

ALPHA ELEMENTALIST

An alpha who has connected to the natural elements at an unnatural - some would even say supernatural - level, and through this connection they connect with the elemental creatures of the world. Whether commanding tiny mephits or massive elementals, the elementalists brings a wide range of powerful abilities to bear without requiring food or sleep to sustain the members of his/her pack.

Elementals are rarer than some of the other subclass creature types (more common than fey, but less common than the rest), but what you get from elementals is a wide range of control and damage options. Need to clean out lots of chaff, fire elementals are great at that. Need to push away hostile creatures that are getting near you? Air elementals are your go-to friends. Need to surprise an opponent on watch for you? Send earth elementals to pop out of the ground.

So elementalists augment their creature companions with elemental forces, capable of dealing damage and tactically shifting the equation through their unique abilities. Use them all for the ultimate elemental controlling experience.

PRIMORDIAL POWER

Starting at 3rd level, you may add elemental creatures to your pack. In addition, you and your pack members learn the Primordial language and its dialects (ignan, terran, etc.) if you/they do not have it already. If you already have proficiency with the Primordial language you may command your pack as a reaction rather than a bonus action for the turn.

ELEMENTAL REACTION

Starting at 6th level, you channel your growing connection to the elemental forces of the world to your advantage when struck. When you or a pack member suffer damage, you or the pack member may spend your reaction to gain one of the following elemental benefits: you may **channel air** (moving up to 10 feet without provoking opportunity attacks), **channel water** (reducing non-physical damage by 1d6), **channel earth** (reducing physical damage by 1d6), **channel fire** (dealing 1d6 fire damage to a hostile creature within 5 feet of you), **channel sand** (reducing the damage by 1d4 and moving up to 5 feet without invoking opportunity attacks), and **channel crystal** (reducing the damage by 1d4 and adding that damage to your next damage roll).

ROILING ELEMENTS

Starting at 11th level, your connection to the elements allows you and your pack members to channel elemental power when dealing damage. When dealing damage on your turn, select a damage type that is dealt by one of your elemental pack members: add 1d6 of that damage type to your attack. When a pack member deals damage on your turn, select a damage type that is done by one of your elemental pack members: add 2 of that damage type to the attack.

HEIGHTENED ELEMENTS

Starting at 14th level, the power of the elements roils through you and your pack members, enhancing the power of your elemental strikes. The saving throw DC for the elemental powers of you and your pack members increases by 3. The elemental damage of you and your pack members increases by 3.