

CIRCLE OF THE ELEMENTALS

A DRUID SUBCLASS



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CIRCLE OF THE ELEMENTAL

Druids are known for being in touch with the natural world. They stride through the forests, jungles, and wildlands more at home than they would ever find themselves trapped behind the stone walls of civilization. But these are just the druids that call the material plane their home.

Every plane has its wilds, their forgotten natures specific to those planes, and this includes the elemental planes. A druid can tap into the magic that flows forth from these planes, connecting them with something more primal and powerful than anything found on the material plane.

Druids who decide to embrace this primordial force learn to harness these energies to their full potential. Eventually the magics of these planes leave their mark on druids that follow this path, and the elemental planes themselves claim the druid as one of their own. When this happens, the elemental energies coalesce, protecting these druids when they are in their greatest hour of need.

BONUS SPELLS

When you choose this circle at 2nd level, you learn one additional cantrip of your choice from the following: *control flames*, *create bonfire*, *firebolt*, *frostbite*, *gust*, *infestation*, *lightning lure*, *mold earth*, *produce flame*, *ray of frost*, *shape water*, *shocking grasp*, *thorn whip*, or *thunderclap*.

You also learn *absorb elements*. You always have this spell prepared and, it doesn't count against the number of spells you can prepare each day.

PRIMORDIAL SPEAKER

Beginning at 2nd level, you can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran.

ELEMENTAL FURY

Starting at 2nd level, your bestial fury is infused with the power of the elements. When you use your Wild Shape, you can choose to add one of the following elemental benefits while in your beast form. This benefit lasts as long as your maintain your Wild Shape. You can cast the applicable spell once per Wild Shape. If the spell can be cast at a higher level, you may do so, as long as you have the spell slot available.

Water. While using Wild Shape you can expend a spell slot and cast *armor of Agathys*.

Fire. While using Wild Shape you can expend a spell slot and cast *burning hands*.

Earth. While using Wild Shape you can expend a spell slot and cast *earth tremor*.

Air. While using Wild Shape you can expend a spell slot and cast *zephyr strike*.

ELEMENTAL SPELLS

Your mystical connection to the elements infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to spells connected to the elements where you became a druid. Each time you reach a level that you would gain new druid spells by gaining a level in this class, choose one of the elemental disciplines for that level and add the listed spells to your druid spell list.

Once you gain access to an elemental spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

WATER

Druid Level Spells

3rd	<i>ice knife</i> , <i>Snilloc's snowball swarm</i>
5th	<i>tidal wave</i> , <i>water breathing</i>
7th	<i>control water</i> , <i>elemental bane (cold)</i>
9th	<i>cone of cold</i> , <i>maelstrom</i>

FIRE

Druid Level Spells

3rd	<i>flame blade</i> , <i>scorching ray</i>
5th	<i>fireball</i> , <i>Melf's minute meteors</i>
7th	<i>fire shield</i> , <i>wall of fire</i>
9th	<i>flame strike</i> , <i>immolation</i>

EARTH

Druid Level Spells

3rd	<i>earth bind</i> , <i>Maximilian's earthen grasp</i>
5th	<i>erupting earth</i> , <i>meld into stone</i>
7th	<i>stone shape</i> , <i>stoneskin</i>
9th	<i>wall of stone</i> , <i>wrath of nature</i>

AIR

Druid Level Spells

3rd	<i>blur</i> , <i>gust of wind</i>
5th	<i>fly</i> , <i>wind wall</i>
7th	<i>freedom of movement</i> , <i>storm sphere</i>
9th	<i>control wind</i> , <i>steel wind strike</i>

ELEMENTAL SOUL

Starting at 6th level, your connection with the elements allows you to imbue primordial aspects into your very being. You can change your elemental choice once per day when you complete a long rest.

Water. You gain resistance to cold damage, and you can breathe underwater. You also gain a swimming speed of 30 feet.

Fire. You gain resistance to fire damage, and you don't suffer the effects of extreme heat, as described in the *Dungeon Master's Guide*. Moreover, as an action, you can touch a flammable object that isn't being worn or carried by anyone else and set it on fire.

Earth. You gain resistance to thunder damage, and can move in difficult terrain that is composed of rubble, rocks, or dirt as if it were normal terrain. Furthermore, you cannot be paralyzed by magical or non-magical means as long as you are touching the ground.

Air. You gain resistance to lightning damage. You also gain a flying speed of 30 feet. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

ELEMENTAL AURA

At 10th level, the elements grant you further benefits while using Wild Shape. The benefits correspond to the element you choose when using your elemental fury features.

Water. Healing waters surround you. While in your Wild Shape, you can use a bonus action to heal yourself 1d8 + your Wisdom modifier. You can increase this healing by expending a hit dice. For every hit dice expended, you heal yourself for an additional 1d8.

Fire. Fierce flames leap and dance around your form. You deal 2d4 fire damage when an enemy hits you with a melee attack. The enemy must succeed on a Dexterity saving throw against your spell save DC. On a failure, they are set ablaze, taking half the fire damage at the beginning of their next turn.

Earth. Your flesh becomes hard as earth beneath your feet. When you transform into your wild shape, you can cast *stoneskin* on yourself as a bonus action, without needing material components. Furthermore, while touching the ground, you have advantage on Strength (Athletics) checks when grappled or restrained by magical or non-magical means.

Air. A strong gust of wind circles you and moves with you while you are transformed into your Wild Shape. Any creature that attempts to make a melee attack against you must succeed on a Strength saving throw against your spell save DC. On a failure, they must choose a new target or lose the attack. Additionally, ranged attacks against you have disadvantage when attempting to target you directly.

IMPROVED WILD SHAPE

Starting at 10th level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 2 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there). At level 14 this increases to a challenge rating of 3.

ELEMENTAL GUARDIAN

Beginning at 14th level, the elements protect you when you are the most vulnerable. If you are reduced to 0 hit points or are incapacitated against your will, you immediately summon a CR7 elemental to your aid. The elemental appear within 20 feet of you. Roll a d4 and consult the table below to see the elemental guardian summoned. The elemental continues to protect you until the battle ends, or the elemental drops to 0 hp, whichever happens first.

d4 Elemental Type

- 1 Water Elemental Myrmidon
- 2 Fire Elemental Myrmidon
- 3 Earth Elemental Myrmidon
- 4 Air Elemental Myrmidon

Once you use this feature, you can't use it again until you finish a long rest



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