

ELEMENTALS

When the gods formed the mundane world, they took sparks of creation from the roiling plane of Quintessence and gave sentience to some of the multiverse's most basic elements—air, earth, fire, and water. Many elementals contain just one of these components, but can come to embody multiple reagents as they age.

Duality of Form

Elementals are mercurial creatures of creation, destruction, and transformation. Though the deities first created the mundane world, elementals cultivated and shaped it. When a tree, stone, or other aspect of the world doesn't suit an elemental, they break it down with elemental fury then build it anew.

Elementals change like the winds and the tides, and from age to age, they remake themselves to reflect what the world has become. They are protectors armored by stone, lizards ablaze with fire, and sometimes dragons clad in steel.

Rebirth and Reformation

When an elemental dies in the mundane world, their spirit returns to Quintessence, where they must rest for decades to regain their strength. Should the spirit return to the mundane world, they take on a form that reflects a creature or other aspect of that plane.

Crux of Fire

Cruxes of fire, often called blazecasters, take the form of fiery lizards. They commonly live in hot zones of planar convergence or areas of volcanic activity. These territorial elementals usually question interlopers from afar—and if they don't like the answers, they rain down fire before their foes can draw near.

Though many elementals weave their innate gifts into oral storytelling, cruxes of fire are particularly adroit at animating their stories in silhouettes of flame.

Essence of Storms

At a distance, most would mistake an essence of storms, sometimes known as a galeweaver, for a large bird of prey. This majestic creature is formed from streaks of colored cloud stuff woven into the silhouette of a large eagle or falcon.

Galeweavers act as scouts for their handlers or for groups of elementals, and they're usually the first to spot trouble. Insatiably curious, an essence of storms often swoops down to talk when they observe travelers.

Essence of Tides

An essence of tides looks like a shimmering blue manta ray that glides over land as easily as through water, earning them the common name of tidedrifter. Most common along coastlines, essences of tides enjoy harmless pranks, especially against folk who regularly sail or swim in their waters.

Tidedrifters have a healthy sense of humor that makes it easy to win their friendship—but their relaxed demeanor evaporates if friends or family face threats.

Field of Growth

The field of growth takes the form of a massive centipede made of vegetation. Often called verdant primevals, these caretakers of the natural cycle of life (and death) fight those they see as upsetting that cycle. Fields of growth seek not only to destroy undead and those who create them, but to sabotage divine servitors who casually peddle resurrection magic.

Force of Earth

A protective earth elemental, a force of earth resembles a nine-foot-tall great ape formed of dirt and rough stone. They act as guardians and historians when among other elementals, working tirelessly to thwart ills from befalling the group. These elementals are sometimes called earthen bulwarks.

Elemental Languages

Most elementals speak Low Kuric. Some can use Caelian when they need to.

Elemental Malice

Malice Features

At the start of any elemental's turn, you can spend Malice to activate one of the following features.

★ Elemental Swap

3 Malice

Two elementals on the encounter map teleport to swap places, and each has damage immunity 2 until the end of the round.

👤 Split

5 Malice

An elemental acting this turn cleaves itself into two separate elementals. Each elemental has the same statistics as the original, except that each has half the original's current Stamina and is one size smaller. Both elementals can then shift up to their speed.

📖 Convocation of Chaos

7 Malice

Magic, Ranged

Maneuver

📖 Ranged 8



Self or one elemental

Effect: Until the end of the encounter, the target has a +5 bonus to speed and a +5 damage bonus to strikes. Additionally, whenever an elemental within the target's line of effect uses an ability with "Convocation" in the name, the target also gains the effects of that ability.

**It is in changing that we
find purpose.**

Atæshia, Queen of Ash

Crux of Fire

Elemental

Level 3 Elite Artillery
EV 20

1T

Size

6

Speed

80

Stamina

0

Stability

6

Free Strike

Immunity: Fire 5

Movement: —

Weakness: —

Might -1

Agility +2

Reason 0

Intuition +1

Presence +2

☒ Spitfire 2d10 + 2

Magic, Ranged, Strike

Ranged 12

☒ Two creatures or objects

≤11 8 fire damage

12-16 12 fire damage; **A**<1 the target is burning (save ends)

17+ 15 fire damage; **A**<2 the target is burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Signature Ability

Main action

☒ Convocation of Flames

Magic, Ranged

Ranged 5

☒ Self or one elemental

Effect: Until the start of the crux's next turn, the target has fire immunity 5.

3 Malice: Until the end of the encounter, the ground within 3 squares of the target is wreathed in fire. Any enemy who enters that area for the first time in a round or starts their turn there takes 3 fire damage.

Maneuver

! Flame Jet

Magic

R Self

1 Malice

Triggered action

☒ Self

Trigger: The crux takes damage.

Effect: The crux ignores any effects associated with the damage and can fly up to their speed. If the crux doesn't end this movement on solid ground, they fall.

★ Fickle and Free

The crux can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

Essence of Storms

Elemental

Level 3 Elite Harrier
EV 20

1S

Size

8

Speed

100

Stamina

0

Stability

5

Free Strike

Immunity: Lightning 5

Movement: Fly

Weakness: —

Might +1

Agility +2

Reason -1

Intuition 0

Presence +2

☒ Bluster 2d10 + 2

Area, Magic

R 1 burst

☒ Each enemy in the area

≤11 5 damage

12-16 5 damage, 4 lightning damage; push 1

17+ 5 damage, 7 lightning damage; push 3

Effect: The essence shifts up to 3 squares before or after using this ability.

Signature Ability

Main action

☒ Convocation of Squalls

Magic, Ranged

Ranged 5

☒ Self or one elemental

Effect: Until the start of the essence's next turn, the target has lightning immunity 5.

3 Malice: Until the end of the encounter, a vortex surrounds the target in a 3 aura. The area is difficult terrain for enemies. Additionally, at the end of each of the target's turns, they can push one creature in the area up to 5 squares.

Maneuver

! Thunderclap

Magic, Ranged

Ranged 5

1 Malice

Triggered action

☒ The triggering creature

Trigger: A creature within distance deals damage to the essence.

Effect: The target takes 5 lightning damage.

★ Fickle and Free

The essence can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.



Essence of Tides

Elemental

Level 3 Elite Controller

EV 20

1M Size 7 Speed 80 Stamina 1 Stability 5 Free Strike

Immunity: Cold 5
Movement: Swim

Weakness: —

Might +2 Agility 0 Reason +1 Intuition -1 Presence +2

✂ **Water Wing** 2d10 + 2 **Signature Ability**
Magic, Melee, Strike Main action
Melee 1 Two creatures or objects

≤11 7 damage; slide 1
12-16 11 damage; slide 2
17+ 14 damage; slide 3

Effect: If a target has **P<2**, their stability is reduced to 0 and they move 2 additional squares whenever they are force moved (save ends).

✂ **Convocation of Waves**

Magic, Ranged
Ranged 5

Maneuver

Self or one elemental

Effect: Until the start of the essence's next turn, the target has cold immunity 5.

3 Malice: Until the end of the encounter, the ground within 1 square of the target is a pool of water that is difficult terrain. This water extends out behind the target as they move, creating a stream that lasts until the end of the encounter. Any enemy who ends their turn in the stream and has **M<2** is slowed (save ends).

! **Sea-Salted Wounds**

Melee
Melee 1

1 Malice

Triggered action

One enemy

Trigger: An ally deals rolled damage to the target.

Effect: The essence makes a free strike against the target.

★ **Fickle and Free**

The essence can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

★ **Water Glide**

Whenever the essence starts their turn in a space containing water, they can fly until the end of their turn. While flying, the essence doesn't provoke opportunity attacks.

Field of Growth

Elemental

Level 5 Elite Controller

EV 28

3 Size 8 Speed 120 Stamina 2 Stability 6 Free Strike

Immunity: Poison 5
Movement: Climb

Weakness: —

Might +2 Agility 0 Reason 0 Intuition +2 Presence +2

✂ **Hampering Roots** 2d10 + 2 **Signature Ability**
Magic, Ranged, Strike Main action
Ranged 8 Two creatures or objects

≤11 8 damage
12-16 13 damage; **R<1** prone and can't stand (save ends)
17+ 16 damage; **R<2** prone and can't stand (save ends)

Effect: If a target made prone this way is already prone, they are instead restrained (save ends). If the target was also unable to stand, that effect ends when they are no longer restrained this way.

✂ **Convocation of Verdure**

Magic, Ranged
Ranged 5

Maneuver

Self or one elemental

Effect: The target gains 15 temporary Stamina that lasts until the start of the field's next turn.

3 Malice: Until the end of the encounter, the ground within 1 square of the target is overgrown with underbrush and vines. Whenever any enemy makes a strike against the target while within line of effect of that area, the enemy is pulled 5 squares toward the area after the strike is resolved. Any enemy who enters the area for the first time in a round or starts their turn there is knocked prone.

! **Rose Thorn Lash**

Magic, Melee
Melee 3

1 Malice

Triggered action

The triggering creature or object

Trigger: A creature or object within distance deals damage to the field.

Effect: The target takes 6 damage, and if they have **A<2**, they are bleeding (save ends).

★ **Fickle and Free**

The field can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

★ **Roots Run Deep**

The field can target any creature touching the ground with their abilities, even if they don't have line of effect to that creature.

Force of Earth

Elemental

Level 3 Elite Brute

EV 20

2
Size

5
Speed

132
Stamina

2
Stability

6
Free Strike

Immunity: —

Movement: Burrow

Weakness: —

Might +2

Agility -1

Reason 0

Intuition +1

Presence +2

Slam Into Dirt 2d10 + 2

Melee, Strike, Weapon

Melee 2

≤11 8 damage

12-16 12 damage; **M**<1 restrained (save ends)

17+ 15 damage; **M**<2 restrained (save ends)

Effect: The target's space is difficult terrain.

Signature Ability

Main action

Two creatures or objects

Convocation of Quartz

Magic, Ranged

Ranged 5

Maneuver

Self or one elemental

Effect: Until the start of the force's next turn, any melee strike made against the target takes a bane if it doesn't already have a bane or double bane.

3 Malice: Until the end of the encounter, the target grows a carapace of stone. They have a +3 bonus to stability and gain 15 temporary Stamina.

Break Armor

Self

1 Malice

Triggered action

Self

Trigger: The force takes damage.

Effect: The force halves the damage, and has damage weakness 3 and a +3 bonus to speed until the end of the encounter. This damage weakness increases by 3 each time the force uses this ability in the same encounter.

★ Fickle and Free

The force can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

★ Primordial Strength

The force's strikes gain a +6 damage bonus against objects.

★ Stone Swim

The force can burrow through stone, but can't drag other creatures underground when they do so.

