



BENDER

Bare, clawed feet part river-rounded gravel as a tengu sweeps through motions as graceful as any dancer's, the surging water parting to allow her and her weary companions a peaceful crossing.

With patient composure, an oniborne deflects a hail of flaming arrows, redirecting their heat into a cascade of blue flame and burning fists.

The clack of jagged obsidian, splash of glacial water, and warmth of flaming eddies gather within a rushing whirlwind. Drifting out of these massed elements is a glowing hanamori, a primordial incarnation of their mortal form.

These benders, as disparate as their affinities might be, are defined by their connection with the elements: a magic manifested through precise and practised movements. More than a martial art, their motions are a spectacular union

of magical and physical virtuosity, each twist and flick a nuanced touch of the Weave. For some, this is a weapon of war, of thunderclaps and fists of rock. For others, this is a tool to preserve, to craft shields of ice and invigorate with an inner flame. Whether a bender chooses to study all the elements—earth, air, water, and fire—or to master just one, the primordial forces of nature are theirs to command.

QUICK BUILD

You can make a bender quickly by following these suggestions. First, put your highest ability score in the ability you choose for your spellcasting: Intelligence, Wisdom, or Charisma, followed by Dexterity. Second, choose the elementalist background.

THE BENDER

Level	Proficiency Bonus	Class Features	Cantrips Known*	—Spell Slots per Spell Level—				
				1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Elemental Affinity (1), Elemental Strikes	2	2				
2nd	+2	Elemental Combo	2	2				
3rd	+2	Bender Discipline	2	3				
4th	+2	Ability Score Improvement	2	3				
5th	+3	Extra Attack	2	4	2			
6th	+3	Elemental Affinity (2)	2	4	2			
7th	+3	Discipline Feature, Improved Extra Attack (optional)	2	4	3			
8th	+3	Ability Score Improvement	2	4	3			
9th	+4	—	2	4	3	2		
10th	+4	Elemental Affinity (3)	3	4	3	2		
11th	+4	Primordial Form	3	4	3	3		
12th	+4	Ability Score Improvement	3	4	3	3		
13th	+5	—	3	4	3	3	1	
14th	+5	Elemental Affinity (4)	4	4	3	3	1	
15th	+5	Discipline Feature	4	4	3	3	2	
16th	+5	Ability Score Improvement	4	4	3	3	2	
17th	+6	—	4	4	3	3	3	1
18th	+6	Primordial Avatar	4	4	3	3	3	1
19th	+6	Ability Score Improvement	4	4	3	3	3	2
20th	+6	Discipline Feature	4	4	3	3	3	2

*This value may be higher if you take new Elemental Affinities. See Elemental Affinity, page 159.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per bender level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bender level after 1st

PROFICIENCIES

Armour: Light armour

Weapons: Simple weapons, chakrams, nunchaku, shortswords, shuriken, starknives*, twinblades*

Tools: One type of artisan's tools or one musical instrument of your choice

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

*If you have *L'Arsene's Ledger of Treasures and Trinkets*, your GM may also grant your bender proficiency with these weapons.

EQUIPMENT

You start with the following items, in addition to anything provided by your background:

- (a) a quarterstaff, (b) a chakram, or (c) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Leather armour and 10 shuriken

If you forgo this starting equipment, as well as the items offered by your background, you start with **5d4 x 10 gp** to buy your equipment.

MULTICLASSING

Ability Score Minimum. As a multiclass character, you must have at least a 13 in the spellcasting ability from your bender Spellcasting feature to take a level in this class, or to take a level in another class if you are already a bender.

Proficiencies Gained. If bender isn't your initial class, when you take your first level as a bender, you gain proficiency with simple weapons.



Spell Slots. Add half your levels (rounded up) in the bender class to the appropriate levels from other classes to determine your available spell slots.

SPELLCASTING

1st-Level Bender Feature

As a bender of elements, you use the motions of your corporeal form to coax the Weave into manipulating the primordial forces.

CANTRIPS

You know two cantrips of your choice from your bender spell list (see Elemental Affinity). At higher levels, you learn additional cantrips of your choice, as shown in the Cantrips Known column of the Bender table. Your Elemental Affinity feature also allows you to learn more cantrips at higher levels.

PREPARING AND CASTING SPELLS

The Bender table shows how many spell slots you have to cast your bender 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.

You prepare the repertoire of bender spells that are available for you to cast, choosing from your bender spell list (see Elemental Affinity). When you do so, choose a number of these spells equal to your bender spellcasting ability modifier + half your bender level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level bender, you have four 1st-level and two 2nd-level spell slots. With a spellcasting ability of 14, your repertoire of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *thunderwave*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your repertoire of prepared spells.

You can change your repertoire of prepared spells when you finish a long rest. Preparing a new repertoire of bender spells requires time spent practising their movements and gestures: at least 1 minute per spell level for each spell in your repertoire.

SPELLCASTING ABILITY

When you gain your first level in this class, you choose which spellcasting ability you use for your bender spells from Intelligence, Wisdom, and Charisma. You use this ability whenever a bender spell refers to your spellcasting ability. In addition, you use this ability's modifier when setting the saving throw DC for a bender spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your spellcasting ability modifier

Spell attack modifier = your proficiency bonus
+ your spellcasting ability modifier

RITUAL CASTING

You can cast a bender spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use your free hand as a spellcasting focus for your bender spells. This free hand can be used for both the somatic and material components for a spell, provided the material component has no cost and isn't consumed by the casting.

FLAVOURING BENDER SPELLS

Benders induce magical effects through movement. These movements are a precise sequence—similar to the katas practised in karate—and a specific sequence will always result in a specific spell or magical effect. You might describe preparing a spell at the end of a long rest as practising a martial form, or convey a spell not taking effect as its bender slipping on a rock during the sequence. A ritual spell might involve the same sequence being performed repeatedly, each iteration coaxing the elements into the desired effect.

When a spell takes effect, it is always linked to the elements in some way. A *shield* spell cast by a bender with air affinity might appear like tumultuous gusts of wind, while that of an earth bender could condense dust into a rocky plate, or cause a pillar of earth to deflect an incoming blow. A *hold person* spell could be flavoured as a water bender controlling the water within a person, while a fire bender's *major image* could be described as a heat-induced shimmering of the air.

ELEMENTAL AFFINITY

1st-Level Bender Feature

You find attunement with one of the four elements. Choose one of the following: air, earth, fire, or water. The spells associated with that element (see Bender Spell List on page 164) are added to your bender spell list.

Each element is associated with one or two damage types:

- **Air:** Thunder.
- **Earth:** Acid & bludgeoning.
- **Fire:** Fire & lightning.
- **Water:** Cold.





At Higher Levels. At 6th, 10th, and 14th levels, you choose one of the four elements to gain affinity with, either a new element or one you've chosen before. This has some immediate effects and interacts with some subclass features (see below).

- **New Elemental Affinity.** If you choose a new element with which to gain affinity, you add its spells to your bender spell list, and you learn one cantrip of your choice from the new element's list. This cantrip doesn't count against the number of cantrips you know.
- **Repeated Elemental Affinity.** If you choose an element for which you already had affinity, spells that you cast from that spell list are cast one level higher than the level of spell slot you expend. This effect stacks; if you choose to gain affinity with the same element four times, your spells from that element's list are cast three levels higher than the spell slot you expend.

ELEMENTAL STRIKES

1st-Level Bender Feature

You have learnt to unite magic with movement, giving you a unique and deadly combat style. When you take the Attack action, you can make melee or ranged spell attacks called elemental strikes as one or more of your attacks. The strike deals damage of a type with which you have affinity (your choice when you make the attack).

- **Melee.** A melee elemental strike is an unarmed strike that has a reach of **10 feet** and deals damage equal to **1d6** plus your bender spellcasting ability modifier on a hit.
- **Ranged.** A ranged elemental strike has a range of **60 feet** and deals damage equal to **1d4** plus your bender spellcasting ability modifier on a hit.

This damage does not increase with level. However, any magic items that confer a bonus to the attack and damage rolls of your unarmed strikes confer the same bonus to your elemental strikes.



The superior strikes for these attacks are Flurry (for melee attacks) and Battery Strike (for ranged attacks), both unlocked by the tier 2 Pugilist advanced technique. See the Advanced Weapon Masteries chapter on page 83 for more details on superior strikes and advanced techniques.

ELEMENTAL COMBO

2nd-Level Bender Feature

Your strikes manifest elemental energy, which you can unleash at the peak of your combination. On your turn, after you make a weapon attack or elemental strike, or after you cast a levelled spell from your bender spell list, you can release a jet of elemental energy as a bonus action. Make a **melee spell attack** against a creature within **10 feet** of you or a **ranged spell attack** against a creature within **60 feet** of you. On a hit, it deals **1d4** damage of a type with which you have affinity. If the target of this attack is within **10 feet** of you, you can add your spellcasting ability modifier to the damage.

At Higher Levels. This attack's damage increases by **1d4** when you reach 6th level (**2d4**), 10th level (**3d4**) and 14th level (**4d4**) in this class.

BENDER DISCIPLINE

3rd-Level Bender Feature

You choose an aspect of how nature manifests, which you embody in your manipulation of the elements. Your discipline choice grants you features at 3rd level and again at 7th, 15th, and 20th level.

ABILITY SCORE IMPROVEMENT

4th-Level Bender Feature

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. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

5th-Level Bender Feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

IMPROVED EXTRA ATTACK

Optional 7th-Level Bender Feature

This feature replaces the Extra Attack feature and works with features that interact with Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

When you reach 7th level in this class, your movements allow you to imbue magic in the elements you bend. When you take the Attack action, you can cast one cantrip in the bender spell list that you know in place of one of your attacks. This cantrip must have a casting time of one action, and it is cast at its lowest level.

For example, if you are an 11th-level bender and use this feature to replace an attack with a casting of *fire bolt*, the cantrip deals **1d10** damage (instead of **3d10**).

PRIMORDIAL FORM

11th-Level Bender Feature

As a bonus action, you embody aspects of a chosen element. Choose one of the elements with which you have affinity. For **1 minute**, or until you fall unconscious, you can cast 1st-level spells associated with that element (see Bender Spell List, page 164) even if you do not have them prepared and without expending a spell slot. Note: as spells cast using this feature don't expend spell slots, they are not automatically upcast to higher levels if you have repeated elemental affinities. In addition, you gain a benefit based on that element:

- **Air: Untouchable.** You have **resistance** to bludgeoning, slashing, and piercing damage.
- **Fire: Alight.** At the end of each of your turns for the duration, creatures of your choice within **10 feet** of you take fire damage equal to your bender spellcasting ability modifier (minimum 1).
- **Earth: Solid.** You gain a **+2 bonus** to AC.
- **Water: Fluid.** You gain a pool of vitality equal to five times your bender level. At the end of each of your turns for the duration, you can cause up to three creatures of your choice within **10 feet** of you to regain **5 hit points** (no action required), expending an equal amount of vitality from your pool to do so.

After you use this feature, you can't do so again until you finish a long rest.

Starting at 17th level, while in your primordial form, you can cast spells of 2nd level or lower without expending a spell slot.



PRIMORDIAL AVATAR

18th-Level Bender Feature

As an action, you become a primordial incarnation of your mortal form. You gain **50** temporary hit points as well as benefits based on your Elemental Affinities, which last for **10 minutes**, or until you fall unconscious. After you enter this state using this feature, you can't do so again until you finish a long rest. You gain one benefit for each elemental affinity you have (new or repeated).

PRIMORDIAL AVATAR, AIR BENEFITS

Air Affinities	Benefit
1	Your walking speed increases by 15 feet . You gain a flying speed of 60 feet .
2	You are immune to thunder damage and the grappled and restrained conditions.
3	Once on each of your turns, you can cast the <i>misty step</i> spell without expending a spell slot (no action required). You can't do so while incapacitated.
4	Your walking and flying speeds each increase by 15 feet (30 feet total walking speed increase, and flying speed of 75 feet). You are under the effects of the <i>freedom of movement</i> spell.

PRIMORDIAL AVATAR, EARTH BENEFITS

Earth Affinities	Benefit
1	You gain a new way to calculate your AC: 14 + your bender spellcasting ability modifier.
2	You are immune to acid damage and automatically succeed on saving throws made to avoid being moved against your will or knocked prone.
3	You gain 3d6 temporary hit points at the start of each of your turns.
4	You can cast the <i>shield</i> or <i>shielding word</i> * spell without expending a spell slot or using your reaction. You can't do so while incapacitated. After you cast either spell in this way, you can't do so again until the start of your next turn.

*See page 293

PRIMORDIAL AVATAR, FIRE BENEFITS

Fire Affinities	Benefit
1	The first time you hit a target with an attack on each of your turns, you deal an extra 2d6 fire or lightning damage to it (your choice when you gain this benefit).
2	You are immune to fire damage.
3	You can cast the <i>hellish rebuke</i> spell at 2nd level without expending a spell slot or using your reaction. You can't do so while incapacitated. After you cast the spell in this way, you can't do so again until the start of your next turn.
4	You are under the effects of the <i>fire shield</i> spell (warm shield only).

PRIMORDIAL AVATAR, WATER BENEFITS

Water Affinities	Benefit
1	You gain a swimming speed of 60 feet . Once on each of your turns, you can take the Help action targeting any creature you can see within 30 feet of you (no action required).
2	You are immune to cold damage.
3	When a creature you can see within 30 feet of you succeeds on a saving throw or an attack roll, you can force the creature to reroll the d20 and use the lower roll (no action required). After you do so, you can't do so again until the start of your next turn.
4	You are under the effects of the <i>true seeing</i> spell.

PRIMORDIAL AVATAR EXAMPLE

A bender with two affinities in water, one in earth, and one in fire would gain four benefits in total. They would gain the first and second benefits from the Water Benefits table (a swimming speed and immunity to cold damage), and the first benefit from each of the Earth Benefits and Fire Benefits tables (a new way to calculate their AC, and extra fire or lightning damage on their attacks).

BENDER SPELL LIST

Benders control the primordial forces through manipulation of the Weave. The spell list for the bender class, including spells from the SRD (the free 5th-edition source rules), is provided below, sorted by their element. Spells with asterisks (*) are new spells that can be found in Chapter 13 on page 273.

SPELLS NOT IN THESE LISTS

If you want to use spells from other 5e sources that are not mentioned in this list, feel free! When deciding whether an element should get access to a spell, use the following spell lists as an indication of what might be appropriate to learn. If, as a player, you encounter spells that are not on the lists below that deal these damage types or use the associated elements, work with your GM to decide if they can be added to that element's list.

BENDER: AIR SPELLS

CANTRIPS (0 LEVEL)

Concussion*
Dash Strike*
Smokescreen*
Softens Descent*

1ST LEVEL

Color Spray
Expeditious Retreat
Feather Fall
Fog Cloud
Hideous Laughter
Jump
Longstrider
Repulsing Palm*
Thunderwave
Unseen Servant
Wind Drake*

2ND LEVEL

Blur
Calm Air*
Enhance Ability (Cat's Grace only)
Gust of Wind
Levitate
Mirror Image
Misty Step
Redirect Lightning*
Shatter
Silence
Wind Strike*

3RD LEVEL

Call Lightning
Depth Charge*
Flashbang*
Fly
Gaseous Form
Haste
Switcheroo*
Wind Wall

4TH LEVEL

Cloud Stride*
Conjure Minor Elementals (air only)
Dimension Door
Freedom of Movement
Hallucinatory Terrain
Sundering Sky*
Tempestuous Transformation*

5TH LEVEL

Conjure Elemental (air only)
Cyclone*
Iminada's Umigiri*
Mislead
Planar Binding (air elemental only)
Raiko's Rending Rage*

BENDER: EARTH SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
Earthen Fist*
Reinforce*
Resistance
Shillelagh

3RD LEVEL

Acid Rain*
Meld Into Stone
Mireball*

4TH LEVEL

Conjure Minor Elementals (earth only)
Rock Tomb*
Slatestorm*
SteelSkin*
Stone Shape
Stoneskin

5TH LEVEL

Conjure Elemental (earth only)
Eruption*
Nomi's Adamantine Carapace*
Passwall (stone only)
Planar Binding (earth elemental only)
Wall of Stone

2ND LEVEL

Acid Arrow
Barkskin
Calm Earth*
Earthskin*
Enhance Ability (Bear's Endurance or Bull's Strength only)
Protection*
Protection From Poison
Shielding Word*
Snakebite*
Spike Growth

BENDER: FIRE SPELLS

CANTRIPS (0 LEVEL)

Dancing Lights
Fire Bolt
Incendiary Strike*
Light
Minor Illusion
Shocking Grasp
Spark*

3RD LEVEL

Daylight
Fireball
Flaming Tiger Leap*
Haste
Lightning Bolt
Major Image

4TH LEVEL

Conjure Minor Elementals (fire only)
Fire Shield (warm only)
Greater Invisibility
Lion's Roar*
Wall of Fire

1ST LEVEL

Burning Hands
Color Spray
Faerie Fire
Flash*
Hellish Rebuke
Heroism
Inner Flame*
Silent Image

5TH LEVEL

Conjure Elemental (fire only)
Flame Strike
Feverskin*
Magatsuchi's Lantern*
Planar Binding (fire elemental only)
Raiko's Rending Rage*

2ND LEVEL

Calm Flames*
Continual Flame
Enhance Ability (Eagle's Splendor only)
Flame Blade
Flaming Sphere
Heat Metal
Invisibility
Redirect Lightning*
Scorching Ray
Wanyūdō's Fury*

BENDER: WATER SPELLS

CANTRIPS (0 LEVEL)

Guidance
*Pins & Needles**
Ray of Frost
Spare the Dying
*Water Whip**

1ST LEVEL

Charm Person
Command
Create or Destroy Water
Detect Poison and Disease
*Ice Moon**
Purify Food & Drink

2ND LEVEL

Aid
*Bloodweave**
Calm Emotions
*Calm Waters**
*Endoleech**
Enhance Ability (Owl's Wisdom only)
Hold Person
Lesser Restoration
*Mirror of Reflection**
*Riptide**
Suggestion

3RD LEVEL

*Acid Rain**
Clairvoyance
*Extract Shirikodama**
Hypnotic Pattern
*Ryoko's Revelation**
Sleet Storm
Slow
*The Bends**
Water Breathing
Water Walk
*Water Wyrm**

4TH LEVEL

*Cage of Frozen Tears**
*Cloud Stride**
Compulsion
Conjure Minor Elementals (water only)
Control Water

Divination

Ice Storm

5TH LEVEL

*Bakuryō's Blessed Blizzard**
Cone of Cold
Conjure Elemental (water only)
Dominate Person
Hold Monster
*Iminada's Umigiri**
Planar Binding (water elemental only)
Scrying
*White Water Wall**

BENDER DISCIPLINES

The elements are every bender's tool, the instrument with which they dazzle an audience, save souls from natural disaster, or strike down foes. As varied as the myriad ways in which nature manifests, different benders find inspiration from different facets of nature. Some feast on the catastrophic eruption of a volcano, a tumultuous torrent of fire and earth. Others are roused by stoic glaciers and the impenetrable teeth of high mountains. And the bountiful creche of gentle winds and clean water provides succour for those who nurture values of growth and wellbeing. At 3rd level, you choose the aspects of nature that inspire your command of the elements.

DISCIPLE OF FEROCITY

Disciples of Ferocity traverse battlefields as a whirlwind of blades, fists, and elemental fury. Whether it be with the deadly patience of a stalking predator or the reckless abandon of a raging barbarian, these benders rely on an unflinching offence as the solution to that which stands in their way. They are students of devastation. Armed and armoured, their movements embody the destructive forces of nature: desolating wildfires, wrenching tornadoes, surging tsunamis, and rending earthquakes.

How did you come to follow such a path? Perhaps you were a mercenary exposed to primordial influences. Maybe you were a sailor, using wind and water to shorten sea voyages and protect your crew from pirates and raiders. Conversely, you may be an acolyte of pacifism, unleashing your destructive potential when fear overrides your better judgement. The choice is yours, and the elements are your weapons.



BONUS FEROCITY SPELLS

3rd-Level Disciple of Ferocity Feature

The following spells are added to your bender spell list. They always take the form of an element associated with your Elemental Affinity. For example, a *guardian of faith* may take the form of a giant stalagmite projecting spears of rock (earth affinity) or a storm cloud letting loose booms of thunder (air affinity). Once you gain access to a discipline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Bender Level	Spells
3rd	<i>magic missile</i> *
5th	<i>magic weapon</i>
9th	<i>blink</i> **
13th	<i>guardian of faith</i> *
17th	<i>arcane hand</i> *

*The damage type is one for which you have affinity instead of what is specified (you choose when you cast the spell).

**You move to a Border-Elemental Plane associated with your Elemental Affinity (see page 159).

MARTIAL PROFICIENCIES

3rd-Level Disciple of Ferocity Feature

You gain proficiency with medium armor, shields, and martial weapons, and you can use any weapon you are proficient with as a spellcasting focus for your bender spells.

ELEMENTAL CONDUIT

3rd-Level Disciple of Ferocity Feature

You have learnt to channel elemental energy beyond your fist to the weapons you wield. You can use your bender spellcasting ability instead of Strength or Dexterity for weapon attack and damage rolls.

DESTRUCTIVE NATURE

7th-Level Disciple of Ferocity Feature

Once per turn, when you hit a creature with an attack, you can expend a spell slot to deal extra damage of a type associated with your Elemental Affinity. The extra damage is **2d8** for a 1st-level spell slot, plus **1d8** for each spell level higher than 1st, to a maximum of **6d8**.

ELEMENTAL FEROCITY

15th-Level Disciple of Ferocity Feature

The damage of your Elemental Combo feature increases to **5d4**.

PRIMORDIAL BATTERY

20th-Level Disciple of Ferocity Feature

You can attack three times whenever you take the Attack action on your turn.

DISCIPLE OF FORTIFICATION

A bubble of temperate calm amongst a raging wildfire, a wedge of unmoving rock within a landslide, a shield of ice against fist-sized hailstones; you are a bulwark against the forces of nature, bending them to protect yourself and your allies. You understand that your role is not to crush and slaughter but to preserve those around you so you may triumph together.

As a Disciple of Fortification, you may have taken a vow of pacifism yet still yearn for a life of danger and adventure. Perhaps you worked as a bodyguard, valuing the life of another more than your own. Maybe you found employment in a mine, saving colleagues from death by rock and explosives. Or it could be that your self-preservation instincts are so well honed that you cannot help but avoid catastrophe. Either way, the elements shield and fortify you from hurt and harm.



BONUS FORTIFICATION SPELLS

3rd-Level Disciple of Fortification Feature

The following spells are added to your bender spell list. They always take the form of an element associated with your Elemental Affinity. For example, a *shield* may appear as ice (water affinity) or rock (earth affinity). Once you gain access to a discipline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Bender Level	Spells
3rd	<i>shield</i>
5th	<i>shielding word</i> *
9th	<i>protection from energy</i> **
13th	<i>resilient sphere</i>
17th	<i>endure</i> *

*See Chapter 13 - Spells

**Must be a damage type for which you have affinity (see Elemental Affinity, page 159).

DEFENSIVE PROFICIENCIES

3rd-Level Disciple of Fortification Feature

You gain proficiency with medium and heavy armour and shields. In addition, you can use a shield as a spellcasting focus for your bender spells.

PRIMORDIAL SHIELD

3rd-Level Disciple of Fortification Feature

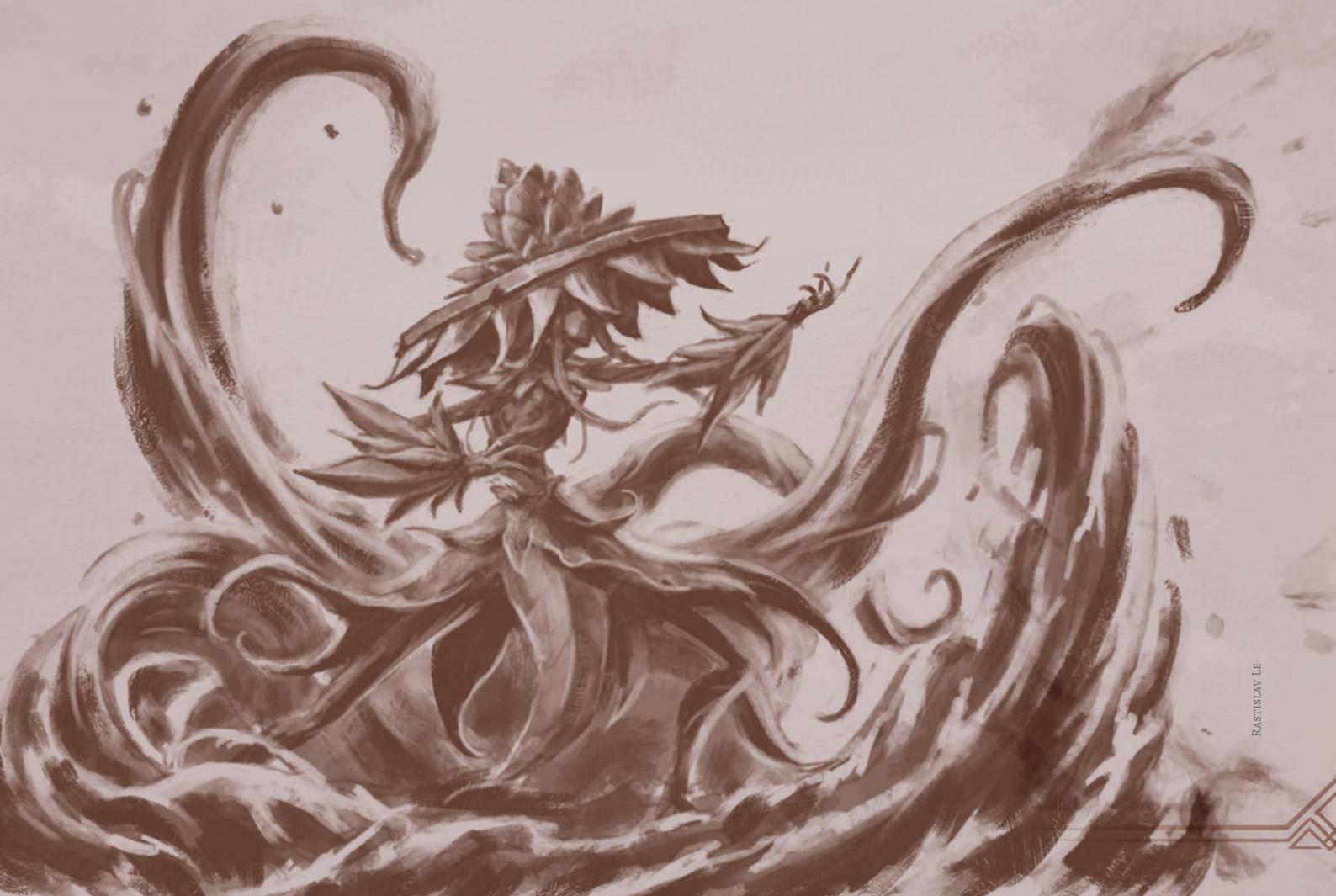
You learn to create a shield of primordial energy. As a bonus action on your turn, you can create this shield, granting you or a willing creature within **30 feet** of you **1d6** temporary hit points. These temporary hit points last until you use this feature again or the target finishes a long rest.

The number of temporary hit points increases to **1d10** at 6th level, **2d6** at 10th level, and **2d10** at 14th level.

REDIRECT ELEMENTS

7th-Level Disciple of Fortification Feature

When a creature you can see within **30 feet** of you (including yourself) would take damage of a type associated with your Elemental Affinity (see page 159), you can use your reaction to reduce that damage. The damage is reduced by **2d6** for each time you have chosen affinity with that element. If this reduces the damage to 0, you can make a ranged spell attack, redirecting the energy at a target within **30 feet** of the original target. The attack deals damage equal to the amount by which you reduced the triggering damage. The size of these dice increase to **d8s** at 11th level, **d10s** at 15th level, and **d12s** at 20th level.



OPTIONAL RULE: BEYOND DAMAGE TYPES

Characters may take damage from elemental sources that don't fall under the damage types associated with that element, as dictated by the Elemental Affinity feature. For example, a tsunami might crash into a party and deal bludgeoning damage. The source of this damage is water, but the damage type is bludgeoning (associated with earth) and not cold (associated with water). Because the source of the damage is water, the GM may allow a player with water Elemental Affinity to use the Redirect Elements feature of the Disciple of Fortification subclass to reduce this bludgeoning damage, even if they don't have affinity with earth.

ELEMENTAL REINFORCEMENT

15th-Level Disciple of Fortification Feature

When you cast a bender spell of 1st level or higher, you can choose one creature you can see within **30 feet** of you (including yourself) to gain a bonus to AC equal to the base level of the spell until the start of your next turn.

PRIMORDIAL BULWARK

20th-Level Disciple of Fortification Feature

When you roll initiative and aren't surprised, you can use your reaction to cast a spell associated with your Elemental Affinity, as shown in the table below, without expending a spell slot. Once you use this feature, you can't do so again until you finish a long rest.

Elemental Affinity	Spell
Air	<i>wind wall</i>
Earth	<i>wall of stone</i>
Fire	<i>wall of fire</i>
Water	<i>white water wall</i> *

*See page 298

DISCIPLE OF FUSION

The elements are pure: solid earth, liquid water, gaseous air, and fire—energy incarnate. However, the borders between these elements are where things get interesting. Water and earth can produce calamitous mudslides capable of decimating an army. When wind whips up sand, a dust storm can leave even the hardiest explorers lost and disoriented. And in the quiet of a bathhouse, the confluence of fire and water can bring about calming steam that cleanses the body and soothes the soul.

A bender of the Disciple of Fusion lives on these elemental extremities, pushing the borders, always with an eye on the primordial forces that they have not yet mastered. Your connection to every element runs so deeply that it is almost second nature to blend them together. You may smelt ore with astounding alacrity, be a sculptor whose ability to shape ice rivals that of the finest enkoh architects, or perhaps you work as a thief, creating clouds of smoke to blind guards and make good your escape. You are the unexpected solution that changes the paradigm of any problem.

BONUS CANTRIPS

3rd-Level Disciple of Fusion Feature

Your connection with all elements allows you to mould them in their most basic form. You learn two additional bender cantrips of your choice, which can be from any element's list and don't count towards the number of cantrips you know.

BONUS SPELLS

3rd-Level Disciple of Fusion Feature

As your connection with the primordial forces deepens, you learn to manipulate even the elements with which you are less familiar. You learn one 1st-level bender spell from any element's list; you always have that spell prepared, and it doesn't count against the number of spells you can prepare each day. When you reach 5th, 9th, 13th, and 17th level in this class, you learn one 2nd, 3rd, 4th, and 5th-level bender spell in this way, respectively.

If you don't have affinity with the element from which a spell is chosen, the spell is cast as if you had 1 affinity with that element.

FUSIONIST SPELLCASTING

3rd-Level Disciple of Fusion Feature

When you expend a spell slot of 1st level or higher to cast a spell from your bender spell repertoire, you can augment it with another element, creating an additional effect in a sphere centred on either (a) the target of your spell or (b) the centre of the spell's affected area. You choose the size of the sphere, which can have a maximum radius in feet equal to five times the level of the spell slot expended. The effect depends on the element list from which the spell was drawn and the element with which you choose to combine it. Any saving throws are against your **bender spell save DC**.

You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once), and you regain all expended uses when you finish a short or long rest.

Air & Earth: Dust. Dust explodes in the sphere. Each creature in the area must succeed on a **Constitution saving throw** or be **blinded** until the end of your next turn.

Air & Fire: Smoke. Cloying smoke fills the sphere until the end of your next turn. For the duration, the area is heavily obscured, creatures in the area can speak only falteringly, and any creature in the area that tries to cast a spell with a verbal component must succeed on a **Constitution saving throw** or fail to cast the spell, wasting the spellcasting action (but not the spell slot).

Air & Water: Ice. All surfaces in the sphere become covered with a layer of slick ice, turning the area into difficult terrain until the end of your next turn. When the ice appears, each creature standing in the area must succeed on a **Dexterity saving throw** or fall **prone**. A creature that enters the area or ends its turn there must also succeed on a **Dexterity saving throw** or fall **prone**.

Earth & Fire: Lava. Speckles of molten rock explode in the sphere. Each creature in the area must succeed on a **Dexterity saving throw** or take **1d6** fire damage per level of spell slot expended.

Earth & Water: Mud. A torrent of sticky mud erupts in the sphere. The area becomes difficult terrain until cleaned, and each creature in the sphere has its speed reduced by **15 feet**. A creature can use its action to clean the mud off of itself or another affected creature, removing the speed reduction. A creature can clear a **5-foot-square** area of difficult terrain as an action.

Fire & Water: Steam. Steam blooms in the sphere until the end of your next turn. For the duration, the area is heavily obscured, and a creature that ends its turn in the sphere takes **1d4** fire damage per level of the spell slot expended.

INTERELEMENTAL CASTING

7th-Level Disciple of Fusion Feature

When you cast a spell which deals damage of a type associated with an Elemental Affinity, you can change the damage type to one associated with one of your Elemental Affinities. In addition, when a creature you can see casts a spell that deals damage of a type associated with any Elemental Affinity, you can use your reaction to make a **spellcasting ability** check. The **DC** for the check equals 10 plus the spell's level (cantrips are **DC 10**). On a success, you change the damage type to one associated with one of your Elemental Affinities.

FUSIONIST EFFECTS AND AUTOMATIC UPCASTING

The effects of the Fusionist Spellcasting feature depend on the level of spell slot expended, not the level of the spell. This is important as, when a bender chooses to gain the same Elemental Affinity multiple times (see page 159), their spells are automatically cast at a higher level than the spell slot expended.

For example, a bender with three affinities in fire that casts *fireball* with a 3rd-level spell slot casts it as a 5th-level spell (causing it to deal **10d6** damage instead of **8d6**). If the bender is of the Disciple of Fusion subclass and chooses to augment the spell with water and create the Steam effect, the maximum radius of the sphere is **15 feet**, and the effect deals **3d4** damage.

UNLEASHED ELEMENTS

15th-Level Disciple of Fusion Feature

On your turn, when you use your action to cast a bender spell of 1st level or higher, you can cast a bender cantrip with a casting time of one action as a bonus action that turn. You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once), and you regain all expended uses when you finish a long rest.

AVATAR OF ELEMENTS

20th-Level Disciple of Fusion Feature

You gain two additional Elemental Affinities of your choice, for a total of six affinities. You can have no more than four affinities for any one element.



DISCIPLE OF INVIGORATION

A rock suddenly lowers, dropping an ally a crucial inch and turning a critical hit into a glancing blow. A precise gust of wind accelerates an arrow over a foe's shield, striking them in the eye. A burst of flame temporarily blinds an opponent, causing their battleaxe to swing wide. Where others shield and strike, Disciples of Invigoration prefer a more subtle approach, bolstering an ally from within or manipulating a foe's attacks with alacritous and shrewd bursts of elemental energy.

Why did you choose this path? Did you always have a helpful disposition? Were you an aide-de-camp in a large army? A wizard's apprentice who wandered into an elemental experiment? Whatever your choice, you are the favourable wind that stops a friend from falling, the slick rock that foils a foe's footing, and the inner flame that turns the tide of battle.

BONUS INVIGORATION SPELLS

3rd-Level Disciple of Invigoration Feature

The following spells are added to your bender spell list. They always take the form of an element associated with your Elemental Affinity. For example, the *bless* spell may manifest as fortuitous gusts of wind (air affinity) or illuminating sparks (fire affinity). Once you gain access to a discipline spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

BENDER LEVEL	SPELLS
3RD	<i>bless</i>
5TH	<i>enhance ability</i>
9TH	<i>haste</i>
13TH	<i>freedom of movement</i>
17TH	<i>greater restoration</i>



INNER VIGOR

3rd-Level Disciple of Invigoration Feature

Your connection to the elements invigorates your body. Your hit point maximum increases by **3** and increases by **1** again whenever you gain a level in this class. In addition, you can add your bender spellcasting ability modifier to checks you make to maintain your concentration.

PRIMORDIAL PULSE

3rd-Level Disciple of Invigoration Feature

With shrewd timing, you imbue an ally with invigorating energy. When a willing creature you can see within **30 feet** of you fails a saving throw or misses an attack roll, you can use your reaction to give it a rejuvenating boost. It immediately rerolls the saving throw or attack roll, with an additional bonus equal to your bender spellcasting ability modifier, and it

must use the new result, potentially turning a failed save into a success or a missed attack into a hit. If this rerolled attack hits, it deals extra damage of a type associated with one of your Elemental Affinities (your choice when you take the reaction) equal to your bender spellcasting ability modifier.

You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once). You regain all expended uses when you finish a long rest.

DISTRACTING ONSLAUGHT

7th-Level Disciple of Invigoration Feature

Once on your turn, when you deal damage to a creature using a damage type associated with your Elemental Affinity, you can cause the elements to manifest in a distracting array: fire may burst into dazzling lights, water may foam into obscuring spray, and wind or earth may whip up into a cloud. The next time the target makes an attack roll or saving throw before the end of its next turn, it must roll a **d8** and subtract that from the result.

You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once). You regain all expended uses when you finish a long rest.

ELEMENTAL ENHANCEMENT

15th-Level Disciple of Invigoration Feature

Once per turn when you cast a bender spell of 1st level or higher that targets an ally, you can enhance that spell (no action required). Choose one of the following options:

- You end one of the following conditions on the creature (your choice): blinded, charmed, deafened, frightened, poisoned, or stunned.
- The creature can add a **d6** to the next attack roll or saving throw it makes before the end of its next turn.
- The creature can use its reaction to make one weapon attack.
- The creature can use its reaction to move up to half its speed without provoking opportunity attacks.

If the spell targets more than one ally, you choose which ally gains the benefit. You can use this feature a number of times equal to your bender spellcasting ability modifier (minimum of once), and regain all expended uses when you finish a long rest.

PRIMORDIAL INVIGORATION

20th-Level Disciple of Invigoration Feature

When you enter your Primordial Avatar state, you can grant up to five willing creatures within **30 feet** of you one level 1 benefit listed in an appropriate Primordial Avatar Benefits table for an element with which you have affinity. You choose a single effect to grant to all the creatures, which lasts until your Primordial Avatar state ends.