.
- When you make an elemental strike, you can choose for it to deal necrotic damage instead.
- When you cast an elemental spell of 1st-level or higher that deals necrotic or psychic damage, you can expend a spell slot of two levels higher than the level at which the spell is being cast to infuse the spell with greater necrotic energy. For example, to cast a 1st-level *dissonant whispers* in this way, you spend a 3rd-level spell slot. If you do, for the spell's duration, it deals necrotic damage if it doesn't already. When a creature takes necrotic damage from the spell during its duration, its hit point maximum is decreased by an amount equal to the necrotic damage dealt. If a creature of a type other than undead dies from damage dealt this way, it rises as a zombie under your control at the beginning of your next turn, as though the corpse were under the effects of the *animate dead* spell. You roll initiative for each zombie created this way.

AETHER PROWESS

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

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

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

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

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

AIR

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

AIR SPECIALTY

At 14th level, you build a more intimate connection with Elemental Air, evolving the effects of its elemental energies on you. When you choose your Air Specialty, you have the following option, in addition to those in the *Elementalist Class PDF*. Your choice determines the feature you gain at 18th level.

Cloud. You gain the ability to create and manipulate particles in the air, allowing you to fill the world around you with smoke and gas, and granting you the following benefits:

- You always have the *fog cloud*, *gaseous form*, *misty step*, and *stinking cloud* spells prepared. Beginning at 17th level, you also always have the *cloudkill* spell prepared. None of these spells count against the number of elementalist spells you can prepare each day, and each of them counts as an elementalist spell for you.
- You can cast *fog cloud* as a 1st-level spell at will, without expending a spell slot.
- Whenever you cast an elementalist spell that obscures an area, you can see through the effect as though it weren't obscured at all.

AIR PROWESS

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

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

EARTH

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

EARTH SPECIALTY

At 14th level, you build a more intimate connection with Elemental Earth, evolving the effects of its elemental energies on you. When you choose your Earth Specialty, you have the following option, in addition to those in the *Elementalist Class PDF*. Your choice determines the feature you gain at 18th level.

Sand. You gain the ability to separate the earth you manipulate into fine granules of sand, bringing flexibility to this otherwise rigid element, and granting you the following benefits:

- You always have the *dust devil*^{KGTE} and *wall of sand*^{KGTE} spells prepared. Neither spell counts against the

number of elementalist spells you can prepare each day, and both of them count as an elementalist spell for you.

- You ignore difficult terrain caused by nonmagical sand or stone.
- When you make an elemental strike, you can spend a spell slot to cause the attack to ignore half and three-quarters cover. If the attack hits, it deals an extra 1d4 damage per level of the expended spell slot.
- As an action, you can choose a point you can see within 20 feet of you, temporarily changing stone and earth in the area to sand. Nonmagical rock of any sort within 20 feet of the chosen point becomes sand for 1 minute, becoming difficult terrain for creatures other than you for the duration. Nonmagical stone objects in the area that aren't being worn or carried collapse into sand and are destroyed. Once you use this ability, you must finish a short or long rest before you can do so again.

EARTH PROWESS

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

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

FIRE

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

FIRE SPECIALTY

At 14th level, you build a more intimate connection with Elemental Fire, evolving the effects of its elemental energies on you. When you choose your Fire Specialty, you have the following option, in addition to those in the *Elementalist Class PDF*. Your choice determines the feature you gain at 18th level.

Heat. You gain the ability to produce heat without flame, using it to bend light and roast your foes, and granting you the following benefits:

- You can cast *disguise self* at will, without expending a spell slot. When you cast the spell using this feature, it counts as an elementalist spell for you. When a creature makes an Intelligence (Investigation) check to discern that you're disguised this way, it does so with advantage due to the heat you must produce to create the illusion.
- When you make an elemental strike, you can spend a spell slot to blast pure heat instead of fire, making the attack much more difficult to see. If you do, you have advantage on the attack roll. If the attack hits, it deals an additional 1d4 fire damage per level of the expended spell slot.
- When you cast an elementalist spell of 1st-level or higher that deals fire damage, you can spend a spell slot of two levels higher than the level at which the spell is being cast to produce heat instead of flame, making the spell effects much more difficult to see. For example, to cast a 3rd-level *fireball* in this way,

you must spend a 5th-level spell slot. If you do, any attack roll you make as part of the spell this turn is made with advantage, and creatures that must make a saving throw against the spell this turn do so with disadvantage.

FIRE PROWESS

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

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

WATER

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

WATER SPECIALTY

At 14th level, you build a more intimate connection with Elemental Water, evolving the effects of its elemental energies on you. When you choose your Water Specialty, you have the following option, in addition to those in the *Elementalist Class PDF*. Your choice determines the feature you gain at 18th level.

Plant. You learn to control the water within all plant life, granting you the following benefits:

- You always have the *ensnaring strike*, *entangle*, *grasping vine*, and *plant growth* spells prepared. Beginning at 17th level, you also always have the *tree stride* spell prepared. None of these spells count against the number of elemental spells you can prepare each day, and each of them counts as an elemental spell for you.
- You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- When you make an elemental strike, you can expend a spell slot to lash out with a thorny vine instead of with water. If the attack hits, the creature takes an additional 1d4 acid damage per level of the expended spell slot, and you pull the creature up to 10 feet closer to you per level of the expended spell slot.

WATER PROWESS

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

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

ELEMENTALIST MULTICLASSING

MULTICLASSING PREREQUISITES

Prime Element	Ability Score Minimum
Aether	Strength or Dexterity 13 and Intelligence 13

AETHER ELEMENTALIST SPELL LIST

*Spells with the “OAP” superscript are original spells created by OUTLANDISH ADVENTURE PRODUCTIONS, and you can find their descriptions at the end of the document. Spells with the “XGTE” superscript are from *Xanathar’s Guide to Everything*.

1ST LEVEL

Cause Fear^{XGTE}
Charm Person
Command
Comprehend Languages
Disguise Self
Dissonant Whispers
Heroism
Sleep
Tasha’s Hideous Laughter
Wrathful Smite

2ND LEVEL

Calm Emotions
Detect Thoughts
Enhance Ability
Enthrall
Hold Person
Locate Person
Mind Spike^{XGTE}
Shadow Blade^{XGTE}
Suggestion
Zone of Truth

3RD LEVEL

Blink
Catnap^{XGTE}
Enemies Abound^{XGTE}
Fear
Life Transference^{XGTE}
Sending
Tongues

4TH LEVEL

Charm Monster^{XGTE}
Confusion
Locate Creature
Phantasmal Killer
Staggering Smite

5TH LEVEL

Dominate Person
Dream
Hold Monster
Rary’s Telepathic Bond
Synaptic Static^{XGTE}

NEW SPELLS

INVESTITURE OF DARKNESS

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Warlock, Wizard

Until the spell ends, smoky shadows and crackling necrotic energy envelope you like a cloak, and you gain the following benefits:

- You are immune to necrotic damage.
- Dim light and darkness, including magical darkness, don’t impede your vision.
- While you’re in an area of dim light or darkness, including another creature’s shadow, you can use your bonus action to teleport to another area of dim light or darkness that you can see.
- You can use your action to create a 15-foot sphere of magical darkness centered on a point you can see within 30 feet of you. The darkness spreads around corners. A creature with darkvision can’t see through this darkness, and nonmagical light can’t illuminate it. If a creature of a type other than undead dies within the darkness, it rises as a zombie under your control at the beginning of your next turn, as

though the corpse were under the effects of the *danse macabre*^{XGTE} spell. You roll initiative for each zombie created this way. The darkness lasts until the spell ends, or until you use your action this way again. As an action or bonus action during each of your turns for the duration, you can move the sphere up to 20 feet in any direction, but no more than once during each of your turns. When the spell ends, each zombie created by the spell becomes inanimate.

INVESTITURE OF DUST *6th-level transmutation*

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

Until the spell ends, your body and equipment becomes the texture of sand, allowing you to separate yourself into individual granules and reform into your normal shape, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You can move through the space of any creature, and through a space as narrow as 1 inch wide, without squeezing or suffering a movement penalty.
- You can use your action to choose a point you can see within 20 feet of you, temporarily changing stone and earth in the area to sand. Nonmagical rock of any sort within 20 feet of the chosen point becomes sand, becoming difficult terrain for creatures other than you for the duration. Nonmagical stone objects in the area that aren't being worn or carried collapse into sand and are destroyed. This effect lasts until the spell ends, or until you use your action this way again.

INVESTITURE OF LIGHT *6th-level transmutation*

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

Until the spell ends, your body becomes wreathed in a corona of shining light, shedding bright light in a 30-foot radius and dim light for an additional 30 feet, and you gain the following benefits:

- If the area of light shed by this spell overlaps an area of darkness created by a spell of 6th level or lower, the darkness is dispelled.
- When you or a friendly creature starts its turn within 30 feet of you, it regains 2d6 hit points.
- You can use your action to create a flash of brilliant light in a 15-foot cone extending from you in a direction you choose. Each creature of your choice in the area must make a Constitution saving throw. A creature takes 3d8 radiant damage and is blinded until the end of its next turn on a failed save, or half as much damage and isn't blinded on a successful one.

INVESTITURE OF MIRAGE *6th-level transmutation*

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

Until the spell ends, heat pours off your body and bends the light around you, and you gain the following benefits:

- Any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.
- 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 visible phenomenon of your choice that is no larger than a 15-foot-radius sphere centered at a point within 30 feet of you. A creature other than you that moves within the phenomenon for the first time during its turn or ends its turn there takes 2d10 fire damage. When a creature takes damage from this effect, it can use its reaction to examine the phenomenon with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, it realizes that the phenomenon is an illusion. If the check fails, the creature treats the phenomenon as though it were real, rationalizing any illogical outcomes from interacting with it. For example, a creature attempting to drink from a phantasmal pool of water that takes damage from this effect will rationalize that it was bitten by something within the pool. The phenomenon lasts until the spell ends, or until you use your action this way again. As a bonus action during each of your turns for the duration, you can move the sphere up to 20 feet in any direction and change any elements of the tableau depicted by the phenomenon.

INVESTITURE OF MIST *6th-level transmutation*

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

Until the spell ends, your body and equipment takes on the ethereal quality of mist and smoke, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You are immune to being grappled, petrified, or restrained.
- You can use your action to create a 15-foot-radius sphere of bloodred vampiric mist centered on a point you can see within 30 feet of you. The sphere spreads around corners, and is heavily obscured. Any creature other than you that moves within the sphere for the first time on a turn or ends its turn there takes 2d10 necrotic damage. Necrotic damage taken from the mist can't be reduced or prevented in any way. The mist lasts until the spell ends, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or until you use your action this way.

again. As a bonus action during each of your turns for the duration, you can move the sphere up to 20 feet in any direction.

INVESTITURE OF SCALES

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Odic

Until the spell ends, you surrender yourself to the will of the multiverse, becoming able to impartially balance all actions with their equal and opposite reaction, and you gain the following benefits:

- Whenever a creature within 30 feet of you that you can see takes damage, you can use your reaction to cause a different willing creature within 30 feet of you that you can see to regain hit points equal to the damage the triggering creature took.
- Whenever a creature within 30 feet of you that you can see regains hit points, you can use your reaction to force another target creature within 30 feet of you that you can see to make a Constitution or Wisdom saving throw (the target's choice). On a failed save, the target takes necrotic damage equal to the number of hit points the triggering creature regained. Necrotic damage taken this way can't be reduced or prevented in any way.
- You can use your action to suppress the strong emotions of creatures in a 15-foot-radius sphere centered on a point you choose within 30 feet of you. If any creature in the sphere is charmed or frightened, the effect is suspended for as long as the creature remains within the sphere. The sphere lasts until the spell ends, or until you use your action this way again. As a bonus action during each of your turns for the duration, you can move the sphere up to 20 feet in any direction.

INVESTITURE OF TIME

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Wizard

Until the spell ends, you can alter gravity on a scale that allows you to change the relative speeds of time for creatures, and you gain the following benefits:

- Instead of moving during your turn, you can use your bonus action to slow time to a near halt around yourself and then move up to your speed before returning to normal speed, other creatures perceiving the movement as teleportation.
- Whenever you are hit by an attack or fail a saving throw against an effect, you can use your reaction to temporarily slow time around yourself and move to an unoccupied space within 15 feet before returning to normal speed, other creatures perceiving the movement as teleportation. If you move this way to a space that would make you an invalid target for the

attack or effect, you suffer no damage or other ill effects from it.

- You can use your action to attempt to quicken or slow the relative time of another creature you can see within 30 feet of you. If you choose to quicken a creature, a willing creature of your choice gains the benefits of the *haste* spell until the spell ends or you use your action this way again. Once a quicken effect ends on a creature, it can't move or take actions until after its next turn, as a wave of lethargy sweeps over it. If you choose to slow a creature, it must succeed on a Constitution saving throw or suffer the effects of the *slow* spell until the spell ends or you use your action this way again. You can have only one creature under the effects of this ability at any time, whether that creature is quickened or slowed.

INVESTITURE OF VINES

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Druid, Odic

Until the spell ends, you cover yourself in vines and other plant material, increasing in size by one category, and you gain the following benefits:

- You gain temporary hit points equal to 5 times your level. When you take damage that reduces only your temporary hit points, the damage doesn't force you to make a Constitution saving throw to maintain concentration on the spell. You lose any temporary hit points you have when the spell ends.
- You can use your bonus action during each of your turns to gather more vines around yourself, gaining 1d10 temporary hit points. If you already have temporary hit points when you use this effect, you add the temporary hit points you gained this way to those you already had, instead of replacing them.
- A hostile creature that moves within 5 feet of you for the first time on a turn or ends its turn there must succeed on a Strength saving throw or become restrained. A creature restrained this way, or another creature that isn't restrained within 5 feet of it, can use its action to repeat the saving throw, freeing the creature on a successful save.
- You can use your action to slam vines in a line 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or take 4d8 acid or bludgeoning damage (your choice).