



# ELEMENTAL CLERIC

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Variant Cleric Class with Elemental Domains  
v1.0

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## ELEMENTAL CLERIC

Before the gods there was the Elemental Chaos. And long before the first cleric was bestowed with divine power, sentient beings have been worshipping the elemental forces from which the world is made.

The cult to the elements is ancient, but also rare and almost forgotten. Only a few know, and keep, the rites and chants used to call upon the forces of the Elemental Planes. And most are passed down only by oral tradition. There are no churches or any established organization. Only a handful of followers preserving this ancient tradition.

Elemental clerics draw their magical energy and power from one of the four elemental planes: Air, Earth, Fire, or Water.

## CLASS FEATURES

The Elemental Cleric is a variant to the basic Cleric class. Unless otherwise noted, you get all the class features from the original Cleric as presented in the *Player's Handbook*.

### PROFICIENCIES

As presented in the *Player's Handbook*, but replace Religion skill for Nature.

## VOICE OF THE ANCIENTS

At 1st level, you know the ancient tongue of the elemental beings that reside on the Inner Planes. You can speak, read, and write Primordial (And therefore you too know its dialects: Aquan, Auran, Ignan, and Terran )

## SPELLCASTING

As a conduit for elemental power, you can cast spells from the Elemental Cleric spell list presented at the end of this document. Other than that, this feature works as presented in the *Player's Handbook*.

### SPELLCASTING FOCUS

You must use your corresponding element as your holy symbol.

For Earth Clerics any rock or soil will do, but they often prefer some pure mineral, gem or crystal. Fire Clerics use the flame from a torch or candle, or even dying embers. Water Clerics need as little as a few drops of water, and in extreme

circumstances their own sweat will do. Air Clerics can use the smallest breeze, and even if the air is completely still they can use their own breath.

You can use your holy symbol as a spellcasting focus for your elemental cleric spells.

## ELEMENTAL DOMAIN

The Divine Domain feature is renamed as Elemental Domain. The four elemental domains available to you are Air, Earth, Fire and Water. Each elemental domain is detailed below. Other than that, this feature works as presented in the *Player's Handbook*.

### ELEMENTAL SPELLS

The Domain Spells feature is renamed as Elemental Spells. Extra spells are granted at 11th, 13th and 15th level. Other than that, this feature works as presented in the *Player's Handbook*.

## CHANNEL ENERGY

The Channel Divinity feature is renamed as Channel Energy. Unless otherwise noted, this feature works as presented in the *Player's Handbook*.

### CHANNEL ENERGY: TURN ELEMENTALS

This feature replaces the Turn Undead feature.

As an action, you present your holy symbol and speak ancient incantations to rebuke elemental creatures. Each elemental being that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## OVERPOWER ELEMENTALS

This feature replaces the Destroy Undead feature.

Starting at 5th level, when a creature fails its saving throw against your Turn Elementals



feature, you can overpower it if its challenge rating is at or below a certain threshold, as shown in the Overpower Elementals table.

If is not from the element you worship, the creature is banished for 1 minute (as in the *banishment* spell, no concentration required) if it isn't on its plane of origin.

If the creature is from the element you worship, you can dominate it for 1 minute (as in the *dominate monster* spell, no concentration required). The creature will remain dominated even when taking damage (no new saving throw), unless the damage comes from you or your companions, in which case the domination effect ends immediately. When the minute ends, the creature will remain friendly towards you, unless attacked by you or your companions.

## OVERPOWER ELEMENTALS

Cleric Level    Overpowers Creatures of CR...

5th	1/4 or lower
8th	1 or lower
11th	3 or lower
14th	5 or lower
17th	6 or lower
20th	11 or lower

## PRIMORDIAL INTERVENTION

The Divine Intervention feature is renamed as Primordial Intervention. You call for the intervention of a powerful being from the elemental plane you worship, instead of a deity. Other than that, this feature works as presented in the *Player's Handbook*.

## ELEMENTAL DOMAINS

Elemental Clerics worship one of the four elemental planes: Earth, Air, Fire, or Water. They call upon primordial magical energies from those planes, specializing in one element's magical applications on the prime material plane.

### AIR DOMAIN

For the air elemental clerics the power of air is the power of freedom and change. The air-clerics are nomads and wanderers. Their minds shift like the winds, and seldom seem focused on the matter at hand. They are joyful and they are

tricksters, always taking things lightly. Except when freedom is at jeopardy, as they loath and oppose any kind of oppression, be it physical or spiritual. They always fight fiercely for their own freedom and for that of others.

## AIR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, catapult*</i>
3rd	<i>gust of wind, warding wind*</i>
5th	<i>fly, wind wall</i>
7th	<i>freedom of movement, storm sphere*</i>
9th	<i>control winds*, swift quiver</i>
11th	<i>investiture of wind*, wind walk</i>
13th	<i>etherealness, whirlwind*</i>
15th	<i>control weather</i>
17th	<i>storm of vengeance</i>

\* This spells can be found in the Elemental Evil Player's Companion.

## BONUS PROFICIENCY

At 1st level you gain proficiency with blowguns, hand crossbows and longbows.

## BONUS CANTRIPS

When you choose this domain at 1st level, you gain the *gust\** and *thunderclap\** cantrips if you don't have it already.

## CHANNEL ENERGY: GUIDED PROJECTILE

Starting at 2nd level, you can use your Channel Energy to make a ranged attack with supernatural accuracy. When you make an attack roll with a ranged weapon, you can use your Channel Energy to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

## GUST WINGS

At 6th level, you can call upon whirling gusts of elemental air to lift you. You can use a bonus action to fly 10 feet without provoking opportunity attacks.

## STORM WINDS

At 8th level, you gain the ability to infuse your ranged attacks with storm winds. Once on each of your turns when you hit a creature with a ranged weapon attack, you can cause the attack to deal an extra 1d8 lightning or thunder damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.



## AIRBORN

At 17th level, you have a flying speed of 70 feet.

Also, as an action, you can reduce your flying speed to 30 feet for 1 hour and choose a number of creatures within 30 feet of you equal to 3+your Wisdom modifier. The chosen creatures gain a magical flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can't do so again until you finish a short or long rest.

## EARTH DOMAIN

Earth elemental clerics are immovable as the mountains. They are firm and tenacious, to the fault of being stubborn. Earth has the power to endure but also to crush, and thus earth-clerics are formidable combatants.

From earth also comes the cycle of life in nature. Everything that dies returns to the earth, and gives life to another being. Therefore, earth-clerics despise all types of undead with physical form, and actively seek to destroy them to return their bodies back to the earth where they can be part again of the big cycle of life.

### EARTH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>earth tremor*</i> , <i>goodberry</i>
3rd	<i>earthbind*</i> , <i>spike growth</i>
5th	<i>erupting earth*</i> , <i>meld into stone</i>
7th	<i>stone shape</i> , <i>stoneskin</i>
9th	<i>transmute rock*</i> , <i>wall of stone</i>
11th	<i>bones of the earth*</i> , <i>investiture of stone*</i>
13th	<i>reverse gravity</i> , <i>simulacrum†</i>
15th	<i>earthquake</i>
17th	<i>imprisonment</i>

\* This spells can be found in the Elemental Evil Player's Companion.

† Simulacrum is made from stone or soil, instead of ice or snow.

### BONUS PROFICIENCY

At 1st level you gain proficiency with heavy armor and bludgeoning weapons.

### BONUS CANTRIPS

When you choose this domain at 1st level, you gain the *mold earth\** and *thorn whip\** cantrips if you don't have it already.

### DEEP ROOTS

Also starting at 1st level, you get advantage on skill checks and saving throws against physical

attacks that try to push you or knock you prone (like the shove action, a monk's Open Hand Technique or a wolf's bite attack).

### CHANNEL ENERGY: HARD AS ROCK

Starting at 2nd level, you can use your Channel Energy to make yourself hard as a rock to withstand upcoming harm.

When you are about to receive damage, you can use your reaction to get resistance to all damage except poison and psychic damage. Also if the attack would knock you prone or push you back instead you stay standing where you are.

### FIST OF THE MOUNTAIN

At 6th level, when you deal bludgeoning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

### FEET OF THE MOUNTAIN

Also at 6th level, you can use your reaction to ignore any effect that will push you, pull you or knock you prone. (You only ignore the moving effect, if the effect deals any damage, you still receive that damage).

### CRUSHING STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with uncanny strength. Once on each of your turns when you hit a creature with a bludgeoning weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

### ENDURANCE

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

## FIRE DOMAIN

The most feared of the elemental clerics, most fire-clerics are erratic and destructive as the fire they worship. They can be soothing and warm as a candle flame, but if provoked they easily catch fire, erupting in a blaze of chaos and destruction. For them, fire is the only cleanser that can truly remove the sins and evil of the world.

Most of them are fanatic zealots, crazed by the power of the flames they wield and worship. These fire-clerics have their own moral code,



depending of each personal background and upbringing. And they will enforce it even if it means being consumed by their own fire.

A few others have managed to found peace and equilibrium, understanding the creative and beautiful aspect of fire, in balance with its destructive power.

## FIRE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, searing strike</i>
3rd	<i>flaming sphere, heat metal</i>
5th	<i>fireball, Melf's minute meteors*</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>flame strike, immolation*</i>
11th	<i>investiture of flame*, sunbeam</i>
13th	<i>delayed blast fireball, firestorm</i>
15th	<i>incendiary cloud</i>
17th	<i>meteor swarm</i>

\*This spells can be found in the Elemental Evil Player's Companion.

## BONUS PROFICIENCY

At 1st level you gain proficiency with scimitars and shortswords.

## BONUS CANTRIPS

When you choose this domain at 1st level, you gain the *create bonfire\** and *control flames\** cantrips if you don't have them already.

## CHANNEL ENERGY: BURNING WRATH

Starting at 2nd level, you can use your Channel Energy to wield the power of the fire plane with unchecked ferocity.

When you roll fire or radiant damage, you can use your Channel Energy to deal maximum damage, instead of rolling.

## BLAZING HEART

At 6th level, you gain resistance to fire damage. Whenever you cast a spell other than a cantrip that deals fire or radiant damage, a fiery aura surrounds you. In addition to the spell's effects, creatures of your choice within 10 feet of you take fire damage equal to half your cleric level.

## FIERY STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with fire energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra

1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## CORONA OF FIRE

Starting at 17th level, you can use your action to activate an aura of fire that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

## WATER DOMAIN

Water is the element of life. Water-clerics are healers and preservers, they aid and care for any living creature in need. But never underestimate them, if need be they can also harness the destructive power of water in all its forms. Specially against those that corrupt and harm the land and their ecosystems.

Most water-clerics thrive in coastlines and river shores. And they prefer to stay near any major body of water. Some can be found next to a lake, acting as its guardian. However, a few know how harsh the life in the dessert can be and how desperately water is needed in those regions, so they venture to this lands to lend a hand and comfort those who need them must.

## WATER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create/destroy water, ice knife*</i>
3rd	<i>misty step, Snilloc's snowball swarm</i>
5th	<i>tidal wave*, water breathing</i>
7th	<i>control water, ice storm</i>
9th	<i>cone of cold, maelstrom*</i>
11th	<i>investiture of ice*, wall of ice</i>
13th	<i>regenerate, resurrection</i>
15th	<i>tsunami</i>
17th	<i>mass heal</i>

\*This spells can be found in the Elemental Evil Player's Companion.

## NATURAL SWIMMER

At 1st level, you gain advantage on Strength (Athletics) checks you make to swim, and if you are not proficient with the skill, you can still add your proficiency bonus. Also, swimming does not cost you extra feet of movement.



### **BONUS CANTRIP**

When you choose this domain at 1st level, you gain the *frostbite*\* and *shape water*\* cantrips if you don't have them already.

### **CHANNEL ENERGY: HEALING DRAFT**

Starting at 2nd level, you can use your Channel Energy to bless a small amount of water to infuse it with healing powers.

As a bonus action, you touch a small container filled with water and infuse it with healing energy. A creature drinking the water regains a number of hit points equal to five times your cleric level. The healing properties of the water last until your next turn.

### **DAMP SKIN**

At 6th level, your connection to the elemental plane keeps your skin constantly damped.

You have resistance to acid damage and advantage on saving throws versus fire damage.

Also, since you are constantly hydrated, you only have to drink daily half the amount of water a regular person needs. And you have advantage on Constitution saving throws against dehydration.

### **WATERBREATHING**

Also at 6th level, you can breathe water as well as air.

### **GIFT OF THE WATER LORDS**

At 8th level, you gain one extra Channel Energy use between rests. When you finish a short or long rest, you regain this extra use.

### **ELIXIR OF LIFE**

Also at 8th level, you can use your Healing Draft feature to infuse the water with the effects of a *revivify* spell, instead of healing powers.

### **SUPREME HEALING**

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.



## ELEMENTAL CLERIC SPELLS

### CANTRIPS (0 LEVEL)

Guidance (divination)  
Light (evocation)  
Mending (transmutation)  
Resistance (abjuration)  
Spare the Dying (necromancy)

### 1ST LEVEL

Bane (enchantment)  
Bless (enchantment)  
Command (enchantment)  
Cure Wounds (evocation)  
Detect Evil and Good (divination)  
Detect Magic\* (divination)  
Detect Poison and Disease\* (divination)  
Guiding Bolt (evocation)  
Healing Word (evocation)  
Inflict Wounds (necromancy)  
Protection from Evil and Good (abjuration)  
Purify Food and Drink\* (transmutation)  
Sanctuary (abjuration)  
Shield of Faith (abjuration)

### 2ND LEVEL

Aid (abjuration)  
Augury\* (divination)  
Blindness/Deafness (necromancy)  
Calm Emotions (enchantment)  
Continual Flame (evocation)  
Enhance Ability (transmutation)  
Find Traps (divination)  
Gentle Repose\* (necromancy)  
Hold Person (enchantment)  
Lesser Restoration (abjuration)  
Locate Object (divination)  
Prayer of Healing (evocation)  
Protection from Poison (abjuration)  
Silence\* (illusion)  
Spiritual Weapon (evocation)  
Warding Bond (abjuration)  
Zone of Truth (enchantment)

### 3RD LEVEL

Beacon of Hope (abjuration)  
Bestow Curse (necromancy)  
Clairvoyance (divination)  
Create Food and Water (conjuration)  
Daylight (evocation)  
Dispel Magic (abjuration)  
Feign Death\* (necromancy)  
Glyph of Warding (abjuration)  
Magic Circle (abjuration)  
Mass Healing Word (evocation)  
Sending (evocation)  
Speak with Dead (necromancy)  
Spirit Guardians (conjuration)  
Tongues (divination)  
Water Walk\* (transmutation)

### 4TH LEVEL

Banishment (abjuration)  
Conjure Minor Elementals\*\* (conjuration)  
Death Ward (abjuration)  
Divination\* (divination)  
Guardian of Faith (conjuration)  
Locate Creature (divination)

### 5TH LEVEL

Commune\* (divination)  
Conjure Elemental\*\* (conjuration)  
Contagion (necromancy)  
Dispel Evil and Good (abjuration)  
Geas (enchantment)  
Greater Restoration (abjuration)  
Hallow (evocation)  
Insect Plague (conjuration)  
Legend Lore (divination)  
Mass Cure Wounds (evocation)  
Planar Binding (abjuration)  
Scrying (divination)

### 6TH LEVEL

Blade Barrier (evocation)  
Find the Path (divination)  
Forbiddance\* (abjuration)  
Harm (necromancy)  
Heal (evocation)  
Heroes' Feast (conjuration)  
Planar Ally\*\* (conjuration)  
True Seeing (divination)  
Word of Recall (conjuration)

### 7TH LEVEL

Divine Word (evocation)  
Plane Shift (conjuration)  
Symbol (abjuration)

### 8TH LEVEL

Antimagic Field (abjuration)  
Antipathy/Sympathy (enchantment)  
Holy Aura (abjuration)

### 9TH LEVEL

Astral Projection (necromancy)  
Foresight (Divination)  
Gate (conjuration)

\*This spell has the ritual tag.

\*\* Unless you gain this spell from another source, you can only conjure creatures that match your element with it.