

NOW TURN THE PAGE AND BEGIN YOUR JOURNEY INTO ELEMENTAL MASTERY!

## THE ELEMENTALIST

**E**LEMENTALISTS ARE SPELLCASTERS WHO BOND with a single primal element from their first awakening of power. Unlike wizards who study broad schools of magic, elementalists dedicate themselves entirely to mastering fire, earth, air, or water.

### A FASCINATION WITH POWER

From early childhood, most elementalists display an affinity for their chosen element. Whether drawn to crackling flames, flowing water, solid earth, or rushing wind, the need to understand and control these forces drives them to experiment relentlessly.

### QUICK WIT AND QUICK REFLEXES

Elemental magic is powerful but dangerous. Elementalists must develop both sharp minds and fast reflexes to survive their training. Mistakes can cost fingers—or worse—if you're not quick enough to see them coming or get out of the way.

### CREATING AN ELEMENTALIST

When creating your elementalist, consider your element's influence on your personality. Fire elementalists tend to be passionate and impulsive, earth specialists patient and stubborn, water mages adaptable and flowing, air devotees quick and restless. Most elementalists prioritize Intelligence and Dexterity.

### QUICK BUILD

You can make an elementalist quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Dexterity or Constitution. Second, choose two skills from the elementalist skill list that reflect your elemental affinity.

### CLASS FEATURES

As an elementalist, you gain the following class features.

#### HIT POINTS

**Hit Dice:** 1d6 per elementalist level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per elementalist level after 1st



## THE TERRAMANCER

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Stone's Endurance	3	2	—	—	—	—	—	—	—	—
2nd	+2	Earth Shaper	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	—	4	4	3	2	—	—	—	—	—	—
6th	+3	Tremorsense	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Stone Stride	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Earthen Resilience	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Summon Earth Elemental	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Master of Earth	5	4	3	3	3	3	2	2	1	1

**Spell Slots per Spell Level:** The table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

## THE TERRAMANCER (DIRT MAGE)

**A**S A DIRT MAGE, YOU SPECIALIZE IN EARTH MAGIC, drawing your power from the deepest reaches of the world. You don't just walk the earth—you feel the slow ebb and flow of power beneath your feet. And when the time is right, you unleash that power in strange and fantastic ways.

**The Patient Foundation:** Where others see only dirt and stone, you perceive the enduring strength that holds the world together. Your magic is deliberate, unyielding, and as inevitable as erosion. You excel at slowing down your enemies at lower levels and decimating them at higher levels. Though others may underestimate you, you are a force to be relied upon.

You may choose to blend into society, appearing unremarkable to the untrained eye, but you carry a quiet pride in your abilities. While you might prefer solitude, you remain fiercely loyal to the few companions who have earned your trust.

**Creating a Terramancer:** Consider how your connection to earth shaped you. Did you grow up surrounded by mountains, deep in mines, or crossing endless deserts? Terramancers often value Constitution alongside Intelligence, reflecting their enduring nature and tactical patience.

### TERRAMANCER FEATURES

## DIRT MAGE CLASS FEATURES BY LEVEL

### STONE'S ENDURANCE

#### 1st-level Terramancer feature

Your bond with elemental earth grants you supernatural resilience. You gain the following benefits:

**Earthen Constitution.** You have proficiency in Constitution saving throws. If you would normally have proficiency in Wisdom saving throws from your class, you instead have proficiency in Constitution saving throws.

**Stone Skin.** While you aren't wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

**Immovable.** You have advantage on saving throws against being knocked prone.

### EARTH SHAPER

#### 2nd-level Terramancer feature

You can manipulate earth and stone with a thought. As an action, you can reshape natural earth or unworked stone you can see within 30 feet. You can affect up to 5 cubic feet of material, creating simple shapes such as handholds, steps, or small openings.



The changes you make are instantaneous and permanent. You cannot use this feature to deal damage, trap creatures, or create complex mechanisms. This feature doesn't work on worked stone (such as brick walls or carved structures) or stone that is part of a magic item. You can use this feature a number of times equal to your Intelligence modifier (minimum of once),

and you regain all expended uses when you finish a long rest.

**At Higher Levels.** When you reach 10th level in this class, you can affect up to 10 cubic feet of material, and you can reshape worked stone by succeeding on an Intelligence (Arcana) check (DC 15).

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 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.

## TREMORSENSE

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### 6th-level *Terramancer* feature

Your connection to earth allows you to sense vibrations through the ground. You gain tremorsense with a range of 30 feet while you are in contact with the ground or a stone surface.

Tremorsense allows you to detect and pinpoint the origin of vibrations within range, provided that you and the source of the vibrations are in contact with the same surface. Tremorsense can't be used to detect flying or incorporeal creatures.

## STONE STRIDE

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### 10th-level *Terramancer* feature

You can move through earth and stone with supernatural ease.

**Earthmeld.** As a bonus action while you are standing on earth or stone, you can magically step into the ground and emerge from another point on the same surface within 60 feet. You must be able to see or specify your destination. You can use this ability a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

**Planar Travel.** As an action, you can transport yourself to the Elemental Plane of Earth. You can bring up to a number of willing creatures equal to your Intelligence modifier that you can see within 30 feet.

While on the Elemental Plane of Earth, you and creatures you brought have resistance to bludgeoning damage and can breathe normally. If you remain on the plane for more than 24 hours, these protections fade until you return to the Material Plane.

You can return to the Material Plane as an action, appearing in the spot you left or the nearest unoccupied space. All creatures you brought must return with you.

Once you use the planar travel, you can't use it again until you finish a long rest.

## EARTHEN RESILIENCE

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### 14th-level *Terramancer* feature

Your body takes on the properties of living stone, deepening your connection to the earth. You gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You are immune to the petrified condition.
- Difficult terrain made of earth or stone doesn't cost you extra movement.

- Your tremorsense range increases to 60 feet, and you can detect vibrations through any solid surface, not just earth or stone.

## SUMMON EARTH ELEMENTAL

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### 18th-level *Terramancer* feature

You can call upon the power of elemental earth to serve you. As an action, you summon an earth elemental in an unoccupied space you can see within 60 feet. The elemental uses the earth elemental stat block and is friendly to you and your companions for the duration.

In combat, the elemental shares your initiative count and takes its turn immediately after yours. You can command it mentally (no action required), and it obeys your commands to the best of its ability. If you don't issue a command, the elemental defends itself but otherwise takes no actions.

The elemental remains for 1 hour, until it is reduced to 0 hit points, or until you dismiss it (no action required).

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

## MASTER OF EARTH

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### 20th-level *Terramancer* feature

You have achieved perfect unity with elemental earth, becoming a living embodiment of stone and soil. You gain the following benefits:

**Earthen Body.** You gain immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

**Earth Glide.** You gain a burrowing speed equal to your walking speed. You can burrow through nonmagical earth and stone at your full burrowing speed, leaving no tunnel behind unless you choose to create one.

**Earthshaker.** You can cast the *earthquake* spell once without expending a spell slot. Once you cast the spell using this feature, you can't do so again until you finish a long rest.

**Timeless Stone.** You no longer age, and you can't be aged magically.



## I'M A ROCK I TELL YA

### Evocation cantrip

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** S, M (a bit of granite)
- **Duration:** Concentration, up to 1 hour

You pull your cloak around you and drop to all fours, magically masking your presence by appearing to be a mundane, medium-sized boulder. While you remain motionless, you have a +10 bonus to Dexterity (Stealth) checks and cannot be detected by tremorsense. If you move, take an action, or take damage, the illusion fades.



## BOG

### 1st-level evocation

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (a bit of wet clay)
- **Duration:** Concentration, up to 1 minute

You transform a 20-foot square of ground into a thick, sticky bog. The area becomes difficult terrain. A creature that starts its turn in the area or enters it for the first time on a turn must succeed on a Strength saving throw or have its speed reduced to 0 until the start of its next turn.

## THE UNWASHED MASSES

### 1st-level evocation

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** 24 hours

You target up to six creatures within range. For the duration, their clothes become stained, their hair becomes greasy, and they emit a faint odor of wet earth and sweat. The affected creatures have disadvantage on Charisma (Persuasion) checks made against civilized nobility or high-society NPCs, but they gain advantage on Charisma (Deception) checks to blend in with beggars, laborers, or miners.

## 5TH LEVEL SPELLS

### CREATE STONE GOLEM

#### 5th-level conjuration (ritual)

- **Casting Time:** 1 action (or 1 hour as a ritual)
- **Range:** 60 feet
- **Components:** V, S, M (a small stone figurine worth 100gp)
- **Duration:** Concentration, up to 1 hour

You breathe life into the earth, causing a Medium-sized **Stone Golem** to rise from the ground in an unoccupied space within range. It has the statistics of a **Stone Defender** (MTF), but its type is elemental. It is friendly to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required). If the golem is reduced to 0 hit points, it crumbles into mundane rubble.

**Imbuing Immunities:** While the golem exists, you can cast certain spells on it to grant it damage immunities. The golem absorbs the spell's magic and gains immunity to the relevant damage type for the golem's remaining duration. Spells that can imbue immunities:

Protection from Poison or Lesser Restoration (cast to remove poisoned condition) → Immunity to poison damage

Protection from Energy (fire/cold/lightning/acid) →

Immunity to chosen damage type Any spell granting psychic resistance → Immunity to psychic damage

Additionally, if you cast Magic Weapon or Elemental Weapon on the golem, its slam attacks count as magical for overcoming resistance and immunity to nonmagical attacks.

**Imbuing Cost:** Casting spells on the golem consumes spell slots but NOT material components. Benefits last for the golem's entire duration.



## OPEN THE EARTH

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### *5th-level transmutation*

- **Casting Time:** 1 action
- **Range:** 150 feet
- **Components:** V, S, M (a small silver wedge worth 50 gp)
- **Duration:** Concentration, up to 1 minute

You cause a fissure to tear open in the ground in a line 60 feet long, 10 feet wide, and 30 feet deep. Each creature in the area must make a Dexterity saving throw. On a failure, the creature falls into the fissure and takes 3d6 bludgeoning damage. On a success, the creature moves to the nearest unoccupied space at the fissure's edge.

The walls of the fissure grind and shift violently. At the start of each of your turns, each creature in the fissure must make a Dexterity saving throw, taking 4d10 bludgeoning damage on a failed save, or half as much on a successful one.

A creature can use its action to attempt to climb out with a DC 15 Strength (Athletics) check, moving up to 10 feet on a success. When the spell ends, the fissure remains but stops dealing damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the grinding damage increases by 1d10 for each slot level above 5th.

## IMMUNITY TO ELEMENTS

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### *6th-level abjuration*

- **Casting Time:** 1 action
- **Range:** Self (30-foot radius)
- **Components:** V, S, M (a scale from an elemental creature)
- **Duration:** Concentration, up to 1 hour

An aura of elemental protection emanates from you in a 30-foot radius and moves with you, remaining centered on you. When you cast this spell, choose one damage type: fire, cold, lightning, or thunder. All friendly creatures within the aura gain immunity to the chosen damage type for the duration.

Additionally, affected creatures ignore environmental effects associated with the chosen element. This includes:

- **Fire:** Move through flames without harm, ignore extreme heat
- **Cold:** Ignore extreme cold, move across ice without slipping
- **Lightning:** Ignore electrical hazards, metal objects don't conduct damage to you
- **Thunder:** Immune to thunder-based environmental effects like shockwaves

## GRAVITY SHIFT

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### *7th-level evocation*

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S, M (a gyroscope made of lodestone worth at least 250 gp)
- **Duration:** Concentration, up to 1 minute

You alter the direction of gravity within a 50-foot cube centered on a point you can see within range. Choose a surface within the cube (a wall, the floor, the ceiling, or even empty air)—that surface becomes “down” for all creatures and objects in the area.

When you cast this spell, and whenever you change the direction of gravity, all creatures and unsecured objects in the area immediately “fall” toward the new down surface. Creatures fall up to 50 feet and take falling damage as normal if they impact the surface. A creature can attempt to grab onto something as it falls by succeeding on a Dexterity saving throw (DC equals your spell save DC).

**Reorienting Gravity:** You can use a bonus action on each of your turns to change which direction is “down” within the area. When you do so, choose any surface or direction (including diagonal)—all creatures and objects immediately reorient and fall toward the new surface.

**Effects While the Spell Persists:**

- Creatures can move normally relative to the current orientation. A creature standing on a wall can walk across it as if it were the floor.
- Creatures entering the area for the first time on a turn or starting their turn in the area must make a Dexterity saving throw or fall toward the current “down” surface.
- Ranged attacks passing through or made from within the area have disadvantage as projectiles follow unexpected trajectories.
- Creatures that leave the area return to normal gravity instantly and may fall if not supported.

**Tactical Considerations:** By changing the direction of gravity each round, you can repeatedly slam creatures into different surfaces. For example, you could make the north wall “down” on round 1 (creatures slam into it), then make the south wall “down” on round 2 (creatures slam into the opposite wall), dealing falling damage each time.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the size of the cube increases by 10 feet for each slot level above 7th (60-foot cube at 8th level, 70-foot cube at 9th level).