



ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF ELEMENTALISM

Wizards who subscribe to the School of Elementalism, sometimes called Elemental Adepts, study the basic building blocks of existence and learn to harness their powers. Each elemental adept becomes expert in the use of a single, chosen element, and with mastery becomes known as an aeromancer, cryomancer, geomancer, or pyromancer. At the peak of their ability, these wizards are known to become like elementals themselves and wield them with ease.

ELEMENTAL SPECIALTY

At 2nd level, your arcane research is focused on one of the four elements. Choose one of the elements on the Elemental Adept table. You learn to speak, read, and write Primordial and the language associated with your element. You also gain resistance to your element's damage type.

Whenever you cast a spell which deals acid, cold, fire, lightning, or thunder damage, you can replace it with your element's damage type.

Elemental Adept

Element	Damage Type	Language
Air	Lightning	Auran
Earth	Acid	Terran
Fire	Fire	Ingan
Water	Cold	Aquan

ELEMENTAL SAVANT

At 2nd level, the gold and time you must spend to copy a spell that deals only damage associated with your chosen element is halved.

ELEMENTAL TRANSITION

By 6th level, your research has bombarded your body with elemental energy, and you now display some elemental traits. You gain darkvision out to 60 feet. If you already had darkvision, its distance is increased by 60 feet. Also, you have advantage on saving throws against being paralyzed, petrified, or poisoned.

ELEMENTAL EDGE

Starting at 10th level, when you cast a spell that deals damage of the type associated with your chosen element, add your Intelligence modifier to that damage.

ELEMENTAL PERFECTION

Starting at 14th level, as an action, you can assume the form of an elemental of your associated element (Elementals can be found on page 123 of the Monster Manual), as per the *shapechange* spell, with the following differences:

- The effect lasts for 1 minute and does not require concentration, a spell slot, or spell components.
- You retain the ability to cast cantrips.
- When you use your action to cast a cantrip, you can make one weapon attack with your elemental form as a bonus action.

After using this ability, you cannot use it again until you take a long rest.

