

ELEMENTAL CRAFTER



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ELEMENTAL CRAFTER

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ELEMENTAL CRAFTER

Some believe the very essence of all things are made from six elements: air, earth, fire, metal, water, and wood. Every rock, river, sword, plant, and child is made up of these things. The air you breathe and the food you eat, the house you live in and the dagger at your hip are all connected in the eyes of those who can harness the primordial within. Elemental Crafters are a rare breed; able to connect on a spiritual level with the base elements of life, they dedicate themselves in mind and body to the principles these elements exude.

Role: An Elemental Crafter finds a ready place in any adventuring company. Armed with both offensive and defensive abilities, depending on their elemental specialty, an Elemental Crafter can be a powerhouse in combat, a secondary damage dealer, and an emergency medic all in the same day. Their special relationship with the elemental beings known as Furies further lends to their resourcefulness and speaks to a connection with the Outer Planes that few can ever understand.

QUICK BUILD

You can make an elemental crafter quickly by following these suggestions. First, choose an ability score that corresponds with the first element you plan on attuning yourself to. Constitution should be your next highest ability score. Second, choose the charlatan, folk hero, noble, sage, sailor, soldier or urchin background.

CLASS FEATURES

Hit Points

Hit Dice: 1d8 per elemental crafter level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per elemental crafter level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, longsword, shortsword

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Constitution, *Special

Skills: Choose two skills from Arcana, History, Medicine, Perception, Religion, and Stealth.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) any simple weapon or (c) a longsword
- (a) a dungeoneer's pack or (b) an explorer's pack
- Leather armor, 10 darts

***Special** - Your second saving throw proficiency is gained when you choose your first element to attune your body to.

LEVEL	PROFICIENCY BONUS	FEATURE
1	+ 2	Elemental Attunement, Elemental Language, Elemental Manipulation
2	+ 2	Elemental Strike
3	+ 2	–
4	+ 2	Ability Score Improvement
5	+ 3	Attunement Ability I
6	+ 3	–
7	+ 3	Elemental Attunement
8	+ 3	Ability Score Improvement
9	+ 4	Attunement Ability II
10	+ 4	Conjure Minor Fury
11	+ 4	–
12	+ 4	Ability Score Improvement
13	+ 5	Elemental Attunement
14	+ 5	Ability Score Improvement
15	+ 5	Attunement Ability III
16	+ 5	Ability Score Improvement
17	+ 6	–
18	+ 6	Conjure Major Fury
19	+ 6	Ability Score Improvement
20	+ 6	Elemental Transformation

ELEMENTS

AIR - DEXTERITY

EARTH - STRENGTH

FIRE - CHARISMA

METAL - STRENGTH

WATER - WISDOM

WOOD - WISDOM

ELEMENTAL ATTUNEMENT

Beginning at 1st level, you attune yourself to the elemental forces around you. You accomplish this by selecting one of the six elements (air, earth, fire, metal, water, wood). Once an element is chosen, you are able to benefit from and use any ability you qualify for that is associated with the element. You are able to choose another element at level 7 and a third at level 13, and at levels 5, 9 and 15 you gain a special ability known as Attunement Ability. You must choose which Attunement Abilities to use at any given time, meaning you can only have one instance of each attunement ability level (I, II, III). You can change which attunement abilities you have prepared during a long rest.

Elemental Attunement allows you to learn a number of spells that you are able to cast either at will or a certain number of times before a short or long rest. You can change which element's spell list you have prepared when you take a long rest. All spells are cast as if using a spell slot that equals its spell level, when applicable. Element descriptions can be found starting on page 8.

For example, an 9th level Elemental Crafter who is attuned to both Water and Wood, decides to begin her day with her Water Crafter spell list, her Wood Attunement Ability I, and her Water Attunement Ability II. Later that night, she changes to her Wood Crafter spell list, and switches her Wood Attunement Ability I for her Water Attunement Ability I after taking a long rest.

ELEMENTAL LANGUAGE

At 1st level, you gain proficiency in the Primordial language.

ELEMENTAL MANIPULATION

At 1st level, you can use your action to briefly control elemental forces nearby, causing one of the following effects of your choice:

- Create a harmless, instantaneous sensory effect related to air, earth, fire, water, wood, or metal such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
- Instantaneously light or snuff out a candle, a torch, or a small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.
- Cause earth, fire, water, wood, metal, or mist that can fit within a 1-foot cube to shape itself into a crude form which you designate for 1 minute. Weapons can be fashioned this way, however, any weapon that is created this way deals 2 points less damage (minimum 1 point) than similar weapons of better construction.

ELEMENTAL STRIKE

At 2nd level, you can empower a melee or ranged attack with elemental damage. You must choose a damage type associated with an element you are attuned to before the attack is made (Air = thunder, Earth = acid, Water = cold, Fire = fire, Wood = psychic, Metal = necrotic). If the attack is successful, you add an additional 1d6 of the chosen damage type. The damage increases to 3d6 at level 7 and 5d6 at level 15. You can use this ability as many times equal to 1 + your Constitution bonus before a short or long rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CONJURE MINOR FURY

Beginning at 10th level, you are able to use your action to conjure an elemental being known as a Minor Fury. The Fury manifests in an available space adjacent to your position and takes commands from you and up to 2 friendly creatures that you designate. The Fury remains for a number of minutes equal to your proficiency bonus + the ability modifier associated with the element the Fury is composed of. On your turn, you may direct your summoned Fury to act as a bonus action. You can use this ability once before a long rest. You can only conjure a Fury that corresponds with an element you are attuned to. The Furies you can conjure and the abilities they can use on your behalf are listed on page 19.

CONJURE MAJOR FURY

At level 18, you are able to use your action to conjure a more powerful Fury. The Fury manifests in an available space adjacent to your position and only takes commands from you. The Fury remains for a number of rounds equal to 1 + your proficiency bonus + the ability modifier associated with the element the fury is composed of. On your turn, you may direct your summoned Fury to act as a bonus action. You can use this ability once before a long rest. You cannot have a Minor Fury and a Major Fury conjured at the same time, and you can only conjure a Fury that corresponds with an element you are attuned to. The Furies you can conjure and the abilities they can use on your behalf are listed on page 19.

FURY TRANSFORMATION

At level 20, you are able to use your action to transform yourself into a Major Fury you are able to conjure. You can stay in this shape for a number of hours equal to your Constitution modifier, and you can revert to your normal form earlier by using a bonus action on your turn. You automatically return to your normal form if you fall unconscious, drop to 0 hit points, or die. All expended hours spent as the Fury are restored after a long rest.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the Fury, but you retain your alignment and, personality, as well as your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throws proficiencies in addition to gaining those of the Fury. If the Fury has the same proficiency as you and the bonus in its stat block is higher than yours, use the Fury's bonus instead of yours.
- When you transform, you assume the Fury's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had previous to the transformation. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment function as normal but, the GM decides whether it is practical for the new form to wear a piece of equipment based on the shape of the form you chose. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

ELEMENTS

AIR

Spellcasting Ability: Dexterity

Prerequisite: Dexterity 12 or higher

Saving Throw Proficiency: Dexterity (At 1st level only)

Proficiencies: Choose one from Sleight of Hand or Stealth

Bonus Spells

Prerequisite - Dexterity 12 or higher: *At will. shocking grasp, mage hand*

Prerequisite - Dexterity 13 or higher: *3/rest. dissonant whispers, fog cloud, feather fall*

Prerequisite - Dexterity 15 or higher, level 5 or higher: *2/rest. lightning bolt, gaseous form, greater invisibility*

Prerequisite - Dexterity 17 or higher, level 13 or higher: *1/rest. hallucinatory terrain, cloudkill*



AIR CRAFTER

When you choose this element, your body begins to acclimate to the electrical fields around you. You reduce any amount of lightning damage you receive by your proficiency bonus (minimum of 1 point). You also gain proficiency in Acrobatics and receive +2 to all Dexterity (Acrobatic) skill checks. This bonus increases to +4 when you reach level 9. You gain a +2 on Dexterity saving throws to resist area effect spells. This bonus increases to +4 at level 13.

FAR VISION

Beginning when you choose this element, you are able to bend the air around your eyes to allow you to see further than you would normally be able. You can use your action to increase your sight by 20 feet for every Dexterity modifier you have. You are able to see anything clearly up to your maximum distance while concentrating. You must maintain concentration while this ability is active. If your concentration is broken, the ability ceases to function. You can stop this ability as a bonus action on your turn. You can use this ability as many times equal to your Dexterity modifier before a long rest. While this ability is active, you gain -2 to all melee attack rolls.

ATTUNEMENT ABILITY I

Speed of the Wind. (Prerequisite Dexterity 13 or higher, level 5 or higher) You are able to use your action to grant yourself and up to as many creatures as your proficiency bonus a +10 foot increase in their base

movement speed, as well as a +1 to all melee and ranged attack rolls. This bonus increases to +20 feet base movement speed and +2 to all melee and ranged attack rolls when you reach level 13. The bonus lasts for 1 round + 1 round per Dexterity modifier. You may use this ability once before a short or long rest.

ATTUNEMENT ABILITY II

Flight. (Prerequisite Dexterity 15, level 9 or higher) You are able to use your action to envelope yourself in a mini vortex that lifts you into the air. You gain a flying speed of 90 feet for a number of minutes equal to your proficiency bonus + your Dexterity modifier. Upon reaching level 15, you are able to take up to 2 other creatures who are of equal or smaller in size than you are into the vortex as well. You may dismiss the vortex as a bonus action. You regain any spent time after a long rest.

ATTUNEMENT ABILITY III

Air Manipulation. (Prerequisite Dexterity 18 or higher, level 15 or higher) You can form and shape air currents to suit your needs, using your action to surround yourself with blowing winds. The air flows for a number of rounds equal to your proficiency bonus + your Dexterity modifier. You must maintain concentration while this ability is active. If your concentration is broken, the ability ceases to function. You can stop channeling this ability as a bonus action on your turn. All spent rounds are regained after a long rest. Sometimes, depending on the ability used, a creature will have to make a saving throw against your air manipulation. The DC for that save is 8 + your proficiency bonus + your Dexterity modifier.

You are able to do any of the following while you are channeling this ability:

- **Thunderbolts.** You can use your action to form up to 3 javelins of lightning and fire each at a different target. Each targeted creature requires a separate ranged weapon attack roll. The thunderbolts deal 5d6 piercing + Dexterity modifier lightning damage.
- **Change of Pace.** You can use your action and grant yourself or another creature *haste*. You must touch the other creature to activate the ability in them. You are also able to give a creature *slow*, by touch, if they fail a Dexterity saving throw.
- **Deflect Missiles.** You can use your reaction to deflect a missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier. If you reduce the damage to 0, you can redirect the missile to another target within 30 feet of your position. You gain +1 to hit with the redirected missile.
- **Sonic Boom.** You can use your action to create a sonic boom at a point of your choosing within 90 feet of your position. The boom causes 5d6 thunder damage and causes the *deafened* condition to any creature within 30 feet of the point you selected if they fail a Constitution saving throw.

EARTH

Spellcasting Ability: Strength

Prerequisite: Strength 12 or higher

Saving Throw Proficiency: Strength (At 1st level only)

Proficiencies: Athletics

Bonus Spells

Prerequisite - Strength 12 or higher: *At will.* mending, resistance

Prerequisite - Strength 13 or higher: *3/rest.* heroism, sleep, sanctuary

Prerequisite - Strength 15 or higher, level 5 or higher: *2/rest.* meld into stone, protection from energy, nondetection

Prerequisite - Strength 17 or higher, level 13 or higher: *1/rest.* wall of stone, move earth



EARTH CRAFTER

When you choose this element, your skin begins to toughen, reducing any amount of acid damage you receive by an amount equal to your proficiency bonus (minimum of 1 point). You also receive a +2 to any Constitution saving throw to resist exhaustion, which increases to +4 at level 9. You gain +2 to resist sleep effects and being petrified, which increases to +4 at level 13. You also gain the ability to Burrow at a speed of 10 feet per Strength modifier you possess (minimum of 10 feet).

TRACKING

Beginning when you choose this element, you are able to track beings with great efficiency so long as they are in contact with the ground. You gain proficiency in the Survival skill if you do not already possess it, and you gain advantage on Wisdom (Survival) skill checks when tracking beings who are in contact with the ground. You cannot use this ability to track creatures who are flying or swimming. The DC to track creatures this way is lowered by 5 when reach level 13.

ATTUNEMENT ABILITY I

Burst of Strength. (Prerequisite Strength 13 or higher, level 5 or higher) You are able to use your action to increase the strength in yourself or a willing creature that you touch. This ability grants a +4 bonus to Strength for as many rounds as are equal to your proficiency bonus. You can do this once before a short or long rest.

ATTUNEMENT ABILITY II

Petrifying Touch. (Prerequisite Strength 15 or higher, level 9 or higher) You are able to petrify a creature through touch. You must first succeed in an unarmed melee attack using either your Strength or Dexterity bonus; if you are successful, the creature is allowed a Constitution save to resist the touch. On a successful save, they are not petrified but instead take acid damage equal to your level + your Strength modifier. On a failed save, they are petrified for 2d12 minutes. At the end of the ability's duration, they revert back to their normal form. You can do this once before a short or long rest.

ATTUNEMENT ABILITY III

Earth Manipulation. (Prerequisite Strength 18 or higher, level 15 or higher) You can form and shape earth to suit your needs. You can use your action to surround yourself with bits of rock and dirt, granting yourself a +2 bonus to your AC. The earth flows around you for a number of rounds equal to your proficiency bonus + your Strength modifier. You must maintain concentration while this ability is active. If your concentration is broken, the ability ceases to function. You can stop channeling this ability as a bonus action on your turn. You regain all spent rounds after a long rest. Sometimes, depending on the ability used, a creature will have to make a saving throw against your earth manipulation. The DC for that save is 8 + your proficiency bonus + your Strength modifier.

You are able to do any of the following while you are channeling this ability:

- **Mudball.** You can use your action to form a mudball and fire it at a creature by using a ranged weapon attack. The mudball deals 5d6 bludgeoning + your Strength modifier acid damage. Any creature hit by your mudball must make a Constitution saving throw. On a failed save, they are considered *blinded* for 1d4 rounds.
- **Earth Sled.** You can use your action to create a sled out of dirt and stone. The sled is large enough to hold up to 5 medium sized creatures and their belongings, or a maximum of 750 lbs. You can direct the sled with mental thought; it has a movement speed of 120 feet as it glides effortlessly across dirt, sand, mud, or stone. The sled lasts for as long as you are channeling this ability. You cannot have more than one instance of an Earth Sled active at one time.

- **Entomb.** You can use your action to encase one creature within 30 feet of your position and in your line of sight in stone. The creature is allowed a Dexterity saving throw. On a failed save, they are encased in solid stone and are considered *stunned* and *incapacitated* for 1d12 rounds. There is little air for them to breathe while entombed this way, and they take 1d4 necrotic damage for each round that they are in the stone prison. You cannot have more than one creature entombed this way at one time.
- **Enrage Animal.** You can use your action to cause any animal you touch to become enraged. The animal is allowed a Wisdom saving throw. On a failed save, the animal is considered enraged for 1d8 rounds. While in this state, they will attack any living creature except you at random (GM's choice) and will not stop until their target is dead, they are dead, the ability wears off, or it is dispelled by another Earth Crafter of equal or higher level.

FIRE

Spellcasting Ability: Charisma

Prerequisite: Charisma 12 or higher

Saving Throw Proficiency: Charisma (At 1st level only)

Proficiencies: Choose one from Deception or Intimidation

Bonus Spells

Prerequisite - Charisma 12 or higher: *At will.* fire bolt, produce flame

Prerequisite - Charisma 13 or higher: *3/rest.* burning hands, faerie fire, grease

Prerequisite - Charisma 15 or higher, level 5 or higher: *2/rest.* fireball, hypnotic pattern, daylight

Prerequisite - Charisma 17 or higher, level 13 or higher: *1/rest.* flame strike, sunbeam



FIRE CRAFTER

When you choose this element, your body begins to acclimate to warmer temperatures and exposure to flame. You reduce any amount of fire damage you receive by your proficiency bonus (minimum of 1 point) and gain low light vision if you did not already possess it. You gain a +2 to any saving throws against blindness and fear, which increases to +4 at level 13. You are able to effect sources of light made from fire, making them brighter (increasing illumination by 10 feet per Charisma modifier) or dimmer (decreasing illumination by 10 feet per Charisma modifier) at will.

FRIGHTFUL PRESENCE

Beginning when you choose this element, you are able to use your action to attempt to instill fear in creatures. Any creature within 10 feet who can see you must make a Wisdom saving throw. The DC to resist this ability is 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature is considered *frightened* for 1d4 rounds. Creatures who have a challenge rating higher than your level gain a +4 to the saving throw. You may do this once before a short or long rest.

ATTUNEMENT ABILITY I

Internal Combustion. (Prerequisite Charisma 13 or higher, level 5 or higher) You are able to use your action to cause the oxygen found inside a creature's body to ignite, burning them from the inside. The creature must be within 30 feet of your position and in your line of sight. A Constitution saving throw is allowed against a DC of 8 + your proficiency + your Charisma modifier. On a failed save, the creature takes 2d8 fire damage and another 1d8 fire damage on the following round. You may use this ability once before a short or long rest.

ATTUNEMENT ABILITY II

Endothermic Beam. (Prerequisite Charisma 15 or higher, level 9 or higher) You are able to use your action to shoot a beam up to 60 feet that attempts to draw all of the heat and warmth from a creature. A Dexterity save is allowed against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failed save, the targeted creature takes 2d8 cold damage per round for 1 + 1d6 rounds. On the final round of damage, the creature is

allowed another Constitution saving throw against the same DC as before. On another failed save, they are considered *stunned* for a number of rounds equal to your Charisma modifier. This ability does triple damage against beings who are vulnerable to cold. You are able to use this ability once before a short or long rest.

ATTUNEMENT ABILITY III

Fire Manipulation. (Prerequisite Charisma 18 or higher, level 15 or higher) You can form and shape flame to suit your needs, using your action to surround yourself with flickering flames. The flames do not harm you or anything you are wearing or holding. The flames flicker for a number of rounds equal to your proficiency bonus + your Charisma modifier. You must maintain concentration while this ability is active. If your concentration is broken, the ability ceases to function. You can stop channeling this ability as a bonus action on your turn. You regain all spent rounds after a long rest. Sometimes, depending on the ability used, a creature will have to make a saving throw against your fire manipulation. The DC for that save is 8 + your proficiency bonus + your Charisma modifier.

You are able to do any of the following while you are channeling this ability:

- **Searing Orb.** You can use your action to create an orb of flame that can be moved about the battlefield with simple thought. The orb of glowing fire rolls in whichever direction you point and burns those it strikes, moving 30 feet per round. As part of this movement, it can jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 5d6 fire damage on a failed Dexterity saving throw. You can direct the orb with your bonus action. The orb remains for 1 round + 1 round for every Charisma modifier you have. You cannot have more than one Searing Orb active at one time.
- **Flame Trap.** You can use your action to designate an area no larger than 5 feet by 5 feet to become a trap. When a creature moves into the designated area, they set off the flame trap, dealing 5d6 fire damage on an unsuccessful Dexterity saving throw. Any creature adjacent to the creature who set off the trap receives ½ of the total damage on a failed Dexterity saving throw. The trap will remain active until it is tripped, 3 rounds have passed, or you cease to channel the ability. You may only have one instance of a flame trap active at one time.
- **Fire Shield.** You can use your action to cause the flames flickering around you to burn hotter, injuring any creature who hits you in melee combat for 5 (1d10) fire damage. In addition, any ranged weapon attack has a 70% chance to be destroyed by the flames before it can hit you. The shield remains for as long as you can maintain concentration on the ability or it has dealt fire damage to 10 creatures, whichever comes first. You can only have one instance of a fire shield active at one time.
- **Flame Transport.** You can use your action to enter any source of flame (magical or non-magical) and transport yourself to another source of flame within 100 feet. You may be subject to an opportunity attack by using this ability. You can use this ability at will as long as you are channeling this ability.

METAL

Spellcasting Ability: Strength

Prerequisite: Strength 12 or higher

Saving Throw Proficiency: Strength (At 1st level only)

Proficiencies: Choose Athletics or one martial melee weapon

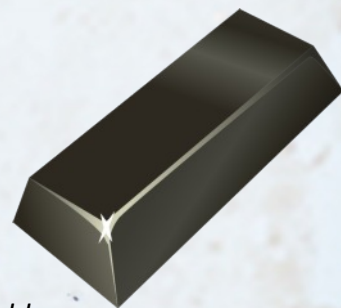
Bonus Spells

Prerequisite - Strength 12 or higher: *At will.* blade ward, true strike

Prerequisite - Strength 13 or higher: *3/rest.* compelled duel, wrathful smite, shield

Prerequisite - Strength 15 or higher, level 5 or higher: *2/rest.* dispel magic, blinding smite, heat metal

Prerequisite - Strength 17 or higher, level 13 or higher: *1/rest.* destructive smite, animate objects (metal objects only)



METAL CRAFTER

When you choose this element, your body begins to toughen, allowing your health and vigor to noticeably increase. You reduce any amount of necrotic damage you receive by your proficiency bonus (minimum of 1 point). You gain a +1 on any melee weapon attack with a weapon that has any amount of metal in its construction. This bonus increases to +2 at level 9. You gain darkvision out to a range of 60 feet, and if you already have darkvision, your range is increased by 30 feet. You gain +1 to your AC. This bonus increases to +2 to your AC at level 13.

ARMOR PROFICIENCIES

You gain proficiency in the use of a shield, if the shield is mostly made of metal. You can also choose one type of heavy armor to become proficient with, if the armor is at least partially made of metal. For example, if you choose chain mail, you are able to wear any suit of magical or non-magical chain mail proficiently. You would not be considered proficient with ring, splint, plate mail, or other types of heavy armor. Once this choice is made, it can not be changed.

ATTUNEMENT ABILITY I

Pain Tolerance. (Prerequisite Strength 13 or higher, level 5 or higher) You are able to use your reaction to shrug off damage you receive from melee and ranged weapons. You are able to subtract a number of points equal to your Strength modifier from the total damage you receive from a melee or ranged weapon attack (minimum 1 point). You cannot benefit from this ability more than once per round.

ATTUNEMENT ABILITY II

Magnetic Bomb. (Prerequisite Strength 15 or higher, level 9 or higher) You are able to use your action to create a localized area of heavy magnetic activity within 60 feet of your position and within your line of sight. Any object made of metal within 10 feet of the point you choose is pulled toward the chosen area. Creatures wearing metal must make a Strength saving throw against a DC equal to 8 + your proficiency + your Strength modifier or be pulled as well. Creatures wielding a metal weapon must make a separate Strength saving throw. On a failed save, the item flies out of their grip. After one round of drawing in any metal within its radius, the bomb detonates for 2d8 + Strength modifier force damage to anything within 40 feet. Any weapon the bomb manages to pull in is fired at a random target, dealing its weapon damage on a failed Dexterity saving throw. You may use this ability once before a short or long rest. You are immune to this ability's effects and are never targeted by a flying weapon.

ATTUNEMENT ABILITY III

Metal Manipulation. (Prerequisite Strength 18 or higher, level 15 or higher) You can alter your form, turn your skin into living metal. You can use your action to surround yourself with flowing metal. The metal flows around you for a number of rounds equal to your proficiency bonus + your Strength modifier. You must maintain concentration while this ability is active. If your concentration is broken, the ability ceases to function. You can stop channeling this ability as a bonus action on your turn. You regain all spent rounds after a long rest. Sometimes, depending on the ability used, a creature will have to make a saving throw against your water manipulation. The DC for that save is 8 + your proficiency bonus + your Strength modifier.

You are able to do any of the following while you are channeling this ability:

- **Natural Weapons.** You can transform your hands and arms into weapons. You can choose what type of damage you will do (piercing, slashing, or bludgeoning), and your hand and arms form into shapes appropriate for the chosen damage type. You cannot change the damage type once the ability is active. Your unarmed attacks deal 5d6 + your Strength modifier damage of the type you have chosen on successful attacks. You can use this ability any time you take the Attack action on your turn while you are unarmed and channeling this ability.

- **Iron Body.** Your gain +4 to your AC but lose any bonus to your AC you may have gained through high Dexterity. You gain resistance to slashing, piercing, and bludgeoning damage from non-magical weapons for the duration of the ability. Additionally, you gain an +4 bonus to resist poison. You do not need air to breathe and your weight increases by 200 pounds. If you should ever lose concentration while channeling this ability, you lose all benefits of Iron Body.
- **Blindsense.** When you are channeling this ability, you gain blindsense up to 30 feet. You lose this ability if you ever lose your concentration.
- **Crushing Stomp.** You can use your Attack to make a melee weapon attack with your foot against a creature that is at least one size category smaller than yourself or a creature who has been rendered *prone* within 5 feet of your position. You gain +3 to the attack and it deals 5d6 bludgeoning damage + your Strength modifier in necrotic damage. Any critical hit damage is tripled instead of doubled.

WATER

Spellcasting Ability: Wisdom

Prerequisite: Wisdom 12 or higher

Saving Throw Proficiency: Wisdom (At 1st level only)

Proficiencies: Choose one from Insight or Animal Handling

Bonus Spells

Prerequisite - Wisdom 12 or higher: *At will.* chill touch, guidance

Prerequisite - Wisdom 13 or higher: *3/rest.* cure wounds, detect poison and disease, inflict wounds

Prerequisite - Wisdom 15 or higher, level 5 or higher: *2/rest.* calm emotions, revivify, water walk

Prerequisite - Wisdom 17 or higher, level 13 or higher: *1/rest.* greater restoration, dominate person

WATER CRAFTER

When you choose this element, your body begins to acclimate to colder temperatures and long-term immersion into water. You reduce any amount of cold damage received by your proficiency bonus (minimum of 1 point). You are able to hold your breath underwater for up to 20 minutes without needing air. When you reach level 9, you are able to breath underwater permanently. You gain a +2 to any saving throw to resist charm and compulsion magic, and this bonus increases to +4 at level 13. Your skin retains a youthful appearance and you show very little signs of aging as you grow older. Your life is not prolonged, but you appear youthful even in old age. In addition, you gain a swim speed equal to 10 feet for every Strength modifier you possess (minimum of 10 feet).

RIPPLE COMMUNICATION

Beginning when you choose this element, you are able to use any standing body of water with a volume equal to at least 1 gallon to communicate over long distances. This ability manifests as a face made of water in the likeness of the user rising out of the water. Contact with the water is necessary in order to send the communication. The maximum allowed distance is equal to 10 miles + 10 miles for every Wisdom modifier you have. Only verbal communication is possible by means of this ability. You can use this ability as many times equal to your Wisdom modifier before a long rest.

ATTUNEMENT ABILITY I

Restoring Touch. (Prerequisite Wisdom 13 or higher, level 5 or higher) You are able to use your action to touch a wounded creature, healing them for 2d8 + your Wisdom modifier hit points. When you reach level 9, the healing increases to 4d8 + your Wisdom modifier and cures the target of one poison or disease. At level 15, the healing increases to 6d8 + your Wisdom modifier and can now remove such calamities as *blindness*, *deafness*, *paralysis*, and *petrification*. You can do this once before a short or long rest.



ATTUNEMENT ABILITY II

Alter Form. (Prerequisite Wisdom 15 or higher, level 9 or higher) You are able to use your action to alter your form. You can stay in your new form for a number of minutes equal to your Wisdom modifier. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. All expended minutes spent using this ability are restored after a long rest. You must choose from the list below every time you use the ability:

- **Change Appearance.** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics will change. You can mimic anyone you have personally seen, heard, and have studied for at least one hour.
- **Animal Form.** You can assume the form of any animal you have personally seen that has a challenge rating equal to or lower than your proficiency bonus. Your form grows or shrinks to fit the general size of the creature, however, your body will not contort beyond one size level above or below your normal size. You retain the benefit of any features from your class, race, or other source and can use them, so long as the animal form is physically capable of doing so. You cannot speak unless the animal form has the physiology to facilitate speech.
- **Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. The natural weapon is considered magical, giving a +1 bonus to the attack and damage rolls made while using it.

ATTUNEMENT ABILITY III

Water Manipulation. (Prerequisite Wisdom 18 or higher, level 15 or higher) You can form and shape water to suit your needs. You can use your action to surround yourself with flowing water, either from a nearby source of liquid or from the water vapor found in the air. The water flows around you for a number of rounds equal to your proficiency bonus + your Wisdom modifier. You must maintain concentration while this ability is active. If your concentration is broken, the ability ceases to function. You can stop channeling this ability as a bonus action on your turn. You regain all spent rounds after a long rest. Sometimes, depending on the ability used, a creature will have to make a saving throw against your water manipulation. The DC for that save is 8 + your proficiency bonus + your Wisdom modifier.

You are able to do any of the following while you are channeling this ability:

- **Icicles.** You can use your action to form up to 3 ice javelins and fire them at various targets. Each target requires a ranged weapon attack roll. The icicles deal 5d6 piercing + your Wisdom modifier cold damage.
- **Drown.** You can use your action to surround one creature's head (or the place where they intake air) with water. On a failed Dexterity saving throw, they suffer 2d8 necrotic damage per round for 1d4 rounds. They can take no action while suffering this way and are considered *stunned* for the duration. This bubble can only be dispelled by you or another Water Crafter of equal or higher level than you. This ability can also be used to give a breathable environment for a creature who requires water to breath for 1d4 rounds.
- **Ice Armor.** You can use your action to surround yourself with ice armor. The armor absorbs any hit point damage you would suffer, up to an amount equal to your level + Wisdom modifier. The armor absorbs twice as much damage dealt from sources that deal fire damage and ½ as much damage from cold based attacks. Once the armor absorbs its maximum amount, it is destroyed and any remaining damage is suffered by you. You cannot have more than one instance of Ice Armor active at one time. The armor disappears anytime your concentration is broken while channeling this ability.
- **Ice Skates.** You can use your action to form skates made of ice to whisk you around, creating a frictionless surface beneath your feet on which they can do so. Your movement speed is increased by 15 feet while you are wearing your ice skates. The skates remain for a number of rounds equal to your Wisdom modifier. You cannot have more than one instance of ice skates at one time. The skates disappear anytime your concentration is broken while channeling this ability.

WOOD

Spellcasting Ability: Wisdom

Prerequisite: Wisdom 12 or higher

Saving Throw Proficiency: Wisdom (At 1st level only)

Proficiencies: Choose one from Survival or Animal Handling

Bonus Spells

Prerequisite - Wisdom 12 or higher: *At will.* druidcraft, shillelagh

Prerequisite - Wisdom 13 or higher: *3/rest.* entangle, ensnaring strike, purify food and drink

Prerequisite - Wisdom 15 or higher, level 5 or higher: *2/rest.* speak with plants, plant growth

Prerequisite - Wisdom 17 or higher, level 13 or higher: *1/rest.* wall of thorns, tree stride



WOOD CRAFTER

When you choose this element, your body begins to attune itself to the living force that permeates the natural world. You reduce any amount of psychic damage you receive by your proficiency bonus (minimum of 1 point). You gain a +1 on any ranged weapon attack. This bonus increases to +2 at level 9. You increase the range from which you can shoot an arrow from a bow pulled by yourself by an additional 20 feet per range increment. This increases to 40 feet per range increment at level 13.

PENETRATING ARROWS

Beginning when you choose this element, you are able to apply both your Strength and Dexterity bonus when calculating damage with a bow and arrow. This ability does not apply to thrown weapons or crossbows.

ATTUNEMENT ABILITY I

Camouflage. (Prerequisite Wisdom 13 or higher, level 5 or higher) You are able to use your action to blend in with your surroundings. Your form and coloring take on the characteristics of the terrain around you. You gain +4 to any Dexterity (Stealth) skill check while this ability is active. Creatures have a -2 penalty to any Wisdom (Perception) skill checks to notice you as long as you remain motionless. Any attacks made with weapons while camouflaged hit with a +1 bonus against creatures who have not noticed your presence. Any creature hit by you is considered to know your position and you cannot benefit from this ability against them again for the duration of the encounter. You can stay camouflaged for a number of rounds equal to your Wisdom modifier. You can use this ability once before a short or long rest.

ATTUNEMENT ABILITY II

Animate Plants. (Prerequisite Wisdom 15 or higher, level 9 or higher) You can use your action to imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though they were an animated object of the appropriate size category. You may animate one Large or smaller plant per Wisdom modifier you have. The plants remain animated and under your control for up to 1 minute per Wisdom modifier you have. You must be concentrating for this ability to function. If you ever lose concentration, the plants revert to their normal form. You may use this ability once before a long rest.

ATTUNEMENT ABILITY III

Wood Manipulation. (Prerequisite Wisdom 18 or higher, level 15 or higher) You can form and shape wood and plants to suit your needs. You can use your action to surround yourself with flowing vines and other plant life, either from a nearby source of plant matter or grown rapidly from the ground nearby when you activate this ability. The vines flow around you for a number of rounds equal to your proficiency bonus + your Wisdom modifier. You must maintain concentration while this ability is active. If your concentration is broken, the ability ceases to function. You can stop channeling this ability as a bonus action on your turn. You regain all spent rounds after a long rest. Sometimes, depending on the ability used, a creature will have to make a saving throw against your wood manipulation. The DC for that save is 8 + your proficiency bonus + your Wisdom modifier.

You are able to do any of the following while you are channeling this ability:

- **Thorns.** You can use your action to form up to 3 thorns from the vines that surround you and fire them at different targets. Each target requires a ranged weapon attack roll. The thorns deal 5d6 piercing + your Wisdom modifier in psychic damage.
- **Ensnare.** You can use your action to direct one of the vines that surround you to attempt to entrap and envelope one creature. The creature must be within 30 feet of your position and in your line of sight. A Dexterity saving throw is allowed to avoid the vine, and on a failed save, the creature is considered ensnared, rendered both *grappled* and *incapacitated* for 1d4 rounds + 1 round per Wisdom modifier. The ensnarement can end by reaching the end of its duration, you choosing to stop channeling the ability, or by another wood crafter of equal or higher level than you. You cannot have more than two creatures ensnared this way at a time.
- **Tree Shape.** You can use your action to assume the form of a tree, a type which you must have personally touched before. Otherwise, the type and size of the tree is up to you. Even the closest inspection cannot reveal that the tree in question is not real, though magic used to sense illusions can see through this form. You cannot speak or otherwise communicate, however, while in tree form, you can sense everything around you that you would normally be able to perceive, and your hit points and ability scores stay the same. Your movement speed is reduced to 0, but you gain +10 AC against melee and ranged weapon attacks. You regain hit points at the rate of 3 + your Wisdom modifier per round while in tree form. You cannot use the Attack action while in this form, but you are able to cast any spell you are able to cast *at will*. You can stay in this form a number of rounds equal to your 1 + your Wisdom bonus. You can revert to your normal form as a bonus action on your turn, and you revert prematurely if you ever cease to channel this ability, brought to 0 hit points, or die. You cannot have more than one instance of this ability active at one time.
- **Vine Crossing.** You are able to use the vines surrounding your body to increase your movement speed by 40 feet whenever you choose to move on your turn. The vines also allow you to move vertically by 40 feet if there is an appropriate overhang for you to anchor the vines to. You are still subject to opportunity attacks by moving this way unless you take the appropriate action, such as Disengage, first. You are able to do this as long as you are channeling this ability. If you ever lose concentration, the movement increases end and any vine being used to support you disappears. This ability does not stack with any other ability, feat, or spell that increases movement speed.

NEW SPELLS

CONJURE MAJOR FURY

6th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon an elemental being known as a Major Fury in an unoccupied space that is within range and line of sight. You choose from one of the following Major Furies to appear: Avarian, Aquarian, Gimm, Iron Knight, Living Flame, or Treebeard.

A Major Fury summoned by this spell disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions. They obey any verbal commands that you issue to them (they understand but cannot speak your native language, and no action is required by you.) If you do not issue any commands to them, they will defend themselves from hostile creatures but otherwise take no actions. Statistics for Furies can be found starting on page 19.

At Higher Levels. When you cast this spell using a spell slot of 8th level, you may choose one of the Furies above and two will appear.

CONJURE MINOR FURY

4th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon an elemental being known as a Minor Fury in an unoccupied space that is within range and line of sight. You choose from one of the following Minor Furies to appear: Flaming Dervish, Metal Minion, Stone Mastiff, Twig Man, Vortex, or Water Eel.

A Minor Fury summoned by this spell disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions. They obey any verbal commands that you issue to them (they understand but cannot speak your native language, and no action is required by you.) If you do not issue any commands to them, they will defend themselves from hostile creatures but otherwise take no actions. Statistics for Furies can be found starting on page 19.

At Higher Levels. When you cast this spell using a specific higher-level spell slots, you choose one of Furies above, and more creatures will appear: two Minor Furies with a 6th level slot, and three Minor Furies with an 8th level slot.



NEW MONSTERS

AQUARIAN

Medium Elemental (Major Water Fury), NG

Armor Class: 16 (DEX, natural)

Hit Points: 99 (11d8)

Speed: 30 ft., Swim 90 ft.

Str 17 Dex 19 Con 18 Int 14 Wis 18 Cha 17

Skills: Perception +8

Damage Vulnerability: Fire

Damage Resistance: Cold

Senses: Darkvision 60 ft., Passive perception 18

Languages: Aquan, Primordial

Challenge: 8 (XP 3,900)

Amphibious. Aquarian are able to breathe air and water.

Innate Spellcasting. Aquarian's innate spellcasting ability is Wisdom (spell save DC16, +8 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At will: *chill touch, create or destroy water, detect evil or good, fog cloud*

3/Day each: *slow, water breathing, water walk*

1/Day each: *conjure minor fury (water only), control water, greater invisibility*

Water Mastery. Aquarians gain a +2 bonus to any rolls while they are touching or fully immersed in water. They suffer -2 to any rolls if they move onto dry land.

Equipment. Traveling clothes, trident, belt pouch (9d6 gp), shell necklace, coral jewelry

ACTIONS

Multiattack. Aquarians can make two trident attacks.

Trident. Melee or Ranged Weapon Attack. +10 to hit, reach 5 feet or range 20/60 ft, one target. Hit: 10 (2d6+3) piercing damage or 13 (2d8+3) piercing damage if used with two hands for a melee attack.

Aquarians are a humanoid species of elemental people who live in crude but expertly built coral and mud huts on the shorelines of islands found on the Elemental Plane of Water. They raise fish and farm kelp, keeping to themselves and out of the affairs of others.

Some tribes have built special dwellings for the infrequent non-native traveler to their domains and charge a modest sum rent them. These enterprising Aquarians have helped the race gain a reputation for offering a safe place to rest for planar travelers and those in need.

The Aquarians don't mind being summoned to help a crafter or spellcaster in need, however, most Aquarians abhor violence and are resentful when summoned to the Prime to do battle unless the crafter's life is in danger.



AVARIAN

Medium Elemental (Major Air Fury), CN

Armor Class: 19 (DEX, natural)

Hit Points: 99 (11d8)

Speed: 20 ft., Fly 50 ft.

Str 17 Dex 19 Con 18 Int 14 Wis 14 Cha 18

Skills: Perception +6

Damage Vulnerability: Acid

Damage Resistance: Lighting, cold

Senses: Darkvision 60 ft., Passive perception 16

Languages: Auran, Primordial

Challenge: 8 (XP 3,900)

Airborne Mastery. Airborne creatures suffer -2 on all rolls against an Avarian who is also airborne.

Dive Attack. If the Avarian is flying and dives at least 30 feet straight toward a target and succeeds in hitting it with a melee weapon attack, the attack deals an extra 6 (1d6+3) damage to the target.

Innate Spellcasting. Avarian's innate spellcasting ability is Charisma (spell save DC16, +8 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At will: *detect good or evil, shocking grasp, thunderwave*

3/Day each: *wind walk, gust of wind, haste*

1/Day each:
conjure minor fury (air only), cloudkill, freedom of movement

Equipment.

Traveling clothes, javelin (4), belt pouch (9d6 gp), one musical instrument, gaming dice or playing cards

ACTIONS

Multiattack. Avarians can make two talon attacks or two javelins attacks.

Talon. Melee Weapon Attack. +11 to hit, reach 5 feet, one target. Hit: 5 (1d4+4) slashing damage.

Javelin. Melee or Ranged Weapon Attack. +11 to hit, reach 5 feet, or range 30/120 ft., one target. Hit: 7 (1d6+4) piercing damage.

Avarians are avian elemental humanoids who fly in loosely-arranged flocks around the Elemental Plane of Air. They seldom stay in the same place more than a few tendays before flying off to another locale. The Avarians love music and games of chance. Many are accomplished musicians and unrepentant gamblers.

The Avarians are sometimes known to work with Aarakocra when it is advantageous to both groups. Otherwise, the Aarakocra tend to leave Avarians alone and wait for them to pass through their Duke's territory. Sometimes, passing Avarians will choose to stay with the Aarakocra for a time, though those who do risk losing their place in the loose hierarchy of their flock.

Avarians delight in being summoned by crafters and other spellcasters, especially if they are introduced to something that is new to them with the experience.



FLAMING DERVISH

Small Elemental (Minor Fire Fury), CN

Armor Class: 14 (DEX, natural)

Hit Points: 42 (6d6)

Speed: 40 ft.

Str 16 Dex 18 Con 16 Int 11 Wis 10 Cha 16

Saving Throws: Wisdom +4

Damage Vulnerability: Cold

Damage Immunity: Fire

Senses: Darkvision 60 ft., Passive perception 14

Languages: Primordial

Challenge: 2 (XP 450)

Fire Form. The Flaming Dervish can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the flaming dervish or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Illumination. The flaming dervish sheds bright light in a 15 foot radius and dim light in an additional 15 feet.

Water Susceptibility. For every 5 feet the flaming dervish moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Slam. Melee Weapon Attack. +6 to hit, reach 5 feet, one target. Hit: 8 (1d6+4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Flaming Dervish are gremlin-like elemental beings made of pure flame. They can be found traveling around the Plane of Fire in small groups, but most reside in the City of Brass. There, they live off the genie's trash and dance in the streets for coin.

The annoying creatures infest that great city's slums and are a constant thorn in the side of the Efreeti with whom they share dwellings. They survive off the genie's refuse, and some larger dwellings keep families of Flaming Dervish in their cellars as living garbage disposals.

Crafters and spellcasters be warned: Summon a flaming dervish only if you seek to ignite everything around you. The impish elementals tend to set everything ablaze when they enter their flaming dance, and the hotter it gets, the faster they dance.



GIMM

Medium Elemental (Major Earth Fury), LN

Armor Class: 19 (DEX, natural)

Hit Points: 99 (11d8)

Speed: 30 ft., Burrow 60 ft., Climb 30 ft.

Str 19 Dex 13 Con 18 Int 15 Wis 15 Cha 18

Damage Vulnerability: Bludgeoning, thunder

Damage Resistance: Acid

Condition Immunity: Petrified

Senses: Darkvision 60 ft., Tremorsense 30 ft., Passive perception 12

Languages: Terran, Primordial

Challenge: 8 (XP 3,900)

Earth Glide. The Gimm can burrow through non-magical, unworked earth and stone. While doing so, the Gimm does not disturb the material it moves through.

Earth Mastery. The Gimm gains a +2 bonus on all rolls if they are touching the ground. They take a -4 penalty on attack and damage rolls if they ever find themselves removed from the ground.

Innate Spellcasting. A Gimm's innate spellcasting ability is Charisma (spell save DC16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect good and evil, detect magic, stone shape*

3/Day each: *passwall, move earth, slow*

1/Day each: *conjure minor fury (earth only), wall of stone, flesh to stone*

Tremorsense. Gimm can automatically pinpoint the location of anything that is in contact with the ground within the allowable distance for this ability.

Equipment. Maul, belt pouch (9d6 gp, 1d6 precious gems), bank ledger, inkpen

ACTIONS

Multiattack. Gimm can make two fist attacks or two attacks with their maul.

Fist. Melee Weapon Attack. +8 to hit, reach 5 feet, one target. Hit: 16 (2d8+4) bludgeoning damage.

Maul. Melee Weapon Attack. +8 to hit, reach 5 feet, one target. Hit: 22 (4d6+4) bludgeoning damage. If the target is a Large or smaller creature, it must successfully make a DC16 Strength saving throw or be knocked prone.

Gem Curse. If a Gimm succeeds in striking with both fist attacks, the target must successfully make a DC16 Constitution saving throw. On a failed save, their skin becomes brittle and they become vulnerable to bludgeoning and thunder damage for 1d6 +1 rounds. The curse can be lifted before its duration by the Gimm who caused it, or by an Earth Crafter of level 9 or above.

Gimm are elemental humanoids who resemble sentient gem golems. Their society is alien and foreign, even to other denizens of the Elemental Plane of Earth, where they reside. Tribes of Gimm congregate both above and underground in cathedral-like buildings made of precious gemstones and expertly worked stone.

Inside these buildings, the Gimm have created a universal banking system and repository that holds items in secure facilities, changes currency, and lends sums to planar travelers who are down on their luck. They are fair and neutral to a fault, and have never been known to be swayed by riches, passionate pleas, or any combination thereof.

The Gimm are rather indifferent to the wishes of crafters and spellcasters who summon them, but they will perform any task they are given amicably before returning to their native plane of existence.



IRON KNIGHT

Medium Elemental (Major Metal Fury), LN

Armor Class: 20 (DEX, natural, shield)

Hit Points: 99 (11d8)

Speed: 20 ft.

Str 18 Dex 13 Con 18 Int 15 Wis 15 Cha 15

Saving Throws: Wisdom +5

Skills: Perception +8

Damage Vulnerability: Lightning

Damage Resistance: Bludgeoning, piercing, slashing, necrotic

Senses: Blindsight 10 ft., Darkvision 60 ft., Passive perception 18

Languages: Mordron, Primordial

Challenge: 8 (XP 3,900)

Immutable Form. Iron Knights are immune to any spell or effect that would alter their form.

Innate Spellcasting. An Iron Knight's innate spellcasting ability is Intelligence (spell save DC14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect good or evil, detect magic, true strike*

3/Day each: *blur, shatter, slow*

1/Day each: *conjure minor fury (metal only), telekinesis, confusion*

Magic Weapon. Attacks from a weapon wielded by an Iron Knight are considered magical.

Natural Swordsmen. Iron Knights gain +1 to attack and damage rolls when they are wielding any sword made of metal.

Equipment. Longsword, shield, belt pouch (9d6 gp), badges of service, medals of honor

ACTIONS

Multiattack. Iron Knights can make two sword attacks or one sword attack and one shield bash.

Longsword. Melee Weapon Attack. +9 to hit, reach 5 feet, one target. Hit: 10 (1d8+4) slashing damage.

Shield Bash. Melee Weapon Attack. +8 to hit, reach 5 feet, one target. Hit: 10 (1d8+4) bludgeoning damage. Creatures hit must succeed in a Strength saving throw against a DC16. On a failed save, they are considered knocked prone.

Iron Knights are the mercenaries of the Outer Plane of Mechanus. They stick to a strict personal moral code of conduct both on and off the battlefield. They can often be found working for the Primus as guards and auxiliary forces, and when not on duty, they tend to remain in their communal barracks, practicing their swordsmanship.

Iron Knights seem to have no assigned gender—each Iron Knight adopts a personality and demeanor that they feel best represents them when they are created. Such personalities can seem more masculine or more feminine, with most seeming a mix of both or none at all.

Long believed to be the evolved form of minor metal furies, Iron Knights never speak of their birth or how they come to being other than to refer to the experience as “the Tempering”. Iron Knights enjoy being summoned by crafters and spellcasters, especially if they are given the chance to demonstrate their superior fighting techniques.



LIVING FLAME

Medium Elemental (Major Fire Fury), CN

Armor Class: 14 (DEX, natural)

Hit Points: 99 (11d8)

Speed: 40 ft.

Str 12 Dex 19 Con 18 Int 14 Wis 14 Cha 18

Damage Vulnerability: Cold

Damage Resistance: Bludgeoning, piercing, slashing

Senses: Darkvision 60 ft., Passive perception 12

Languages: Ignan, Primordial

Challenge: 8 (XP 3,900)

Fire Form. Living Flame can move through a space as narrow as 1 inch wide without squeezing. A creature that touches a living flame or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the Living Flame can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turn.

Illumination. Living Flames shed bright light in a 30 foot radius and dim light in an additional 30 feet.

Innate Spellcasting. A Living Flame's innate spellcasting ability is Charisma (spell save DC16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect good or evil, detect magic, fire bolt*

3/Day each: *fireball, flame blade, haste*

1/Day each: *conjure minor fury (fire only), flame strike, wall of fire*

Water Susceptibility. For every 5 feet a Living Flame moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. A Living Flame gets two touch attacks.

Touch. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. Hit: 13 (2d6+4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 9 (2d6) fire damage at the start of each of its turns.

Living Flames wander the fiery wastelands of the Elemental Plane of Fire. They are known to be temperamental, and chaotic, with just as much chance of helping a planar traveler as they are to attack them.

Very few decide to reside in the City of Brass, and those that do quickly earn a reputation as troublemakers and agitators. The Sultan and his guards actively try to keep Living Flames from staying in the city for too long, and some of the most vocal have been known to be forcibly ejected after one too many street corner shouting matches with passing efreeti.

They do not like to be conjured by crafters or spellcasters unless the area in which they are summoned is heated to their liking.



METAL MINION

Small Elemental (Minor Metal Fury), LN

Armor Class: 17 (DEX, natural)

Hit Points: 42 (6d6)

Speed: 20 ft.

Str 15 Dex 13 Con 15 Int 11 Wis 11 Cha 11

Skills: Perception +4

Damage Vulnerability: Lightning

Damage Resistance: Bludgeoning, piercing, slashing

Damage Immunities: Necrotic, poison

Condition Immunities: Poisoned, petrified, paralyzed, exhaustion

Senses: Blindsight 30 ft., Darkvision 60 ft., Passive perception 14

Languages: Primordial

Challenge: 2 (XP 450)

Immutable Form. The Metal Minion is immune to any spell or effect that would alter its form.

Imprint on Area. A Metal Minion will imprint on an area no smaller than 5 feet by 5 feet and no larger than 500 feet by 500 feet, if they spend at least 12 hours in the area and are given specific instructions from a creature they regard as their superior to do so. Once they are imprinted on an area, they will guard it with their life. They gain immunity to the *frightened* condition while inside their imprinted area.

Agile Climbers. Metal Minions gain +4 on Strength (Athletics) checks when climbing thanks to their prehensile feet.

Natural Swordsmen. Metal Minions gain +1 to attack and damage rolls when they are wielding any sword made of metal.

ACTIONS

Sword. Melee Weapon Attack. +5 to hit, reach 5 feet., one target. Hit: 7 (1d6+3) slashing damage.

Found in large numbers on the Plane of Mechanus, Metal Minions are often employed to guard important junctions and other thoroughfares. Once a Metal Minion imprints on an area, a process which generally takes less than 24 hours, they will guard the area with their life.

In addition to keeping their area free of intruders, the Metal Minions also work tirelessly to keep their areas clean and tidy. While they cannot speak the Modron language, they can understand it and will always obey the orders of any Quadrone or Pentadrone. They curiously don't get along with Iron Knights, though sages believe the two metallic elementals are connected in some way.

They tiny metal warriors delight in being summoned by crafters and spellcasters, especially if they are tasked with cleaning and guarding an important object or area.



STONE MASTIFF

Medium Elemental (Minor Earth Fury), N

Armor Class: 17 (DEX, natural)

Hit Points: 70 (8d8)

Speed: 30 ft., Burrow 60 ft.

Str 19 Dex 13 Con 18 Int 11 Wis 12 Cha 14

Skills: Perception +3, Survival +3

Damage Vulnerability: Bludgeoning, thunder

Damage Resistance: Acid, piercing, slashing

Senses: Darkvision 60 ft., Tremorsense 60 ft., Passive perception 13

Languages: Primordial

Challenge: 2 (XP 450)

Earth Glide. The Stone Mastiff can burrow through non-magical, unworked earth and stone. While doing so, the Stone Mastiff does not disturb the material it moves through.

Earth Mastery. The stone mastiff gains a +2 bonus on all rolls if they are touching the ground. They take a -4 penalty on attack and damage rolls if they ever find themselves removed from the ground.

Tracking. Stone mastiffs can expertly track any creature who is touching the ground. They gain advantage on any Wisdom (Survival) skill checks to accomplish this. They cannot track creatures who are airborne or swimming.

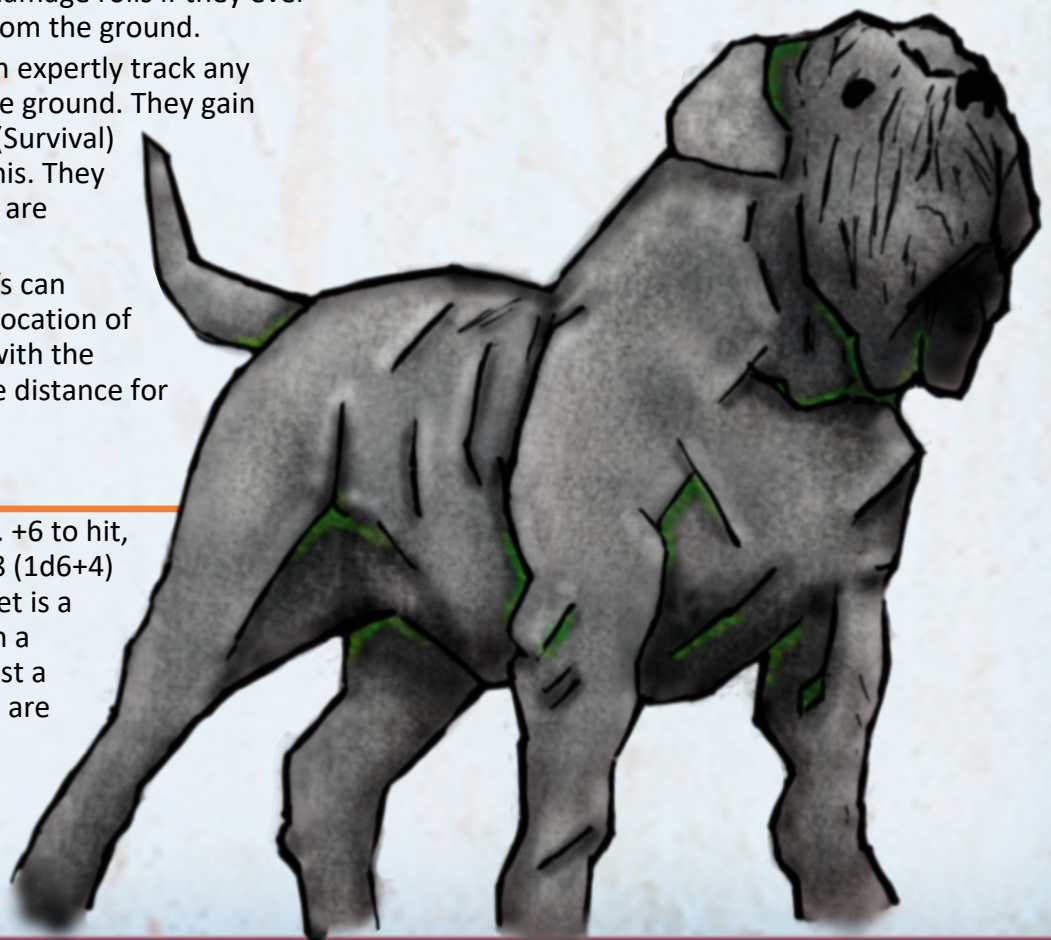
Tremorsense. Stone mastiffs can automatically pinpoint the location of anything that is in contact with the ground within the allowable distance for this ability.

ACTIONS

Bite. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) piercing damage. If the target is a creature, it must succeed on a Strength saving throw against a DC13. On a failed save, they are considered knocked prone.

Stone mastiffs live on the Elemental Plane of Earth in large packs. They roam their territory and vigilantly defend their hunting grounds. Stone Giants and Gimm often use the mastiffs as guards and treasured companions.

They are commonly summoned by crafters and spellcasters as watchdogs thanks to their tremorsense and ability to expertly track other creatures.



TREEBEARD

Medium Elemental (Major Wood Fury), N

Armor Class: 17 (DEX, natural)

Hit Points: 99 (11d8)

Speed: 30 ft.

Str 18 Dex 14 Con 16 Int 14 Wis 18 Cha 12

Damage Vulnerability: Fire

Damage Resistance: Psychic, piercing, slashing

Senses: Darkvision 60 ft., Passive perception 14

Languages: Sylvan, Primordial

Challenge: 8 (XP 3,900)

Camouflage. If a Treebeard remains motionless in front of a tree that is of equal size or larger than they are, they are essentially invisible until they move or attack.

Innate Spellcasting. A Treebeard's innate spellcasting ability is Wisdom (spell save DC16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: druidcraft, thorn whip, detect good or evil

3/Day each: entangle, animal friendship, goodberry

1/Day each: conjure minor fury (wood only), tree stride, wall of thorns

Equipment. Club, longbow, wooden quiver with 20 arrows, belt pouch (9d6 gp), pouch of rare herbs

ACTIONS

Multiattack. Treebeards can make two club attacks or 2 attacks with its longbow.

Club. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) bludgeoning damage.

Longbow. Ranged Weapon Attack. +8 to hit, range 150/600 ft., one target. Hit: 8 (1d8+2) piercing damage.

Treebeards are humanoid, elemental plant creatures native to the Outer Plane of the Beastlands. They live among the trees in hollowed-out trunks and mud huts. Their culture is peaceful, and the majority of them pass the time by tending small gardens of rare herbs and spell components. They sell their harvest to anyone who can safely reach their hidden villages.

The Treebeards apparently only have one gender, and sages speculate that they are somehow an evolved form of a Twig Man, as the two creatures often inhabit the same territory. Treebeards get along well with Treants and other neutral- or good-aligned plant creatures.

Treebeards, like Twig Men, seem indifferent to the crafters and spellcasters who conjure them. However, they have a deep fear of fire, and will often become angry at anyone who summons them into the presence of an open flame.



TWIG MEN

Small Elemental (Minor Wood Fury), N

Armor Class: 14 (DEX, natural)

Hit Points: 42 (8d6)

Speed: 30 ft.

Str 13 Dex 17 Con 15 Int 13 Wis 13 Cha 13

Skills: Perception +4

Damage Vulnerability: Fire

Damage Resistance: Psychic

Senses: Darkvision 60 ft., Passive perception 14

Languages: Primordial

Challenge: 2 (XP 450)

Innate Spellcasting. A Twig Man's innate spellcasting ability is Charisma (spell save DC12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: druidcraft, vine whip

Wood Mastery. A Twig Man gains +2 to all rolls if they are standing on wood, whether that wood is alive or dead. They receive a -2 penalty to all rolls when they are not standing on wood.

ACTIONS

Club. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 5 (1d6+1) bludgeoning damage.

Twig Men live on the large branches of some of the tallest and oldest trees on the Outer Plane of the Beastlands. They protect their chosen trees from predators and are known to be helpful to travelers who show no interest in harming their trees.

Sages have speculated as to the nature of the Twig Men for centuries. With no apparent way of reproducing, the Twig Men seem to form from the fallen branches of ancient and powerful trees found in the Beastlands.

They can be somewhat indifferent to the whims of crafters and spellcasters who conjure them, performing whatever task they are given quickly and without fanfare.



VORTEX

Small Elemental (Minor Air Fury), CN

Armor Class: 16 (DEX, natural)

Hit Points: 42 (6d6)

Speed: 0 ft., Fly 90 ft. (Hover)

Str 16 Dex 19 Con 16 Int 12 Wis 12 Cha 11

Damage Vulnerability: Acid

Damage Resistance: Cold, thunder, lightning, bludgeoning, piercing, slashing

Senses: Blindsight 20 ft., Darkvision 60 ft., Passive perception 11

Languages: Primordial

Challenge: 2 (XP 450)

Airform. The vortex can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

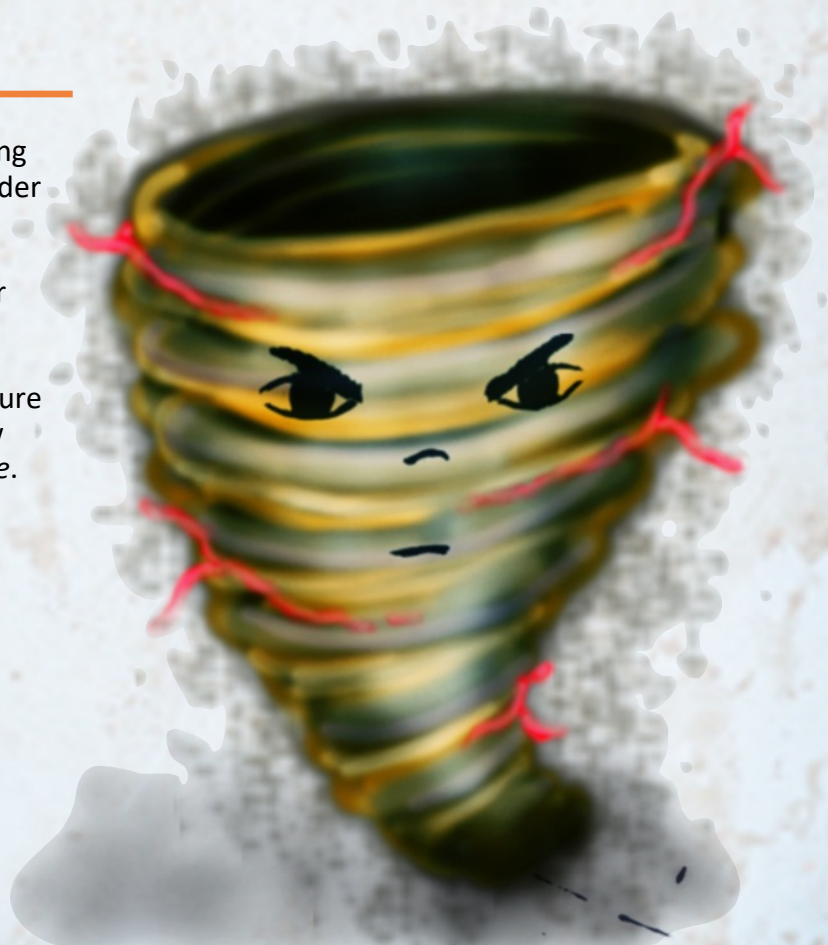
Flyby. The vortex doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Whirlwind (recharge 4-6). Each creature in the vortex's space must make a DC13 Strength saving throw. On a failed save, they suffer 2d8+2 thunder damage and are flung up to 20 feet away from the vortex, knocked *prone* upon landing. If a thrown target strikes an object such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC13 Dexterity saving throw or take the same damage and be knocked *prone*.

These small, swirling maelstroms of high wind and arching lightning float seemingly at random among the currents of the Elemental Plane of Air. Although they show signs of obvious intelligence, their motives are completely unknown. Denizens of the Plane of Air tend to give these tiny living storm systems a wide berth. Sometimes, Avarians capture and train a Vortex to be companions, more akin to cats than dogs with their independent and often chaotic personalities.

They are difficult to control when summoned, and crafters and other spellcasters are warned to give a summoned Vortex plenty of room to maneuver. Vortexes who find themselves in confined spaces are known to become enraged.



WATER EEL

Medium Elemental (Minor Water Fury), N

Armor Class: 13 (DEX, natural)

Hit Points: 63 (7d8)

Speed: 20 ft, Swim 90ft.

Str 14 Dex 17 Con 12 Int 11 Wis 14 Cha 11

Skills: Perception +4

Damage Vulnerability: Fire

Damage Resistance: Cold, bludgeoning, piercing, slashing

Condition Immunities: Poison, grappled, prone, restrained

Senses: Blindsight 20 ft., Darkvision 60 ft., Passive perception 14

Languages: Primordial

Challenge: 2 (XP 450)

Freeze. If the water eel takes cold damage, it partially freezes and its movement speed is reduced by 15 feet until the end of its next turn.

Semitransparent. Creatures suffer a -6 penalty to Wisdom (Perception) checks to notice the water eel while it is in water.

Water Mastery. The water eel gains a +2 bonus to any rolls while it is touching or fully immersed in water. It suffers -2 to any rolls if it moves onto land or is summoned on land.

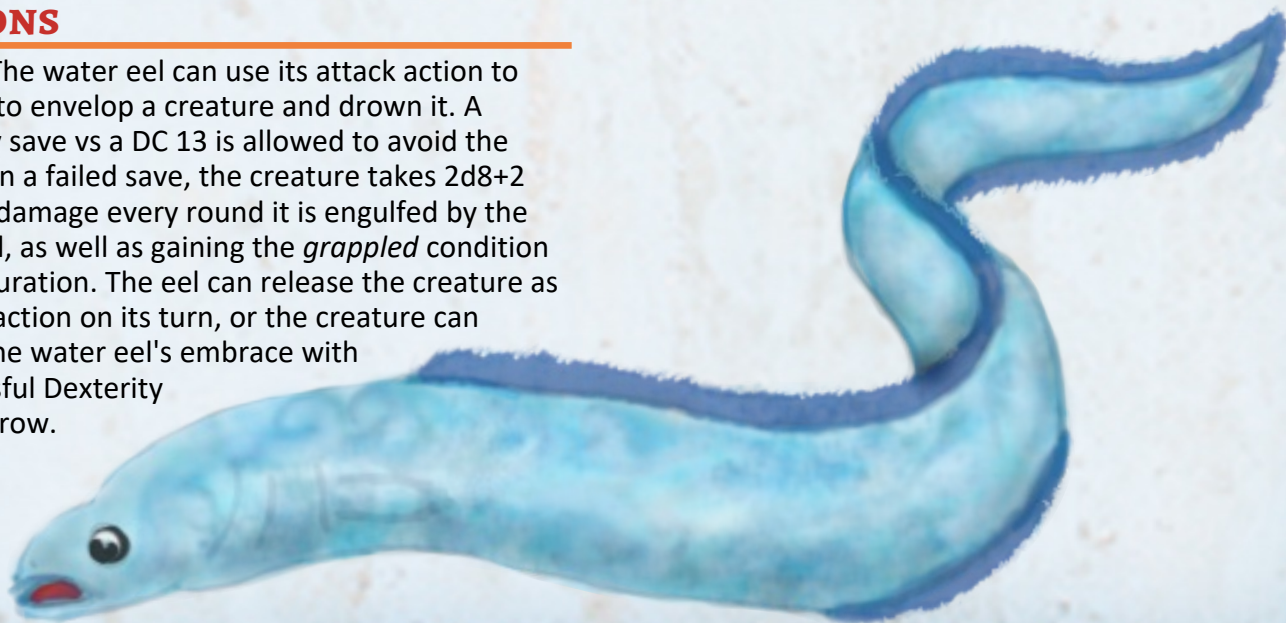
ACTIONS

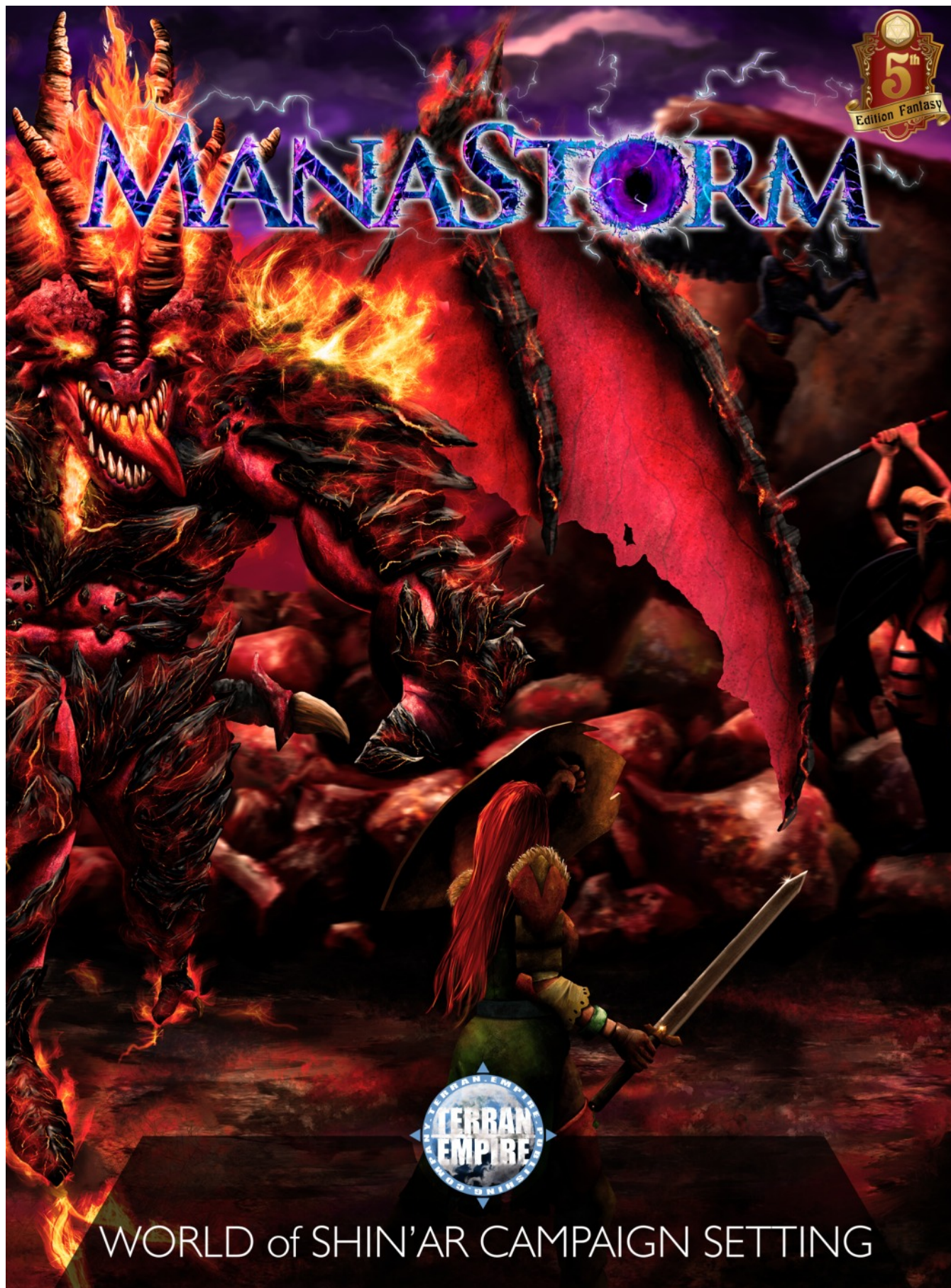
Drown. The water eel can use its attack action to attempt to envelop a creature and drown it. A Dexterity save vs a DC 13 is allowed to avoid the attack. On a failed save, the creature takes 2d8+2 necrotic damage every round it is engulfed by the water eel, as well as gaining the *grappled* condition for the duration. The eel can release the creature as a bonus action on its turn, or the creature can escape the water eel's embrace with a successful Dexterity saving throw.

The water eel is a silent predator, typically found stalking the shorelines of the Elemental Plane of Water in search of prey. A solitary creature, the water eel is known to wait, motionless, for days for a meal to come close enough for it to strike. Once it kills its prey, the water eel consumes all of the liquid from the body and leaves the rest for scavengers.

Aquarins raise Water Eels as guards for their underwater hatcheries and kelp farms. Notoriously lazy, they sometimes have to be coaxed into action with the promise of a large meal.

Water eels are often summoned to the Prime Material Plane as silent guardians, and the experienced dungeon delver knows to check every pool of water for any lurking menace.





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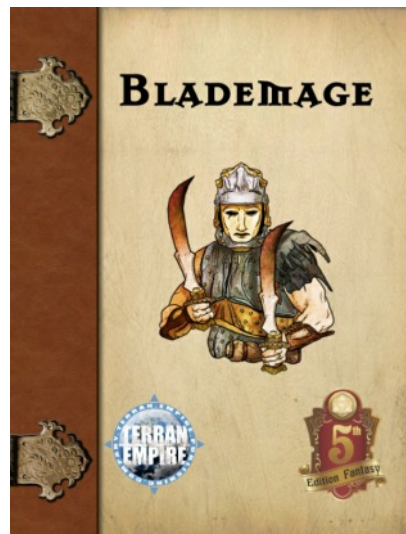
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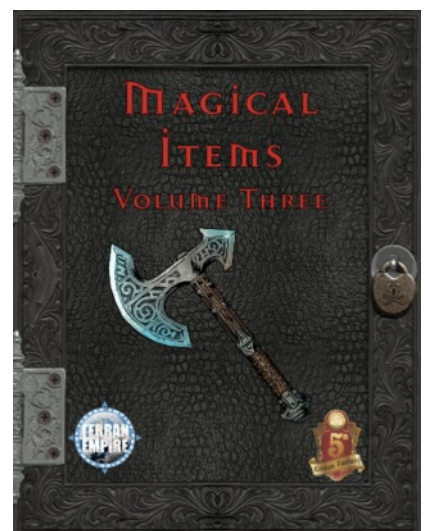
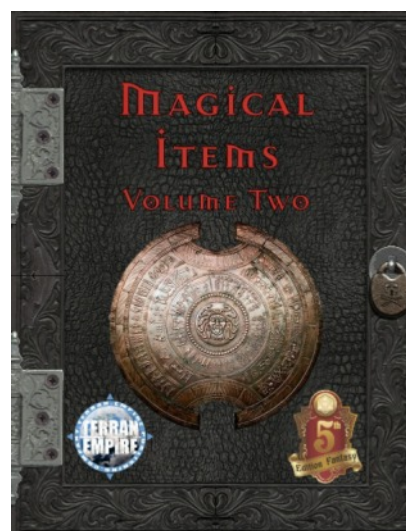
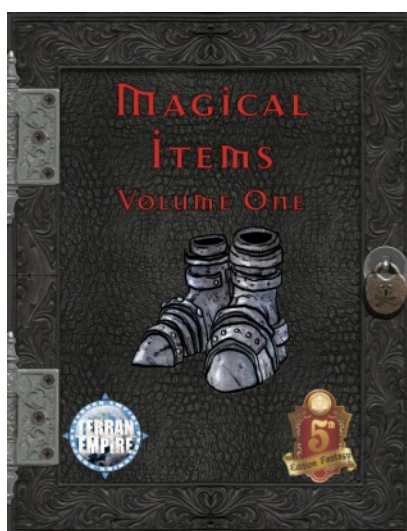
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