

Elemental clerics embody the concepts of pure elements, such as air, earth, fire, and water, in addition to the philosophies espoused by their deities or pantheon. For example, fire can be destruction and renewal, water healing or resilience, air the fury of storms or the caress of the wind, and earth a source of strength or steel.

Some clerics take on only one aspect of the elements, becoming specialized in those ideals in addition to other facets of their chosen faith, while others worship all aspects of the elements in conjunction with each other as a fundamental cosmic whole or a swirling chaos of elemental matter and energy.

In Alfaysia, clerics that embody singular elements have been known to worship [Girru](#) (fire), [Ramuh](#) or [Bahamut](#) (Air, Lightning), [Auril](#)(Cold), and [Nanshe](#) (Water). Generic elemental clerics have been associated with the [Draconic Dogma](#), and [Danaan](#) of the [The Old Faith](#).

Cleric Level	Feature
1st	Elemental Domain Spells, Elemental Transmutation
2nd	Channel Divinity: Elemental Wrath
6th	Defy the Elements
8th	Elemental Power
17th	Elemental Investiture

Elemental Domain Spells

1st-level Elemental Domain Feature

Cleric Level	Spells
1st	<i>absorb elements, chromatic orb</i>
3rd	<i>become (stone/fire/water/wind)^k</i> <i>calm (air/earth/flames/water)^{ry}</i>
5th	<i>elemental weapon, protection from energy</i>



7th *elemental bane, summon
elemental*

9th *elemental shield*^{hb},
elemental armor^{dk}

Bonus Cantrips

1st-level Elemental Domain Feature

When you choose this domain at 1st level, you gain two cantrips of your choice from the following list: *control flames, mold earth, gust, and shape water*. They count as cleric spells for you, but they don't count against your number of cantrips known.

Elemental Transmutation

Also at 1st level, as a bonus action you can change a spell's element you cast that contains acid, bludgeoning, cold, fire, lightning, thunder, or water damage to another element type.

Channel Divinity: Elemental Wrath

2nd-level Elemental Domain feature

Starting at 2nd level, you can use your Channel Divinity to wield the power of the elements with unchecked ferocity. When you roll air/lightning/thunder, earth/bludgeoning, fire, or water/cold damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

Defy the Elements

6th-level Elemental Domain feature

At 6th level, you gain advantage on saving throws against attacks or effects from creatures with the elemental type equal to your chosen element type.

Elemental Power

8th-level Elemental Domain feature

At 8th level, you can add an additional 2d6 acid, bludgeoning, cold, fire, lightning, thunder, or water damage to any elemental-based spell you cast that deals damage.

Elemental Investiture

17th-level Elemental Domain feature

Starting at 17th level, you learn the *Investiture of Flame/Ice/Stone/Wind* spells. They count as a cleric spells for you. You always have them prepared, and they don't count against the number of spells you can prepare each day. You can cast one of these spells for free per long rest, or you can cast them with available spell slots.

Profile

Type

Domain