

ELEMENTALIST



ir for movement. Earth for permanence. Fire for destruction. Water for change. Green for growth. Rot for death. Void for the mystery—that which cannot be known. Years of study and practice and poring over tomes brought you the revelations that allow you to manipulate these building blocks of reality. Now you use your mastery of the seven elements to destroy, create, and warp the world with magic.

As an elemental, you can unleash your wrath across a field of foes, debilitate enemies, ward yourself and allies, manipulate terrain, warp space, and more. Your elemental specialization determines which of these talents you excel at.

**“Understanding the
mystery, requires
ignorance of the mystery.”**

Embers



Basics

Starting Characteristics: You start with a Reason of 2, and you can choose one of the following arrays for your other characteristic scores:

- ♦ 2, 2, -1, -1
- ♦ 2, 1, 1, -1
- ♦ 2, 1, 0, 0
- ♦ 1, 1, 1, 0

Weak Potency: Reason - 2

Average Potency: Reason - 1

Strong Potency: Reason

Starting Stamina at 1st Level: 18

Stamina Gained at 2nd and Higher Levels: 6

Recoveries: 8

Skills: You gain the Magic skill (see [Skills](#) in [Chapter 9: Tests](#)). Then choose any three skills from the crafting or lore skill groups. (*Quick Build:* Alchemy, Blacksmithing, History, Magic.)

1st-Level Features

As a 1st-level elemental, you gain the following features.

Elemental Specialization

Through your studies, you know and can manipulate the seven primal elements of the timescape:

Air is the element of movement. Air abilities allow you to manipulate speed, quickness, flight, and breath.

Earth is the element of permanence. Earth abilities bolster your body and grant the power to permanently create and shape physical terrain.

Fire is the element of destruction. Fire abilities devastate enemies and melt objects to slag.

Green is the element of creation and growth. Green abilities make and manipulate plants, fungi, and other forms of life to hamper foes and nourish your allies.

Rot is the element of decay. Rot abilities harm and debuff enemies.

Void is the element of the mystery. Void abilities warp space and reality, allowing you to teleport, create illusions, and make things incorporeal.

Water is the element of change. Water abilities enhance your allies' power, and alter your enemies' power for the worse.

You choose an elemental specialization from the following options: earth, fire, green, or void. Your elemental specialization is your subclass, and your choice of specialization determines many of the features you'll gain as you gain new levels, including one of the following benefits. (Other elemental specializations will be featured in future products.) (*Quick Build:* Fire.)

EARTH: ACOLYTE OF EARTH

You harness the flow of earth magic to become harder to move. Whenever you use an ability that has the Earth and Magic keywords, your stability increases by 1 until the start of your next turn. This benefit is cumulative.

Elementalist Advancement

Level	Features	Abilities
1st	Elemental Specialization, Essence, Hurl Element, Persistent Magic, Practical Magic, Specialization Feature, Specialization Triggered Action, Enchantment, Elementalist Ward, Elementalist Abilities	Two signature, 3, 5
2nd	Perk, Specialization Feature, New 5-Essence Ability	Two signature, 3, 5, 5
3rd	Specialization Feature, 7-Essence Ability	Two signature, 3, 5, 5, 7
4th	Characteristic Increase, Font of Essence, Mantle of Essence, Perk, Skill Increase	Two signature, 3, 5, 5, 7
5th	Specialization Feature, 9-Essence Ability	Two signature, 3, 5, 5, 7, 9
6th	Perk, Wyrding, New 9-Essence Ability	Two signature, 3, 5, 5, 7, 9, 9
7th	Characteristic Increase, Mantle of Quintessence, Surging Essence, Skill Increase	Two signature, 3, 5, 5, 7, 9, 9
8th	Perk, Specialization Feature, 11-Essence Ability	Two signature, 3, 5, 5, 7, 9, 9, 11
9th	Grand Wyrding, New 11-Essence Ability	Two signature, 3, 5, 5, 7, 9, 9, 11, 11
10th	Characteristic Increase, Breath, Essential Being, One, Perk, Skill Increase	Two signature, 3, 5, 5, 7, 9, 9, 11, 11



FIRE: ACOLYTE OF FIRE

You become an expert at wielding destructive flames. Your abilities that have the Fire and Magic keywords gain a +1 bonus to rolled damage. Your Hurl Element ability (see below) also gains this bonus when you use it to deal fire damage.

GREEN: ACOLYTE OF THE GREEN

You harness the residual magic from your green spells to bolster yourself and your allies. Whenever you deal damage to one or more creatures using an ability that has the Green and Magic keywords and that costs essence to use (see below), you or one creature within 10 squares of you gains temporary Stamina equal to your Reason score.

VOID: ACOLYTE OF THE MYSTERY

You use your immersion in the mystery of void magic to expand the reach of that magic better than other mages. The distance of all your abilities that have the Magic, Ranged, and Void keywords increases by 2 squares.

Essence

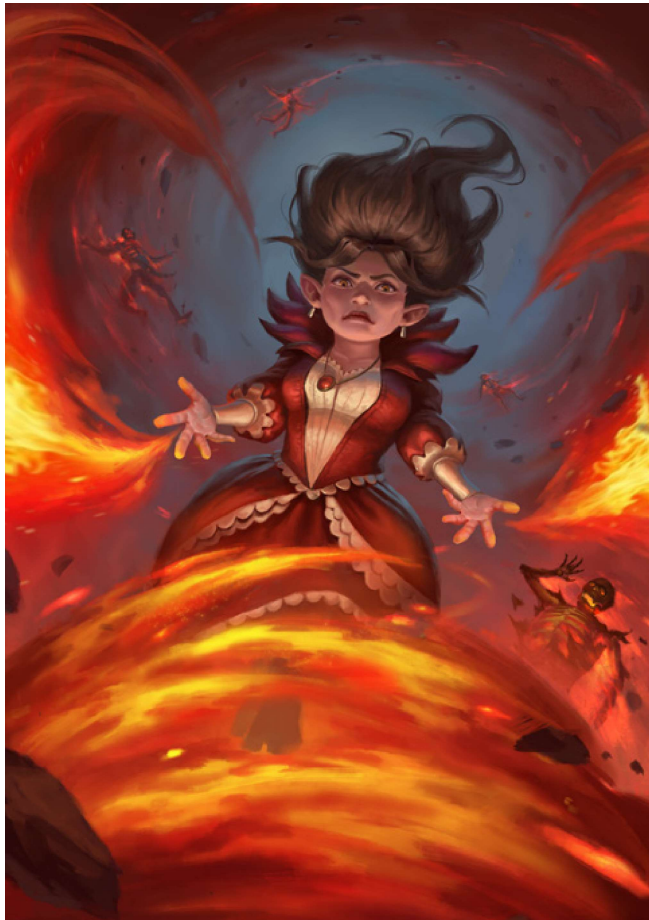
You channel the substance of creation in the form of a Heroic Resource called essence, gathering and burning it to cast and maintain spells.

ESSENCE IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain essence equal to your Victories. At the start of each of your turns during combat, you gain 2 essence.

Additionally, the first time each combat round that you or a creature within 10 squares takes damage that isn't untyped or holy damage, you gain 1 essence.

You lose any remaining essence at the end of the encounter.



ESSENCE OUTSIDE OF COMBAT

Though you can't gain essence outside of combat, you can use your heroic abilities and effects that cost essence without spending it. Whenever you use an ability or effect outside of combat that costs essence, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use a persistent ability outside of combat (see [Persistent Magic](#) below), you can maintain it for a number of rounds equal to your Victories.

When you use an ability outside of combat that lets you spend unlimited essence on its effect, you can use it as if you had spent an amount of essence equal to your Victories.

Hurl Element

You have the following ability, which can be used as a ranged free strike.

Hurl Element
You cast a ball of elemental energy at a foe.

Magic, Ranged, Strike

Ranged 10

Power Roll + Reason:

≤11	2 + damage
12-16	4 + damage
17+	6 + damage

Main action

One creature or object

Effect: When you make this strike, choose the damage type from one of the following options: acid, cold, corruption, fire, lightning, poison, or sonic.

Persistent Magic

Some of your heroic abilities have a persistent effect entry. For example, the Instantaneous Excavation ability has an effect noted as "Persistent 1." Whenever you use a persistent ability, you decide whether you want to maintain it, and start doing so immediately after you first use the ability. If you maintain a persistent ability in combat, you reduce the amount of essence you earn at the start of your turn by an amount equal to the ability's persistent value, which enables the ability's persistent effect. All your active persistent abilities end at the end of the encounter.

You can't maintain any abilities that would make you earn a negative amount of essence at the start of your turn. You can stop maintaining an ability at any time (no action required).

If you maintain the same ability on several targets and the effect includes a power roll, you make that roll once and apply the same effect to all targets. A creature can't be affected by multiple instances of a persistent ability.

If you take damage equal to or greater than 5 times your Reason score in one turn, you stop maintaining any persistent abilities. For instance, if you have a Reason score of 2 and are maintaining Instantaneous Excavation, taking 10 or more damage in one turn causes you to stop maintaining the ability.

Practical Magic

You have the following ability.

Practical Magic
Your mastery of elemental power lets you customize your conjurations.

Magic

Self; see below

Maneuver

Self

Effect: Choose one of the following effects:

- ♦ You use the Knockback maneuver (see [Chapter 10: Combat](#)), but its distance becomes the range of your Hurl Element ability, and you use Reason instead of Might for the power roll.
- ♦ You choose a creature within the distance of your Hurl Element ability and one of the following damage types: acid, cold, corruption, fire, lightning, poison, or sonic. That creature takes damage of the chosen type equal to your Reason score.
- ♦ You teleport up to a number of squares equal to your Reason score. If you choose this option, you can spend essence to teleport 1 additional square for each essence spent.

1st-Level Specialization Feature

Your elemental specialization grants you a feature, as shown on the 1st-Level Elemental Specialization Features table.

1st-Level Elemental Specialization Features

Specialization	Feature
Earth	Motivate Earth
Fire	Return to Formlessness
Green	It Is the Soul Which Hears
Void	A Beyonding of Vision

A BEYONDING OF VISION

You instantly recognize illusions for what they are, you can see invisible creatures, and supernatural effects can't conceal creatures and objects from you. Additionally, you always know if an area or object you observe is magical or affected by magic, and you know the specifics of what that magic can do.

You also gain the following ability.

Shared Void Sense

You grant allies a taste of your unearthly vision.

Magic, Ranged, Void

Ranged 10

Maneuver

Special

Effect: For each Victory you have, you can target one creature. Each target gains the benefit of your A Beyonding of Vision feature until the end of your next turn, but doesn't gain the use of the Shared Void Sense ability.

IT IS THE SOUL WHICH HEARS

You can speak with and understand animals, beasts, and plant creatures, even if they don't share a language with you. Your ability to communicate with these creatures doesn't make them inherently more intelligent, but you can use Reason instead of Presence while making tests to influence them.

Additionally, you can touch a living plant that is not a plant creature to communicate with it telepathically. You can use words to communicate with the plant, but it communicates with you only by transmitting feelings and sensations that can't be overly specific.

MOTIVATE EARTH

You have the following ability.

Motivate Earth

The earth rises, falls, or opens up at your command.

Earth, Magic, Melee

Melee 1

Main action

Special

Effect: You touch a square containing mundane dirt, stone, or metal and create a 5 wall of the same material, which rises up out of the ground and must include the square you touched.

Alternatively, you touch a structure made of mundane dirt, stone, or metal that occupies 2 or more squares. You can open a 1-square opening in the structure where you touched it. You can instead touch an existing doorway or other opening that is 1 square or smaller in a mundane dirt, stone, or metal surface. The opening is sealed by the same material that makes up the surface.

RETURN TO FORMLESSNESS

You have the following ability.

Return to Formlessness

With the merest touch, you cause an object to turn to slag or ash.

Fire, Magic, Melee

Melee 1

Main action

One mundane object

Effect: You heat the target and cause it to melt or combust, destroying it. If the object is larger than 1 square, then only the square of the object you touch is destroyed.

Specialization Triggered Action

Your elemental specialization grants you a triggered action, as shown on the Specialization Triggered Actions table.

Elemental Specialization Triggered Actions

Specialization	Triggered Action
Earth	Skin Like Castle Walls
Fire	Explosive Assistance
Green	Breath of Dawn Remembered
Void	Subtle Relocation

Breath of Dawn Remembered

The power you channel grants the ability to get back in the fight.

Green, Magic, Ranged

Ranged 10

Triggered

Self or one ally

Trigger: The target starts their turn or takes damage.

Effect: The target can spend a Recovery.

Spend 1+ Essence: The target can spend an additional Recovery for each essence spent.

Explosive Assistance

You add a little magic to an ally's aggression at just the right time.

Fire, Magic, Ranged

Ranged 10

Triggered

Self or one ally

Trigger: The target force moves a creature or object.

Effect: The forced movement distance gains a bonus equal to your Reason score.

Spend 1 Essence: The forced movement distance gains a bonus equal to twice your Reason score instead.

Skin Like Castle Walls

You cover yourself or an ally in protective stone.

Earth, Magic, Ranged

Ranged 10

Triggered

Self or one ally

Trigger: The target takes damage.

Effect: The target takes half the damage.

Spend 1 Essence: If the damage has any potency effects associated with it, the potency is reduced by 1 for the target.

Subtle Relocation

You call on the void to swallow and spit out an ally.

Magic, Ranged, Void

Ranged 10

Triggered

Self or one ally

Trigger: The target starts their turn, moves, or is force moved.

Effect: You teleport the target up to a number of squares equal to your Reason score. If the target moves to trigger this ability, you can teleport them at any point during the move.

Spend 1 Essence: You teleport the target up to a number of squares equal to twice your Reason score instead.

Enchantment

You weave an elemental enchantment into your body that enhances your statistics. Choose one of the following enchantments. You can change your enchantment and ward (see [Elementalist Ward](#) below) by performing a complex ritual as a respite activity. (*Quick Build*: Enchantment of Destruction.)

ENCHANTMENT OF BATTLE

You can wear light armor and wield light weapons effectively, even though you don't have a kit. While you wear light armor, you gain a +3 bonus to Stamina, and that bonus increases by 3 at 4th, 7th, and 10th levels. While you wield a light weapon, you gain a +1 damage bonus with weapon abilities, including free strikes. You can use light armor treasures and light weapon treasures.

If you have a kit, you can't take this enchantment.

ENCHANTMENT OF CELERITY

You gain a +1 bonus to speed and to the distance you can shift when you take the Disengage move action.

ENCHANTMENT OF DESTRUCTION

You gain a +1 bonus to rolled damage with magic abilities.

ENCHANTMENT OF DISTANCE

You have a +2 bonus to the distance of your ranged magic abilities.

ENCHANTMENT OF PERMANENCE

You gain a +6 bonus to Stamina, and this bonus increases by 6 at 4th, 7th, and 10th levels. Additionally, you gain a +1 bonus to stability.

Elementalist Ward

You create an invisible elemental ward that protects you. Choose one of the following wards. You can change your ward and enchantment (see above) by performing a complex ritual as a respite activity. (*Quick Build*: Ward of Surprising Reactivity.)

WARD OF DELIGHTFUL CONSEQUENCES

A protective field of void magic absorbs violence aimed at you, then lets you hurl it back at your enemies. The first time each round that you take damage, you gain 1 surge.

WARD OF EXCELLENT PROTECTION

You weave a shield of all the elements around yourself, channeling their full protective power. You have immunity to acid, cold, corruption, fire, lightning, poison, or sonic damage equal to your Reason score.

WARD OF NATURE'S AFFECTION

The green energy writhing within your body allows you to produce powerful vines when you're in danger. Whenever a creature within a number of squares equal to your Reason score deals damage to you, you can use a free triggered action to slide that creature up to a number of squares equal to your Reason score.

WARD OF SURPRISING REACTIVITY

You use the magic of fire to create a ward of explosive energy. Whenever an adjacent creature deals damage to you, you can use a free triggered action to push that creature up to a number of squares equal to twice your Reason score.

Elementalist Abilities

Your understanding of elemental magic grants you unique abilities, letting you damage, move, and debuff your enemies, empower your allies, and alter the terrain around you. You can select abilities from any elemental specialization to broaden your potential, or you can focus on abilities tied to your chosen specialization to establish your mastery of elemental power.

SIGNATURE ABILITIES

Choose two signature abilities from the following options. Signature abilities can be used at will. (*Quick Build*: Bifurcated Incineration, Viscous Fire.)

Afflict a Bountiful Decay

Your curse causes your foe's flesh to rot off as spores that aid your allies.

Green, Magic, Ranged, Rot, Strike

Ranged 10

Main action

One creature

Power Roll + Reason:

≤11 2 + **R** corruption damage

12-16 4 + **R** corruption damage

17+ 6 + **R** corruption damage

Effect: Choose yourself or one ally within distance. That character can end one effect on them that is ended by a saving throw or that ends at the end of their turn.

Bifurcated Incineration

Two jets of flame lance out at your command.

Fire, Magic, Ranged, Strike

Ranged 10

Main action

Two creatures or objects

Power Roll + Reason:

≤11 2 fire damage

12-16 4 fire damage

17+ 6 fire damage

Grasp of Beyond

You absorb the life energy of another creature and use it to teleport.

Magic, Melee, Strike, Void

Melee 1

Main action

One creature

Power Roll + Reason:

≤11 3 + **R** corruption damage

12-16 6 + **R** corruption damage

17+ 9 + **R** corruption damage

Effect: You can teleport up to a number of squares equal to your Reason score.

The Green Within, the Green Without

Whipping vines erupt from a foe's body to grasp at another close by.

Green, Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Reason:

≤11 2 + **R** damage

12-16 5 + **R** damage

17+ 7 + **R** damage

Effect: You slide one creature within 10 squares of the target up to 2 squares.

Meteoric Introduction*You give your enemy a gentle tap—like an asteroid impact.***Earth, Magic, Melee, Strike****Main action**

Melee 1

One creature or object

Power Roll + Reason: ≤ 11 3 + **R** damage; push 2 12-16 5 + **R** damage; push 3 17+ 8 + **R** damage; push 4**Ray of Agonizing Self-Reflection***You inflict pain and doubt in equal measure.***Magic, Ranged, Strike, Void****Main action**

Ranged 10

One creature or object

Power Roll + Reason: ≤ 11 2 + **R** corruption damage; **R < WEAK**, slowed (save ends) 12-16 4 + **R** corruption damage; **R < AVERAGE**, slowed (save ends) 17+ 6 + **R** corruption damage; **R < STRONG**, slowed (save ends)**Unquiet Ground***A sudden storm of detritus assaults your foes and leaves them struggling to move.***Area, Earth, Magic, Ranged****Main action**

2 cube within 10

Each enemy in the area

Power Roll + Reason: ≤ 11 2 damage

12-16 5 damage

17+ 7 damage

Effect: The ground beneath the area is difficult terrain for enemies.**Viscous Fire***A jet of heavy fire erupts where you strike.***Fire, Magic, Ranged, Strike****Main action**

Ranged 10

One creature or object

Power Roll + Reason: ≤ 11 2 + **R** fire damage; push 2 12-16 5 + **R** fire damage; push 3 17+ 7 + **R** fire damage; push 4**HEROIC ABILITIES**

You channel a variety of heroic abilities, all of them fueled by your essence.

3-Essence Ability

Choose one heroic ability from the following options, each of which costs 3 essence to use. (*Quick Build:* The Flesh, a Crucible.)

Behold the Mystery (3 Essence)*You open a rift into the void to harry your foes.***Area, Magic, Ranged, Void****Main action**

3 cube within 10

Each enemy in the area

Power Roll + Reason: ≤ 11 2 psychic damage

12-16 4 psychic damage

17+ 6 psychic damage

Persistent 1: At the start of your turn, you can use a maneuver to use this ability again without spending essence.**The Flesh, a Crucible (3 Essence)***Fire engulfs your target and continues to chum.***Fire, Magic, Ranged, Strike****Main action**

Ranged 10

One creature or object

Power Roll + Reason: ≤ 11 5 + **R** fire damage 12-16 8 + **R** fire damage 17+ 11 + **R** fire damage**Persistent 1:** If the target is within distance at the start of your turn, you can make the power roll again without spending essence (no action required).**Invigorating Growth (3 Essence)***Mushrooms erupt from a foe, sapping their vitality to spread strengthening spores.***Green, Magic, Ranged, Strike****Main action**

Ranged 10

One creature

Power Roll + Reason: ≤ 11 4 + **R** poison damage 12-16 7 + **R** poison damage 17+ 11 + **R** poison damage**Effect:** Mushrooms cover the target's body. While the mushrooms are on the target, you and any ally adjacent to the target gain 1 surge whenever the target takes damage. The mushrooms can be removed by the target or an adjacent creature as a main action.**Ripples in the Earth (3 Essence)***Like a stone was dropped into a pond, waves in the earth radiate from you.***Area, Earth, Magic****Main action**

2 burst

Each enemy in the area

Power Roll + Reason: ≤ 11 3 damage

12-16 5 damage

 17+ 8 damage; **M < STRONG**, prone**Effect:** You must be touching the ground to use this ability. Additionally, you can choose a square of ground in the area that is unoccupied or is occupied by you or any ally. A pillar of earth rises out of the ground in that square, with a height in squares up to your Reason score. The pillar can't collide with any creatures or objects, nor can it force creatures raised by it to collide with other creatures or objects.

5-Essence Ability

Choose one heroic ability from the following options, each of which costs 5 essence to use. (*Quick Build*: Conflagration.)

Conflagration (5 Essence)
A storm of fire descends upon your enemies.

Area, Fire, Magic, Ranged

Main action

3 cube within 10

Each enemy in the area

Power Roll + Reason:

≤11

4 fire damage

12-16

6 fire damage

17+

10 fire damage

Persistent 2: At the start of your turn, you can use a maneuver to use this ability again without spending essence.

Instantaneous Excavation (5 Essence)
The surface of the world around you opens up to swallow foes.

Earth, Magic, Ranged

Maneuver

Ranged 10

Special

Effect: You open up two holes with 1-square openings that are 4 squares deep, which can be placed on any mundane surface within distance. You can place these holes next to each other to create fewer holes with wider openings. When the holes open, make a separate power roll for each creature on the ground above a hole and small enough to fall in. (You can't score a critical hit with this ability because it uses a maneuver.)

Power Roll + Reason:

≤11

The target can shift 1 square from the edge of the hole to the nearest unoccupied space of their choice.

12-16

The target falls into the hole.

17+

The target falls into the hole and can't reduce the height of the fall.

Persistent 1: At the start of your turn, you open another hole, making a power roll against each creature who could fall into the hole when it opens without spending essence.

No More Than a Breeze (5 Essence)
The material substance of a creature shreds away at your command.

Magic, Ranged, Void

Maneuver

Ranged 10

Self or one ally

Effect: Until the start of your next turn, the target can move through solid matter, they ignore difficult terrain, and their movement can't provoke opportunity attacks. If the target ends their turn inside solid matter, they are forced out into the space where they entered it and this effect ends.

Persistent 1: The effect lasts until the start of your next turn.

Test of Rain (5 Essence)
You call down a rain that burns your enemies and restores your allies.

Area, Green, Magic, Ranged

Main action

3 cube within 10

Each enemy in the area

Power Roll + Reason:

≤11

4 acid damage

12-16

6 acid damage

17+

10 acid damage

Effect: You can end one effect on yourself that is ended by a saving throw or that ends at the end of your turn. Each ally in the area also gains this benefit.

2nd-Level Features

As a 2nd-level elemental, you gain the following features.

Perk

You gain one crafting, lore, or supernatural perk of your choice. See [Chapter 7: Perks](#).

2nd-Level Specialization Feature

Your elemental specialization grants you a feature, as shown on the 2nd-Level Elemental Specialization Features table.

◆ 2nd-Level Elemental Specialization Features ◆

Specialization	Feature
Earth	Disciple of Earth
Fire	Disciple of Fire
Green	Disciple of the Green
Void	There Is No Space Between

DISCIPLE OF EARTH

Your body is strengthened by your mind's connection to the element of permanence. You have a +6 bonus to Stamina, and you gain an additional +3 bonus to Stamina whenever you gain a level past 2nd.

DISCIPLE OF FIRE

Your connection to fire allows you to protect yourself from it, even as you rip away the protections of others. You have fire immunity equal to 5 plus your level. Additionally, fire damage you deal ignores a target's fire immunity.

At the start of a combat encounter, you gain a number of surges equal to your Victories. Whenever you spend a surge to deal extra damage, you can make that damage fire damage.

DISCIPLE OF THE GREEN

You can use a maneuver to shapeshift into a type of creature on the Green Animal Forms table. While in animal form, you can speak, and you use your Reason score to make melee free strikes. Your statistics stay the same except as noted on the table.

Each form has a prerequisite level that you must attain before you can adopt it. Some animal forms grant you temporary Stamina. You lose this temporary Stamina when you revert back to your true form.

You choose a specific animal and appearance while in animal form. For example, if you become a rodent, you might become a mouse, a rat, a shrew, or any other size 1T animal who fits the rodent type. When you take on an animal form, your equipment either melds into your new form or falls undamaged to the ground (your choice). When you return to your true form, any melded gear reappears on your person.

You can revert back to your true form as a maneuver. You can't enter an animal form unless you are in your true form. When you are dying you revert to your true form and can't turn back into an animal until you are no longer dying.

Green Animal Forms

Animal Type	Level	Temporary Stamina	Speed	Size	Stability Bonus	Melee Damage Bonus	Special
Canine	2nd	5	7	1M	+0	+1/+1/+1	You gain an edge on tests that involve smell.
Fish	2nd	0	5 (swim only)	1T	+0	+0/+0/+0	You can breathe in water but can't breathe outside of it.
Rodent	2nd	0	5 (climb)	1T	+0	+0/+0/+0	You gain an edge on tests that involve smell.
Bird	3rd	0	5 (fly)	1T	+0	+0/+0/+0	—
Great cat	3rd	5	6 (climb)	2	+0	+1/+1/+1	As a maneuver, you can jump up to 3 squares in any direction. If you land on an enemy of your size or smaller, that enemy is knocked prone, and you can make a melee free strike against them (no action required).
Giant frog	4th	5	5 (swim)	2	+0	+0/+0/+0	Your melee free strike has a distance of melee 3. When you take the Advance move action, you can high jump or long jump up to half your speed. This jump can allow you to move more squares than your speed.
Horse	4th	5	8	2	+1	+0/+0/+0	You can use the Charge main action as a maneuver. You can't use two Charge main actions on the same turn.
Mohler	4th	0	7 (burrow)	1S	+1	+0/+0/+0	Your melee distance gains a +1 bonus.
Bear	5th	10	5 (climb)	2	+1	+2/+2/+2	Your melee distance gains a +1 bonus.
Giant bird	5th	0	7 (fly)	2	+0	+1/+1/+1	After making a melee free strike, you can shift up to 3 squares as a free triggered action.
Giant salamander	6th	5	5	1L	+3	+2/+2/+2	Your melee free strike deals fire damage. Additionally, you have fire immunity 3.
Giant spider	6th	0	5 (climb)	2	+0	+0/+1/+2	You have a double edge on melee free strikes against creatures you are hidden from.
Giant snake	7th	5	5	3	+0	+0/+1/+2	Whenever you obtain a tier 2 or tier 3 outcome on a melee free strike, you can automatically grab the target. While grabbed this way, the target takes 2 damage at the start of each of their turns.
Kangaroo	7th	0	7	1L	+1	+0/+0/+4	When you score a critical hit with a melee free strike, the target is dazed (save ends). When you take the Advance move action, you can high jump or long jump up to half your speed. This jump can allow you to move more squares than your speed.
Spiny armadillo	7th	10	5	1M	+2	+0/+0/+0	Whenever you take damage from an adjacent creature's melee ability, that creature takes 3 damage.
Ostrich	8th	0	10	2	+0	+1/+1/+1	Your movement does not provoke opportunity attacks.
Shark	8th	0	8 (swim only)	2	+0	+2/+2/+2	You can breathe in water but can't breathe outside of it. Additionally, you gain an edge on strikes against targets who are bleeding or winded.
Giant octopus	9th	5	5 (swim)	3	+2	+0/+0/+0	You can breathe in water. Additionally, you can target two creatures or objects with your melee free strike. Whenever you obtain a tier 2 or tier 3 outcome on a melee free strike, you can automatically grab the target. You can have up to eight creatures grabbed.
Rhinoceros	9th	10	8	2	+5	+2/+2/+2	Whenever you make a melee free strike as part of the Charge action, that strike gains an edge.
King terror lizard	10th	20	5	4	+3	+2/+2/+2	Your melee free strike is a 1 burst with the Area and Strike keywords.



THERE IS NO SPACE BETWEEN

You have the following ability.

There Is No Space Between
Knowledge of the mystery reveals that two spaces are the same space.
Magic, Ranged, Void **Maneuver**
 Ranged 10 Special

Effect: You open two size 1 portals in unoccupied spaces within distance, which last until you move beyond distance from any portal, end the effect as a maneuver, or are dying. Each portal must be placed at a height of no more than 1 square above the ground. When you or any ally touch a portal, that creature can choose to be instantly teleported to an unoccupied space of their choice adjacent to the other portal. If an enemy is force moved into a portal, their forced movement ends and they emerge from the other portal in an unoccupied space chosen by the creature who force moved them.

At the start of each of your turns while the portals are active, you can open a new portal connected to the others. If three or more portals are present, you and your allies choose which portal to emerge from when entering a portal, and a creature who force moves an enemy into a portal chooses that enemy's destination portal.

New 5-Essence Ability

Choose one heroic ability from the following options, each of which costs 5 essence to use. Alternatively, you can choose one of the 5-essence abilities you didn't select at 1st level (see [1st-Level Features](#)).

O Flower Aid, O Earth Defend (5 Essence)
Revitalizing plants and jagged stones grow, helping allies and hindering foes.
Area, Earth, Green, Magic, Ranged **Maneuver**
 3 cube within 10 Special

Effect: Until the start of your next turn, the area gains the following effects:

- Once as a free maneuver at the start of your turn, you allow yourself and each ally in the area to spend any number of Recoveries.
- The area is difficult terrain for enemies.
- Each enemy who enters the area for the first time in a combat round or starts their turn there takes damage equal to your Reason score.

Persistent 1: The area remains until the start of your next turn. As a maneuver, you can move the area up to 5 squares. This ability ends if the area is ever not within your line of effect.

Subvert the Green Within (5 Essence)
Fungal spores sprout inside your enemy's brain, allowing you to control their actions.
Green, Magic, Ranged, Strike, Void **Main action**
 Ranged 10 One creature

Effect: The target uses their signature ability against a creature of your choice. This signature ability can target the creature even if it usually wouldn't. You then make a power roll against the target of this ability.

Power Roll + Reason:

- ≤11 5 + **R** poison damage
- 12-16 9 + **R** poison damage
- 17+ 12 + **R** poison damage

Translated Through Flame (5 Essence)
Your ally disappears, then reappears in a burst of fire.
Fire, Magic, Ranged, Void **Main action**
 Ranged 10 Self or one ally

Effect: The target is teleported to another space within distance. Make a power roll that affects each enemy adjacent to the target's new space.

Power Roll + Reason:

- ≤11 3 fire damage
- 12-16 5 fire damage
- 17+ 8 fire damage

Volcano's Embrace (5 Essence)
Wrap them up in fire and melting stone.
Earth, Fire, Magic, Ranged, Strike **Main action**
 Ranged 10 One creature

Power Roll + Reason:

- ≤11 5 + **R** fire damage; **A < WEAK**, restrained (save ends)
- 12-16 9 + **R** fire damage; **A < AVERAGE**, restrained (save ends)
- 17+ 12 + **R** fire damage; **A < STRONG**, restrained (save ends)

3rd-Level Features

As a 3rd-level elemental, you gain the following features.

3rd-Level Specialization Feature

Your elemental specialization grants you a feature, as shown on the 3rd-Level Elemental Specialization Features table.

◆ 3rd-Level Elemental Specialization Features ◆

Specialization	Feature
Earth	Earth Accepts Me
Fire	A Conversation With Fire
Green	Remember Growth and Sun and Rain
Void	Distance Is Only Memory



A CONVERSATION WITH FIRE

When you spend 1 uninterrupted minute in front of a fire, you can speak the name of another creature. If that creature is willing to speak to you, their image appears in the fire, and they can see you before them in a shimmering ball of light. The two of you can speak to each other through these images as if you were together in person. As a maneuver, you or the creature can end the conversation.

DISTANCE IS ONLY MEMORY

Each time you finish a respite, you can open a two-way portal that leads to any place you have previously been. You and your allies can pass through the portal, which remains open for 1 hour or until you dismiss it as a main action.

EARTH ACCEPTS ME

You have the following ability.

Earth Accepts Me
You can slip into the stone.

Earth, Magic
 Self

Main action
 Self

Effect: You step into a mundane dirt, metal, or stone object (including a wall) that is as large as you or larger. You can remain inside the object for as long as you like. While inside the object, you can observe events and speak to creatures outside it, but you don't have line of effect to anything outside the object and vice versa. You can travel through the object freely until you exit it. If the object you meld with is destroyed, you take 10 damage and exit the object.

REMEMBER GROWTH AND SUN AND RAIN

You have the following ability.

Remember Growth and Sun and Rain
You stir any wood's memory and learn what it has seen.

Green, Magic, Melee
 Melee 1

Main action
 One mundane wooden object

Effect: You see and hear any events that have occurred within 10 squares of the object within the last 12 hours, perceiving those events from the object's location as if you were there.

7-Essence Ability

Choose one heroic ability from the following options, each of which costs 7 essence to use.

Erase (7 Essence)
With a flick of the wrist, you phase creatures out of existence.

Magic, Ranged, Strike, Void
 Ranged 10

Main action
 Special

Special: The number of creatures you target with this ability is determined by your power roll.

Power Roll + Reason:

- One creature
- Two creatures
- Three creatures

Effect: Each target begins to fade from existence (save ends). On their first turn while fading from existence, a target takes a bane on power rolls. At the end of their first turn, they have a double bane on power rolls. At the end of their second turn, they fade from existence for 1 hour, after which they reappear in their original space or the nearest unoccupied space.

Maw of Earth (7 Essence)
You open up the ground, spewing out shrapnel of stone and debris.

Area, Earth, Magic, Ranged
 3 cube within 10

Main action
 Each enemy in the area

Power Roll + Reason:

- 5 damage
- 9 damage
- 12 damage

Effect: The ground in or directly beneath the area drops 3 squares.

Swarm of Spirits (7 Essence)
Guardian animal spirits surround you to harry your foes and bolster your allies.

Area, Green, Magic
 3 aura

Main action
 Each enemy in the area

Power Roll + Reason:

- 3 damage
- 6 damage
- 9 damage

Effect: Until the end of your next turn, each ally in the area has each of their characteristic scores treated as 1 higher for the purpose of resisting potencies, and has a +1 bonus to saving throws.

Persistent 1: You make the power roll again to target each enemy in the area without spending essence, and the effect lasts until the start of your next turn.

Wall of Fire (7 Essence)
A blazing, beautifully organized inferno erupts at your command.

Area, Fire, Magic, Ranged
 10 wall within 10

Maneuver
 Special

Effect: The wall lasts until the start of your next turn, and can be placed in occupied squares. Creatures can enter and pass through the wall. Each enemy who enters the area for the first time in a combat round or starts their turn there takes fire damage equal to your Reason score for each square of the area they start their turn in or enter.

Persistent 1: The wall lasts until the start of your next turn, and you can add a number of squares to the wall equal to your Reason score.

4th-Level Features

As a 4th-level elemental, you gain the following features.

Characteristic Increase

Your Reason score increases to 3. Additionally, you can increase one of your characteristic scores by 1, to a maximum of 3.

Font of Essence

The first time each combat round that you or a creature within 10 squares takes damage that isn't untyped or holy damage, you gain 2 essence instead of 1.

Mantle of Essence

While you have 3 or more essence and are not dying, you exude an aura of magic whose distance is equal to your Reason score. The effects within the area of the aura are based on your specialization, as shown on the Mantle of Essence Specialization Effects table. You can activate and deactivate the aura at will (no action required).

◆ Mantle of Essence Specialization Effects ◆

Specialization	Feature
Earth	Quaking Earth
Fire	Burning Grounds
Green	Flowering Bed
Void	Veiling Bed



BURNING GROUNDS

At the end of each of your turns, each enemy in the area takes fire damage equal to your Reason score.

FLOWERING BED

At the end of each of your turns, each ally in the area gains temporary Stamina equal to your Reason score.

QUAKING EARTH

At the end of each of your turns, you can push each enemy in the area up to a number of squares equal to your Reason score.

VEILING BED

The area provides concealment for you and your allies.

Perk

You gain one perk of your choice.

Skill

You gain one skill of your choice. See [Skills](#) in [Chapter 9: Tests](#).

5th-Level Features

As a 5th-level elemental, you gain the following features.

5th-Level Specialization Feature

Your elemental specialization grants you a feature, as shown on the 5th-Level Elemental Specialization Features table.

◆ 5th-Level Elemental Specialization Features ◆

Specialization	Feature
Earth	The Mountain Does Not Move
Fire	Smoldering Step
Green	Hide of Tenfold Shields
Void	Pierce the Veil of Substance



HIDE OF TENFOLD SHIELDS

Your animal forms become hardier. You gain temporary Stamina equal to your level when you enter an animal form in combat, which is added to any temporary Stamina provided by the animal form.

Additionally, an adjacent ally can use a maneuver to pet you. If they do so, you can lose temporary Stamina down to a minimum of 0. The ally gains temporary Stamina equal to the amount you lost.

THE MOUNTAIN DOES NOT MOVE

You stand firm and magnetize your allies to stay grounded. Your stability increases by your level.

Additionally, whenever an ally within distance of your Hurl Element ability is force moved, you can use a free triggered action to decrease your stability down to a minimum of 0, then increase the ally's stability by an amount equal to the stability you lost. This change lasts until the end of the round.

PIERCE THE VEIL OF SUBSTANCE

Solidity is merely a suggestion to you. Mundane barriers that are 1 square thick or less do not block your senses or line of effect. You can only sense or have line of effect past one such barrier at a time.

Additionally, whenever you use a void ability, you or one ally within distance of the ability can teleport a number of squares equal to your Reason score.

SMOLDERING STEP

You can use 1 square of movement to walk into an area of fire your size or larger and teleport to any other area of fire your size or larger within 10 squares of the first area.

Additionally, whenever you use a fire ability or are targeted by an ability that deals fire damage, each enemy adjacent to you takes fire damage equal to your Reason score.

9-Essence Ability

Choose one heroic ability from the following options, each of which costs 9 essence to use.

Combustion Deferred (9 Essence)

Your flames dance from kindling to kindling to kindling.

Fire, Magic, Ranged, Strike

Main action

Ranged 10

☞ One creature or object

Power Roll + Reason:

≤11 8 + **R** fire damage

12-16 13 + **R** fire damage

17+ 17 + **R** fire damage

Effect: When the target ends their next turn, or if they drop to 0 Stamina before then, each enemy adjacent to them takes fire damage equal to twice your Reason score. Each affected enemy then gains this same effect.

Storm of Sands (9 Essence)

Dirt and debris swirl into a dark, pulsing hurricane.

Area, Earth, Magic, Ranged

Main action

4 cube within 10

☞ Each enemy in the area

Power Roll + Reason:

≤11 2 damage

12-16 5 damage

17+ 7 damage

Effect: The area lasts until the start of your next turn. It is difficult terrain for enemies, and you and your allies have concealment while in the area.

Persistent 1: The area remains until the start of your next turn, and you can move it up to 5 squares (no action required). As a maneuver, you can make the power roll again without spending essence.

Subverted Perception of Space (9 Essence)

You rip an enemy's world in twain.

Magic, Ranged, Strike, Void

Main action

Ranged 10

☞ One creature or object

Power Roll + Reason:

≤11 9 + **R** corruption damage

12-16 10 + **R** corruption damage; the target has line of effect only to creatures and objects within 4 squares of them until the start of your next turn

17+ 15 + **R** corruption damage; the target has line of effect only to adjacent creatures and objects until the start of your next turn

Persistent 1: The target's limited line of effect lasts until the start of your next turn.

Web of All That's Come Before (9 Essence)

Threads you've been weaving through your adventures create a vibrant, pearlescent web.

Area, Green, Magic, Ranged

Main action

4 cube within 10

☞ Each enemy in the area

Power Roll + Reason:

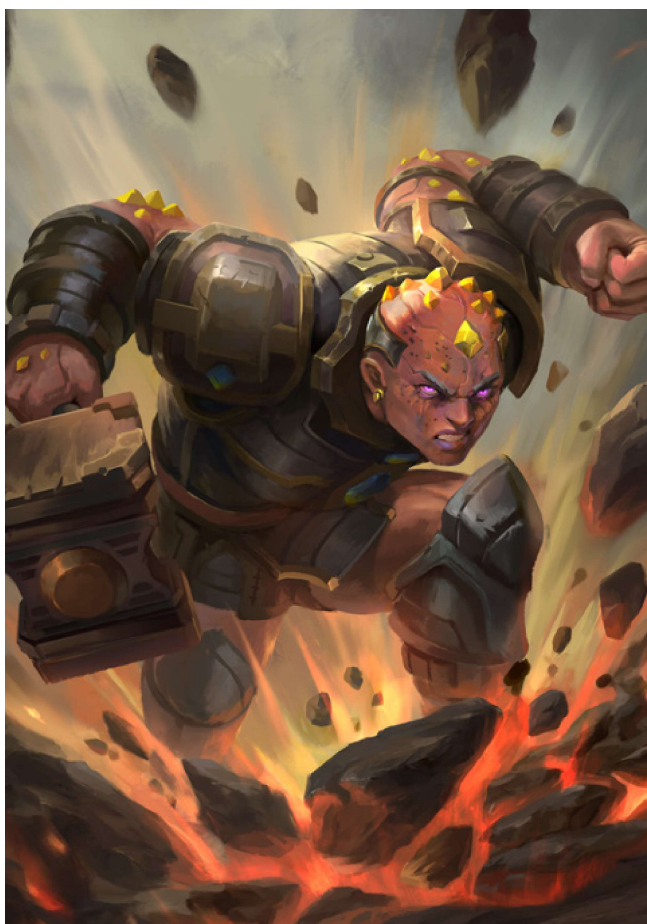
≤11 2 corruption damage; **A < WEAK**, restrained (save ends)

12-16 3 corruption damage; **A < AVERAGE**, restrained (save ends)

17+ 5 corruption damage; **A < STRONG**, restrained (save ends)

Effect: The area is difficult terrain until the start of your next turn. Each enemy who ends their turn in the area is restrained (save ends).

Persistent 1: The area remains until the start of your next turn.



6th-Level Features

As a 6th-level elemental, you gain the following features.

Perk

You gain one crafting, lore, or supernatural perk of your choice.

Wyrding

You can spend 10 uninterrupted minutes to create a freeform magic spell for a variety of situations. Choose one of the following magical effects:

- You create a mundane object of a size equal to your Reason score or smaller.
- You construct a place of shelter suitable for twenty creatures that lasts for 24 hours and can't be detected by enemies.
- You restore all Stamina to a mundane object of a size equal to your Reason score or smaller.
- Choose a cube with a size up to your Reason score within 5 squares. You can fill that area with difficult terrain or natural phenomena such as fire, water, or plant life, or can clear the area of those things.
- You can preserve a corpse or up to 5 pounds of food for a week, or can cause a corpse or that amount of food to instantly rot.
- You create a seal on a surface that can't be seen or felt by anyone but you. When a creature comes adjacent to the surface, you can see and hear through the seal for as long as the creature remains adjacent to it. When you create the seal, you can decide to limit the number of creatures who activate it by choosing a creature keyword (such as Undead) or a specific name (such as Ajax the Invincible) or organization (such as the Black Iron Pact). If you do, the seal alerts you only when creatures with the keyword, name, or organizational affiliation you provide pass by it. If you create a second seal, the first one disappears. You can dispel a seal at any time (no action required).


New 9-Essence Ability

Choose one heroic ability from the following options, each of which costs 9 essence to use. Alternatively, you can choose one of the 9-essence abilities you didn't select at 5th level (see [5th-Level Features](#)).


Luminous Champion Aloft (9 Essence)

They shine vibrantly, a beautiful diamond in the night sky.

Fire, Green, Magic, Ranged, Void

 Ranged 10

Maneuver

 Self or one ally

Effect: The target has a +3 bonus to speed, they can fly, and their abilities ignore concealment. Additionally, whenever the target gains their Heroic Resource, they gain 1 additional Heroic Resource. This effect lasts until the start of your next turn.

Persistent 1: The effect lasts until the start of your next turn.


Magma Titan (9 Essence)

Their body swells with lava, mud, and might, towering over their enemies.

Earth, Fire, Green, Magic, Ranged

 Ranged 10

Maneuver

 Self or one ally

Effect: Until the start of your next turn, the target has the following benefits:

- Their size and stability increase by 2, with any size 1 target becoming size 3. Each creature who is within the target's new space slides to the nearest unoccupied space, ignoring stability. If the target doesn't have space to grow, they grow as much as they can and become restrained until the effect ends.
- They have fire immunity 10.
- Their strikes deal extra fire damage equal to twice your Reason score.
- When the target force moves a creature or object, the forced movement distance gains a +2 bonus.
- They can use their highest characteristic instead of Might for Might power rolls.

Persistent 2: The effect lasts until the start of your next turn. Additionally, at the start of your turn, the target can spend 2 Recoveries.


Meteor (9 Essence)

You teleport the target into the air and let the ground and the elemental force of fire do the rest.


Earth, Fire, Magic, Ranged, Void


 Ranged 10


Main action

 One creature or object

Power Roll + Reason:

 You teleport the target up to 4 squares.

 You teleport the target up to 6 squares.


 You teleport the target up to 8 squares.

Effect: If the target is teleported to a space where they would fall, they immediately do so, treating the fall as if their Agility score were 0. The target takes fire damage from the fall, and each enemy within 3 squares of where they land takes the same amount of fire damage. The ground within 3 squares of where the target lands is difficult terrain.

The Wode Remembers and Returns (9 Essence)

You create a terrarium that spans from canopy above to underbrush below.

Area, Earth, Green, Magic, Void

 4 burst

Main action

 Special

Effect: The area becomes dark and verdant, with trees and plant life appearing in unoccupied spaces within it until the start of your next turn. The area is difficult terrain for enemies, and any ally who ends their turn in the area has cover.

Persistent 2: The area remains until the start of your next turn. Additionally, at the start of your turn, each ally in the area can spend a Recovery.

7th-Level Features

As a 7th-level elemental, you gain the following features.

Characteristic Increase

Each of your characteristic scores increases by 1, to a maximum of 4.

Mantle of Quintessence

Your Mantle of Essence feature no longer requires essence.

Additionally, your Mantle of Essence now radiates magic that creates a calming air. Creatures in the area of the mantle's aura have their starting patience increased by 1 (to a maximum of 5) during any negotiation. While in the area, you and any ally gain an edge on tests that use the Handle Animals skill. If you have 5 or more Victories, the bonus to patience increases to 2 and tests that use the Handle Animals skill have a double edge.

Surging Essence

When you gain essence at the start of each of your turns during combat, you gain 3 essence instead of 2.

Skill

You gain one skill of your choice.

8th-Level Features

As an 8th-level elemental, you gain the following features.

Perk

You gain one perk of your choice.

8th-Level Specialization Feature

Your elemental specialization grants you a feature, as shown on the 8th-Level Elemental Specialization Features table.

◆ 8th-Level Elemental Specialization Features ◆

Specialization	Feature
Earth	Summon Source of Earth
Fire	The Flame Primordial
Green	Chimeric Manifestation
Void	Black Hole Star



BLACK HOLE STAR

You warp gravity around your heavenly body and can pull even the sturdiest titans toward your core. At the end of each of your turns, you target one creature or object within distance of your Hurl Element ability and vertical pull that target up to 5 squares. If their stability reduces this forced movement, they are pulled a minimum of 2 squares. This forced movement ignores stability for your allies.

Additionally, your Mantle of Essence improves. While in the area of the aura, enemies and objects have their stability reduced by an amount equal to your level.



CHIMERIC MANIFESTATION

Nature isn't static and unchanging, and neither are you. You can enter or exit your animal form as a free maneuver the first time you use your Disciple of the Green feature on your turn.

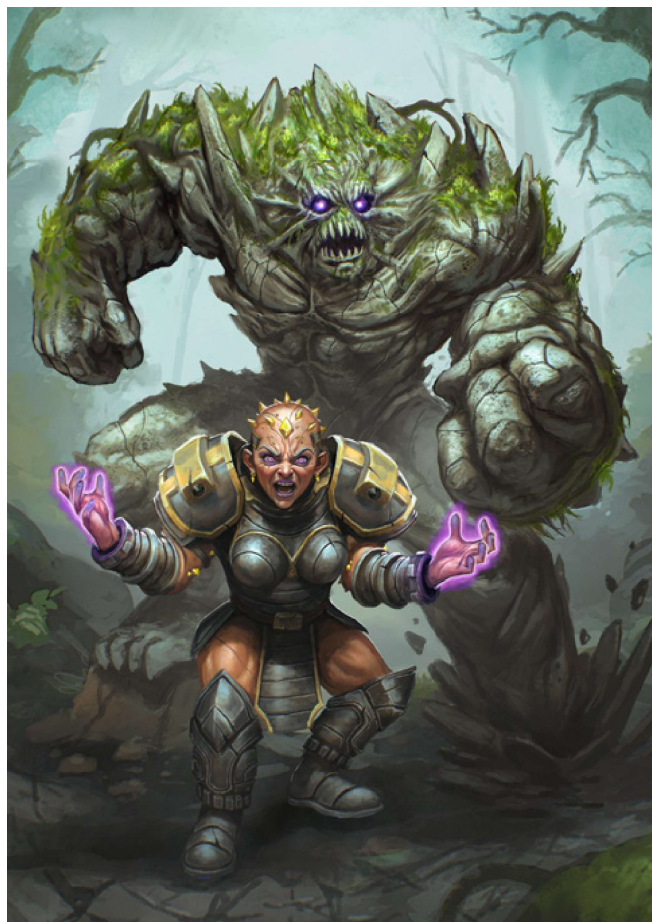
Additionally, whenever you use your Disciple of the Green feature, you can select an additional animal form and gain the positive benefits from both forms. You can choose the size of either animal, and if both animal forms grant you the same benefit, you can choose whichever you prefer. You gain the highest speed between the two animal forms and have all types of movement from both forms.

You can only combine animal forms whose levels add up to 12 or less. For example, you can combine a shark (8th level) with a horse (4th level), but you can't combine a shark with a bear (5th level).

THE FLAME PRIMORDIAL

You produce a fire that entrances the fates, distracting them from aiding your foes. Whenever you deal fire damage to a creature or object, they take an extra 1d6 fire damage. If you deal fire damage to a mundane object, you can use a free triggered action to target it with your Return to Formlessness ability instead.

Additionally, any enemy who starts their turn adjacent to you has fire weakness equal to your Reason score until the start of their next turn. This increases to twice your Reason score if the enemy is made of or is wearing mostly metal.



SUMMON SOURCE OF EARTH

You have the following ability.

Summon Source of Earth

The ground rumbles as an elemental bursts forth, ready to serve.

Earth, Magic, Ranged

Range 10

Main action

Special

Effect: A **source of earth** emerges from an unoccupied space within distance. The source takes their turn immediately after you, moving up to their speed and either taking a main action or a maneuver. The source is dismissed at the start of your next turn.

The source starts an encounter at full Stamina, but maintains their current Stamina throughout the encounter, even if they are dismissed and you use this ability again. They can't regain Stamina during the encounter. When the source's Stamina is reduced to 0, you can't use this ability again until you earn 1 or more Victories.

Persistent 2: The source takes another turn. They are dismissed at the start of your next turn.

Source of Earth

Elemental

Level 8 Brute

2
Size

6
Speed

45
Stamina

5
Stability

5
Free Strike

Immunity: —
Movement: Burrow

Weakness: —

Might +3

Agility +1

Reason -5

Intuition -5

Presence -3

✖ Boulder Bash 2d10 + 3
Melee, Ranged, Strike, Weapon
Range Melee 2 or Ranged 10
≤11 5 damage; push 3
12-16 9 damage; push 4
17+ 12 damage; push 5

Signature Ability
Main action
Target One creature

★ **Earthwalk**
Difficult terrain composed of earth and stone doesn't cost the source extra movement.

★ **Tunnler**
When the source burrows, they create a size 2 tunnel.

★ **Earth Harness**
A creature that has the Earth Accepts Me ability can use it as a free action to meld into the source.

11-Essence Ability

Choose one heroic ability from the following options, each of which costs 11 essence to use.

Heart of the Wode (11 Essence)

You call forth one of the Great Tree's many splinters to provide for your every need.

Green, Magic, Ranged

Main action

Range 10

Special

Effect: A size 5 tree appears in an unoccupied space within distance. The tree has 100 Stamina and can't be force moved. You and any ally can touch the tree to use the Catch Breath maneuver as a free maneuver. Additionally, when you start your turn with line of effect to the tree, you can end one effect on yourself that is ended by a saving throw or that ends at the end of your turn, or you can stand up if you are prone. Each ally within distance also gains this benefit. Each enemy who ends their turn within 3 squares of the tree is restrained until the end of their next turn. A creature restrained this way can use a main action to end the effect early.

Muse of Fire (11 Essence)

The fire burns hot enough to sear the face of any god watching.

Area, Fire, Magic, Ranged

Main action

Range 5 cube within 10

Target Each enemy in the area

Power Roll + Reason:

≤11 7 fire damage; the Director loses 2 Malice (see

Draw Steel: Monsters)

12-16 10 fire damage; the Director loses 3 Malice

17+ 15 fire damage; the Director loses 4 Malice

Effect: The Director's Malice can become negative as a result of this ability.

Return to Oblivion (11 Essence)*You create a tear in reality that could consume everything.***Area, Magic, Ranged, Void**

Ranged 10

Main action

Special

Effect: You create a size 1L vortex that lasts until the end of the encounter. At the start of each combat round while the vortex is unoccupied, the vortex vertical pulls 3 each enemy within 5 squares of it. Each enemy who enters the vortex or starts their turn there is knocked prone. At the end of the round, if a winded enemy who is not a leader or solo creature is in the vortex, they are instantly destroyed.

World Torn Asunder (11 Essence)*You stomp your foot and quake the whole world over.***Area, Earth, Magic**

5 burst

Main action

Each enemy in the area

Power Roll + Reason: **M<WEAK**, prone **M<AVERAGE**, prone **M<STRONG**, prone

Effect: You create a fissure in the ground adjacent to you that is a 10 × 2 line and 6 squares deep. Each creature in the area who is prone and size 2 or smaller falls in. Other creatures can enter the fissure or can shift to the nearest unoccupied space of their choice outside it.

9th-Level Features

As a 9th-level elemental, you gain the following features.

Grand Wyrding

You have mastered the magic of shaping a wyrd, and can use your Wyrding feature as a main action.

Additionally, when you have 5 or more Victories, choose one of the following damage types: acid, cold, corruption, fire, lightning, poison, or sonic. You have immunity all to that type.

New 11-Essence Ability

Choose one heroic ability from the following options, each of which costs 11 essence to use. Alternatively, you can choose one of the 11-essence abilities you didn't select at 8th level (see [8th-Level Features](#)).

Earth Rejects You (11 Essence)*Everyone and everything gets blown away in an eruption of rocks and debris.***Area, Earth, Magic, Ranged**

5 cube within 10

Main action

Each enemy and object in the area

Power Roll + Reason:

6 damage

9 damage

13 damage

Persistent 2: At the start of your turn, you can use a maneuver to use this ability again without spending essence.

The Green Defends Its Servants (11 Essence)*A luminous green shield shows its true beauty the more it cracks.***Green, Magic, Ranged**

Ranged 10

Maneuver

Self or one ally

Effect: You conjure an elemental shield that protects the target until the end of your next turn. While the shield is active, the target can take the Defend main action as a maneuver on each of their turns. The target gains 30 temporary Stamina that lasts until depleted or until the effect ends. If this temporary Stamina disappears, the effect ends and the shield explodes, dealing 10 damage to each enemy within 5 squares of the target.

Persistent 2: The effect lasts until the start of your next turn.

Prism (11 Essence)*You split your essence, allowing you to cast multiple effects at once.***Magic, Void**

Self

Main action

Self

Effect: You use up to three heroic abilities whose essence costs total 11 or less, spending no additional essence beyond the cost of this ability. You can shift up to 2 squares between your use of each ability.

Unquenchable Fire (11 Essence)*You let fly a fiery missile braided with pure primal energy.***Fire, Magic, Ranged, Strike**

Ranged 10

Main action

One enemy or object

Power Roll + Reason: 13 + **R** fire damage; **I<WEAK**, dazed (save ends) 18 + **R** fire damage; **I<AVERAGE**, dazed (save ends) 25 + **R** fire damage; **I<STRONG**, dazed (save ends)

Effect: This damage ignores immunity.

10th-Level Features

As a 10th-level elemental, you gain the following features.

Breath

You have an epic resource called breath. Each time you finish a respite, you gain breath equal to the XP you gain. You can spend any number of breath to gain essence (no action required). When you do, 1 breath becomes 3 essence.

Breath remains until you convert it to essence.

Characteristic Increase

Your Reason score increases to 5. Additionally, you can increase one of your characteristic scores by 1, to a maximum of 5.

Essential Being

When you gain essence at the start of each of your turns during combat, you gain 4 essence instead of 3.

One

You become the embodiment of the element of your chosen specialization. Whenever you use magic, elemental motes flit around you and your skin changes to reflect your element, taking on an earthen or stony appearance for earth, appearing like flickering flame for fire, gaining a leaf pattern for green, and becoming a starry expanse for void. Additionally, you gain one of the following benefits, as shown on the One Specialization Features table.

One Specialization Features

Specialization	Feature
Earth	Master of Earth
Fire	Master of Fire
Green	Master of Green
Void	Master of Void

MASTER OF EARTH

You have damage immunity 5.

Additionally, as a respite activity, you can shape the mundane earth around you in a 1-mile radius. You can open sinkholes, form mountains, level mundane structures or whole settlements, create canyons, raise islands or sink them in the sea, and perform similar feats. You can't use this respite activity if another creature within 1 mile is already using it. Once you use this respite activity, you can't use it again for 10 days.

MASTER OF FIRE

The damage bonus of your Acolyte of Fire feature increases to +5 and applies to all your magic abilities.

Additionally, your Return to Formlessness ability can be used on supernatural objects (but not on artifacts). When you melt a treasure (see [Chapter 13: Rewards](#)), you gain breath equal to its echelon.

MASTER OF GREEN

The number of Recoveries you have increases by 2, and each time you finish a respite, you can grant each ally who finished the respite with you 2 additional Recoveries. Your allies' additional Recoveries disappear when they finish their next respite.

Additionally, as a respite activity, you can perform a ritual that causes a fruit tree to spring from the ground, grow, mature, and produce 1d6 of a treasure called Life Fruit. You can use a respite activity to cause an existing tree to produce another 1d6 Life Fruit, but it does not grow these magic consumables on its own.

As a maneuver, a creature can consume a Life Fruit or feed it to an adjacent willing ally. When a creature eats a Life Fruit, they restore all their Stamina, they can end all conditions or effects on themselves, and they can stand up if prone. Additionally, if the creature desires, their aging pauses for 1d10 years. If the creature eats additional Life Fruit and chooses to pause their aging, the effects don't stack. Instead, the creature gains the benefit from the Life Fruit that pauses their aging for the longest time.

MASTER OF VOID

Whenever you willingly move, you can teleport.

Additionally, your mind is connected to the mystery and helps you find the answers you seek. You no longer require project sources for research projects. Whenever you use a respite activity to make a project roll for a research project, you automatically complete the project.

Perk

You gain one crafting, lore, or supernatural perk of your choice.

Skill

You gain one skill of your choice.