

DUNGEONS & DRAGONS[®]

PLAYER'S OPTION:
HEROES OF THE ELEMENTAL CHAOS[™]

ROLEPLAYING GAME SUPPLEMENT

Richard Baker ♦ Robert J. Schwalb

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Into the Maelstrom

MUCH SPECULATION exists regarding a vast reservoir of magical power said to be hidden in the depths of the Elemental Chaos. Its signs are everywhere. One doesn't have to look hard to understand the energy emanating from the Plane Below, filtering into the other planes through the magic of mortals and immortals alike. A *fireball* spell harnesses elemental flame, and the evocations of druids and shamans tap into a power even greater than the primal magic that controls it.

Some sages believe that elemental power encompasses the might that is expressed in every other magical tradition, from the dread cold of shadow magic to the unpredictable spells used by chaos sorcerers. Others maintain that elemental power can be harnessed, shaped, and used as a mystical energy separate from the other systems of magic. In the end, both theories might be true.

This chapter explores the fundamentals of elemental power, and includes the following sections.

- ◆ **Elemental Magic:** A discussion of the nature of elemental magic, and who can call on its power.
- ◆ **Elemental Influence:** An overview of how the Elemental Chaos influences the other planes, particularly the natural world.
- ◆ **The Elemental Chaos:** A look at the Plane Below, the font from which all elemental heroes draw their magic, and some major sites within it.
- ◆ **Elemental-Touched Races:** Several races and cultures have been affected by elemental power in distinctive ways.
- ◆ **Gaining Elemental Power:** A discussion of the processes by which characters tap into elemental power, and a survey of the primordials that can serve as patrons for such characters.
- ◆ **The Primordials:** An extensive look at the entities that are the champions of chaos and the epitome of elemental mastery.
- ◆ **Elemental Power in Your Game:** Tips for players and DMs who want to introduce elemental power into a campaign.



Elemental Magic

In the beginning was possibility. Untamed energy roiled and vied in a clashing storm of raw and utter chaos. Formless substance swelled and shrank in the emptiness as fountains of energy burst from its surface. New worlds were born with each passing moment, then were just as quickly consumed in the cosmic maelstrom.

Theology records a host of myths regarding the world's formation. Many temple ceremonies celebrate the divine victory over the elemental hosts, capturing the desperate struggle of gods and primordials in the frescoes and paintings adorning their walls and domes. In the eyes of the faithful, the primordials are perilous monstrosities best forgotten. The gods ended their threat and secured the future.

History is written by the victors, however. Attitudes and beliefs regarding the ancient primordial entities and their failed war against the denizens of the heavens have been shaped by the gods and their servants over millennia. The gods point to their victory as proof they were right in their cause, and they claim that the world is now as it was intended to be. The primordials have been checked in their desire to control and shape the planes, and the faithful of the gods give thanks for a world free of the raging chaos that once overwhelmed it. However, to say that the primordials' elemental power is vanquished is to propagate a dangerous lie.

The primordials are very much alive. Their bodies are imprisoned—weighed down by chains, sealed in inescapable vaults, or clouded by sleep. However, their minds and spirits still endure. They think. They plot. They hate. And as they do, elemental magic flows from the primordials and the Elemental Chaos that is their legacy, spreading insidiously across the multiverse.

THE NATURE OF ELEMENTAL MAGIC

Major and minor magical traditions can be found across the world and the planes. Arcane, divine, and primal magic are the most ancient and storied of these traditions, their origins tied to the greatest and darkest moments the world has ever known. Less well known but just as powerful, psionic magic waxes and wanes—a mysterious force protecting the world from the alien threat of the Far Realm. Shadow magic polutes the other traditions it touches, demanding the energy of one's mortal soul as the price for its power.

Because elemental magic manifests within all other traditions, it resists easy categorization. In fact, many theorize that elemental magic does not exist in its own right, claiming that since it is the product of so many other systems of magic, it cannot be a source of magical power in and of itself.

A Scholarly Debate

The issue of elemental magic as a distinct force in the cosmos has occupied scholars since antiquity. Most magical traditions provide ways of wielding elemental energy. Spells and prayers of lightning, thunder, acid, fire, and cold embody elemental power. No one denies that such energy exists. What remains a point of contention is whether elemental energy can be employed independent of the magical systems used to harness it.

Proponents on both sides of the issue wrestled with the cosmological problems posed by elemental magic, relegating the matter to philosophical debates over hundreds of years. Then the archmage Mordenkainen became determined to settle the dispute. In a lecture to his students, the wizard posited that elemental power is, in fact, the root of all magic—and the underpinning that allows magic to exist in the world. Elemental power underlies every magical tradition, and the methods used to wield it segregate magic into the traditions of the arcane, the divine, the primal, and more.

Not everyone agreed with Mordenkainen's radical interpretation. Rigby, a high priest and a member of the Circle of Eight, conceded that some magic might originate in the Elemental Chaos. However, he argued that such power could not be the foundation of divine magic. Clearly, the primordials did not create the gods, even as the gods used their power apart from the primordials to shape the astral dominions. If divine magic was an exception, then Rigby believed that Mordenkainen's theory was void.

Mordenkainen, never one to back down from a debate, countered in a now-famous letter to the priest, writing, "If the gods are of our reality, then they cannot logically predate the primordials. There was no form or substance prior to the primordials' emergence. Therefore, if the gods were not created by the primordials, they are intruders into this reality from somewhere beyond. It is my belief that upon entering this reality, the gods used the raw energy generated by the Elemental Chaos to establish their immortal forms. Elemental power is the definitive source for the creation of magic, and the traditions we see in the world today are but variations of that single source, colored by the methods used to access it."

Although the Circle of Eight argued over the nature and origin of elemental magic, the definitive voice on the subject came from the renegade wizard Emirikol the Chaotic. Rejecting Mordenkainen's

theory as naive and Rigby's response as delusional, Emirikol argued that elemental magic did, in fact, exist as a separate force in the cosmos. Arcane magic, divine magic, primal magic, and elemental magic were discrete forms of energy. The difference was simply one of scope.

Emirikol believed that most forms of magic have no meaning outside their users, and that such magical systems depend on their practitioners to give them context in the cosmos. What is arcane power without a mage to cast a spell? What is divine magic absent clerics to channel the gods' power? In Emirikol's view, elemental power exists apart from its practitioners. The Elemental Chaos offers the proof. That plane a place of is raw elemental magic, and the creatures populating it embody that power.

Emirikol also believed that elemental power is not discrete, observing that other magical systems access its underlying energy at all times. A wizard's *cone of cold* spell calls forth elemental cold, just as *fireball* releases a burst of elemental fire. However, these spells do not use elemental power to drive them, instead employing an arcane process that shapes that energy. Such magic does not originate in some personal connection to elemental power. Emirikol observed that many spells, disciplines, evocations, and prayers create or manipulate elemental energy, even as they retain their tradition's characteristics.

ELEMENTAL EXPRESSIONS

As Emirikol realized, practitioners of magic can use the power of the Plane Below without being aware they are doing so. Elemental power adopts the characteristics of the magic used to harness it. Elemental fire called forth by a wizard's spell becomes arcane, while a tide of elemental earth created by a prayer becomes divine.

Any power, regardless of its source, harnesses elemental energy when it deals an elemental damage type—acid, cold, fire, lightning, or thunder. Whether a wizard casts a *fireball* or a druid uses *flame seed*, any elemental spell, prayer, or evocation gathers the energy of the Plane Below and releases it into the world.

Arcane Magic

Many have questioned Corellon's motives for revealing arcane magic to the eladrin. Surely the god of the fey must have anticipated that the arcane secrets would spread beyond his favored children. Perhaps he accepted that risk against the necessity of arming his people against their enemies. Perhaps he sought to reduce the primordials' strength by allowing mortals to siphon off the elemental power that was

DAVE ALLSOP



A sha'ir brings forth an air elemental, taking the fight to a vrock demon high overhead



their lifeblood. Whatever his reasons, arcane magic is the tradition most strongly connected to elemental energy, and its practitioners are among the most potent shapers of destructive elemental power.

Elemental energy is a cornerstone of every wizard's arsenal. Few combat spells can equal the potency and effectiveness of those that draw on elemental power. In fact, an entire school of magic—evocation—allows wizards to control and direct that power, shaping it into controlled bursts, arcing lightning, and countless other forms.

The potency of arcane elemental power is not restricted to wizards. Swordmages, warlocks, binders, hexblades, and even artificers and bards can incorporate elemental energy into their spells. Certain warlocks forge pacts with bound primordials, accessing the power held within their timeless prisons. Of all the arcane casters, the sorcerer comes closest to wielding elemental power in its purest state. Chaos sorcerers (*Player's Handbook 2*), storm sorcerers (*Arcane Power*), and elementalists (described in this book) learn how to channel elemental power into the raw arcane fury that fuels their attacks.

Divine Magic

Elemental power is also present in divine magic, though few practitioners of divine magic openly acknowledge this connection. After defeating the primordials, many gods used their victory to add elemental interests to their portfolios. Moradin claimed earth. Khala (and later the Raven Queen) stole winter's cold, while Melora claimed dominion over the seas. The gods' power grants their followers a measure of control over these elemental forces, arming their clerics, paladins, and others with a portion of the destructive power of the Elemental Chaos.

Primal Magic

The primal spirits absorb and contain the excess elemental energy that bleeds into the world from the Elemental Chaos. In doing so, these spirits often acquire characteristics that make apparent their connection to elemental fire, water, earth, and air. The nature magic that is the common thread connecting primal characters allows them to access elemental power through the spirits with whom they associate.

The legendary breach wardens (see “Cinderheart,” page 13) blend elemental energy into their evocations to better staunch the intrusive power of the Elemental Chaos where it boils into the world.

It is said that the primal spirits exhibit their strong connection to elemental power because the world has yet to shed the elemental influence of its birth. The ties between primal magic and elemental power lead some to suggest that primal magic is elemental magic in a refined and evolved form. Perhaps the primal spirits are echoes from the earliest days of creation—ideas evolved into quasi-real forms, personalities, and identities who owe their existence to the primordials whose power gave them form and permanence.

Psionic and Shadow Magic

Even the minor power sources grant access to elemental energy. Psionic characters are freely able to use the power of the mind to apprehend and shape elemental energy, as pyrokinetics and mountain devotees demonstrate. Since elemental energy flows into the world and its inhabitants, some psionic characters are able to access the elemental power within by targeting it with their thoughts.

Of all the power sources, shadow magic involves the subtlest manipulation of elemental power. Most hexes focus on darkness, fear, and undeath. However, others weave necrotic energy with elemental power that can destroy both body and soul. Shadow wizards such as nethermancers and necromancers most often use elemental magic, though one can find elemental power in the magic of blackguards, assassins, and other dark adventurers.

MASTERING ELEMENTAL MAGIC

Even as other power sources grant access to and control over elemental magic, the traditions of those forms of magic distract from the question of whether elemental power can be mastered in its own right. Elemental power is widespread and abundant, but how can one tap into its magic, awakening that power and controlling it as the primordials once did?

ELEMENTAL VIEWPOINT: EVELENN, PYROKINETICIST

Those who observe me as I wield my powers naturally assume that I am summoning or controlling fire in some way. That is, of course, inaccurate. I have no font of elemental energy in my mind. What I do have is the ability to perceive the latent elemental energies that are locked inside matter. Even the most ordinary rock holds the memories of the deep fires in which it was born countless ages ago. My training in the psionic arts allows me to unlock the hidden fire sleeping in the world around me.

I do not create the fire; I simply let it out.



Emirikol believed it was possible to access elemental magic without an intercessor power source. After a lifetime spent studying the mysterious energy welling up from the Elemental Chaos, he concluded that harnessing elemental power in its purest state required that one become an elemental creature. Elemental creatures are the living extensions of the Plane Below—beings formed wholly of elemental magic and granted life. Emirikol believed that when an elemental creature uses elemental magic, it is in fact drawing that power from itself. The elemental expands its own magical presence to achieve a desired end, whether a frost titan freezing enemies in a wintry blast, or fire giants calling up columns of flame to scorch their foes.

Perils of Elemental Magic

To transform into an elemental creature is a path that few mortals are willing to tread. Even Emirikol, fascinated as he was by elemental magic, was unwilling to sacrifice his mortality to access the power he coveted. Perhaps more than most, he understood the risks of such a transformation.

The anger of the gods is the greatest danger elemental creatures face. The deities and their servants have no love for elementals, and many still bear grudges from the Dawn War. A creature that transforms into an elemental forfeits the gift of life granted by the gods, and might be shunned or hated by the servants of the divine. Such animosity is not absolute, however. The elemental race of the genasi sometimes serve the gods as paladins, clerics, and invokers.

Elemental transformation strengthens an individual's ties to the Elemental Chaos, and can also attract the attention of the powers residing there. Titans, djinns, and other powerful creatures enslave lesser elementals, using them as servants and soldiers in their interminable wars. Moreover, the process of transformation is not something a mortal can accomplish alone, and often requires outside assistance. An unscrupulous elemental might offer the needed power, only to later bind a mortal supplicant as its thrall.

Worse than a lifetime spent enslaved to an elemental master is the demonic corruption that spills out from the wound at the heart of the Plane Below. Lodged in the depths of the Abyss is a shard of darkness that burrows into the very fabric of reality, allowing the realm of the demons to consume more and more of the Elemental Chaos to feed its insatiable appetite. Elemental creatures caught up in this ageless feeding are transformed and warped into demons. However, all elemental creatures are vulnerable to lesser forms of corruption, and ceding one's mortality reduces a character's natural protection against it.

THE BASIC ELEMENTS

The Elemental Chaos is a tumultuous storm of energy that constantly demolishes and rebuilds itself. Though the plane mixes the elements, certain major forces remain separate from each other by their very nature. These forces represent pure and unmixed elemental air, earth, fire, and water—the so-called basic elements, the most fundamental and necessary substances in the multiverse.

Air

Elemental air is the dominion of the gusting winds and the endless blue of the world's skies. Powers associated with this province provide flight, the ability to call up and manipulate winds, or the wherewithal to freeze enemies with bitter cold. Characters who have ties to elemental air are mercurial, whimsical, and free-spirited. Their emotions swing from mild to intense with little warning.

Earth

From towering mountains to shifting sands, from unyielding stone to the loamy earth that fosters life, elemental earth embodies strength and resilience. Powers that call on elemental earth can send tremors through the ground, shelter creatures within stone and dirt, speed transport through earth or rock, or bolster one's ability to withstand punishment. Characters connected to elemental earth are thoughtful, patient, and slow to change their emotions. If roused to violence, their fury is terrible indeed.

Fire

Fire represents passion, inspiration, fury, and destruction. Powers drawing on this element create and manipulate flames, provide insight, and intensify emotions. A wielder of elemental fire might blast enemies with flame or whip up allies' anger to push them beyond their limits. Elemental fire inspires its users to be passionate in all they do. Emotions can cloud such a character's judgment, leading to rash action when caution might be the better course.

Water

Just as water flows through and around barriers, so do those who call on its power evade enemies with ease. Elemental water also controls the power of healing, and its soothing touch can remove injuries and afflictions. Water is the element of motion, communication, and transformation. Characters who identify with elemental water adapt well to circumstances, offering a voice of reason or a call for destruction as the situation demands.



Elemental Influence

Creation could not have come into being without the Elemental Chaos and the entities that ruled its endlessly changing landscape. The natural world and the other planes bear their creators' fingerprints, and the denizens of all those planes can still sense the power that was used to bind untamed substance into its present forms. One hears their voices in the rumbling earth, in the churning seas, and in the storms that unleash destruction across the land. The primordials—or at least the echoes of their power—are very much alive in the world.

RESIDUAL ENERGY

The most widespread influence of the Elemental Chaos in the natural world is found in the residual energy left behind from creation, and from the subsequent wars of gods and primordials. The artistry of creation is evident in the world. Majestic mountains, vast oceans, primeval forests, the blue dome of the sky—all were made by the primordials, and their power lingers in their creations.

Residual energy pervades the world, not unlike air. Most creatures live their lives without ever encountering raw elemental energy. As with air, however, its effects can be felt even when it is not seen. Magic in all forms connects to this latent energy and uses it to produce miraculous events, from healing the dying to laying waste to whole armies with ice and fire.

ELEMENTAL BEINGS

The primal ban prevents the primordials from taking a direct hand in the world's events. However, this ancient pact can do little to stop elemental creatures of lesser stature from crossing over to the world. Across all lands, ancient titans lurk under mountains or in fortresses built atop volcanoes. Elemental lords rule vast ice castles from which they expel glaciers to threaten settled lands. Reckless conjurers call forth elementals, djinns, and other destructive creatures into the mortal realm. From time to time, an ancient relic of the Dawn War is unearthed, enabling elemental monsters dormant for millennia to roam once more. Set free in the world, such creatures unleash chaos and destruction wherever they go. The most powerful among them might turn their attention to unraveling the mortal realm, in accordance with the wishes of their ancient primordial masters.

THE PRIMAL BAN: KEEPING THE WORLD SAFER

The primal ban is the manifestation of an old, deep magic that lies beyond mortal awareness or understanding. Even the spirits whose existence sustains and reinforces it have little sense of its true nature. The ban is embodied in the existential barriers that surround the natural world and wall out all other planes. It is graven in every rock, every breeze, every living mortal creature, and every tiny mote of substance that is part of the natural world. By means of this deep, ancient warding, beings of other planes—even the mightiest gods and primordials—can be expelled or hedged out by those with sufficient power and knowledge to do so, because their substance is not of the mortal world.

The ancient wardings of the primal ban are continually renewed by the world's primal spirits. These mysterious entities came into existence in the early days of creation, when the gods began to sculpt and bind the raw structure forged by the primordials and populate it with their own works. A portion of the gods' essence lingered in everything they touched, imbuing the world and all things in it with souls. During the timeless era of the world's youth, these souls became aware. Some of these spirits chose sides in the Dawn War, others fought to defend the places and creatures from which they came, and still others silently healed the world's wounds when the conflict moved to some other place. As the primal spirits grew older and stronger, the primal ban began to take shape and grow with them. They became able to protect more and more of the world, hedging out the rampaging primordials and mitigating godly efforts to change the world from its current shape.

Some scholars assert that the primal spirits crafted the ban to guard their newborn world from the ravages of the Dawn War. Others believe that the laws of the natural world governing seasons, weather, and life that are ingrained in the primal spirits came to develop an inherent strength of their own that resists the caprices of god and primordial both.

The primal ban is not absolute, nor is it impervious. The most powerful primordials and gods can resist or defy its effects with great effort. Many lesser elemental powers can do so in places where elemental influence is naturally strong in the world, or when the proper conditions lend them the strength to act. However, the surest way to circumvent the ban is to work through mortal creatures. The warding does not constrain the acts of creatures native to the natural world, so mortals who call upon divine aid or elemental energy can bring these forces into the world much more easily than gods or primordials can make their way in from outside.



Earth that floats in air while water cascades down—elemental influence at its most unnatural

PRIMORDIAL CULTS

Among the greatest threats to the delicate balance that the primal spirits fight to preserve are the primordial cults. The idea of devoting oneself to a primordial power is anathema to most of those who consider themselves right-thinking people. For them, the gods defeated the primordials in a just and fairly conducted war, and if they had failed, creation itself would have been undone.

Primordial cultists see history differently. In their view, the primordials are more worthy of veneration than are the gods, who staked their claim on creation only after the primordials had finished their own work. If mortals have anyone to thank for their lives, it is the ancient elemental powers that fabricated the world.

Most individuals who pledge their lives in service to a primordial are outcasts, misfits, and enemies of light and goodness. For this reason, primordial cults attract the worst kind of followers. Criminals, deviants, and the insane fill their ranks, searching for something they cannot find in the worship of the gods.

Some people become primordial worshippers to find legitimacy for their own dark desires. Imix would never condemn a mortal for burning

innocents, just as Ogrémoch looks favorably on servants who bury their enemies alive. Other cultists are drawn to raw elemental power, hoping to attain it by freeing the primordials from their prisons.

Pressure from religious institutions and widespread intolerance have driven primordial cults underground. Members keep their loyalties to and associations with such entities a secret, fearful of attracting the interest of the authorities. Cults gather in secret places where they can perform their profane ceremonies away from suspicious eyes, or remain hidden in the depths of the wilderness, worshiping at ancient altars raised before the first humanoid cities were constructed. Iktha-Lau, Heur-Ket, and Mual-Tar are common patrons of these groups, and great evil is done in their names.

Though primordial cults can weaken the social order and undermine civilization, the greatest threat they represent is freeing a primordial from its prison. Such an act would have widespread repercussions. Eons spent in chains have driven many primordials mad, reducing them to bestial terrors. Calling such a being into the natural world—an end that many cults seek—might shatter the primal ban that protects the world from extraplanar exploitation. Such an event could trigger a new Dawn War.



A cultist devoted to the Elder Elemental Eye performs a rite that gives her control over a surging torrent

As dire as primordial cults are, not all seek evil ends. Certain cults are founded to honor worthy primordials—entities that either took no part in the Dawn War or fought alongside the gods. From the perspective of their followers, these primordials are more worthy of mortal adoration than are the gods with whom they shared their creation. The primordials are the rightful rulers of the world, usurped by beings whose lesser power is proven by their inability to destroy those they defeated.

The Cult of the Elder Elemental Eye

The danger posed to the world by any other primordial cult pales in comparison to the Cult of the Elder Elemental Eye. The cult is most often associated with the princes of elemental evil (page 24), but they are merely stewards for a vast and unknowable entity. The Elder Elemental Eye is believed to be an ancient primordial being that was cast out from the Elemental Chaos by its fellow primordials. It works to regain a foothold in the planes and resume efforts toward the goal it once sought—the end of all things.

Throughout history, the cult has threatened civilization by raising armies and dark temples, whose

priests scour the world for the keys needed to free their master. What gains the cult makes are often sabotaged by infighting and betrayal. Factions rule the cult, each seeking to gain dominance over the others—even if doing so means destroying everything they work toward.

Compounding these troubles are other powers who seek to exploit the cult. At various times, Zugtmoy, Graz'zt, Iuz the Evil, and Lolth have all manipulated the cult into advancing their own agendas.

PLANAR BREACHES

A planar breach is born in an area where the bounds of reality are tested to the point of breaking. One can be created by a powerful ritual, the appearance of an elder evil, or the awakening of a primordial. In addition, certain locations spawn planar breaches on their own, causing bubbles to form and burst in reality, spewing the stuff of one plane into another.

THE ELDER ELEMENTAL EYE

The Elder Elemental Eye does not exist—or at least that's what a few unhinged minds claim. To them, the Eye is nothing but a fabrication created by four powerful princes of elemental evil. Their goal in doing so is to conceal their true master, the dreaded Chained God. The creator of the Abyss, the Chained God embodies an evil so dark that few mortals dare utter his name for fear of inviting his insane attention.

Such theories are often discounted, and with good reason. No records confirm that the Chained God ever existed. The priests of other faiths are silent regarding this absent deity, and no legitimate holy books or scriptures mention this dark being. Yet it is the absence of proof wherein the Chained God can be found, hidden between the words and invocations that glorify the powers of light and good. He is the shadow that lurks within the dawn, and the pall across creation that sparked the war between above and below. He is the madness promised to those who dare examine the forbidden texts bearing his sigil—a rune-etched arrowhead whose significance has survived despite the silence of the god himself.

No prayers offered to the Chained God are ever answered. No power flows from this inscrutable being. The only hints of his existence are scattered in dubious writings unearthed in blasphemous temples, and preserved by the insane cabal who call themselves the Doomdreamers. Does the Chained God exist? Perhaps. What does this monstrous deity want? None dare say.



A planar breach builds before it completely forms. As it threatens to explode, a bulge forms in reality, causing the area of the breach to distort and assume a stretched or compacted appearance. A few moments after the event begins, the bulge explodes outward, causing a portion of one plane and its inhabitants to fall into the other plane. The breach and the area all around it fuse into a bizarre amalgamation of realities, gaining the traits of both planes, and allowing passage from one plane to the next.

Planar breaches can cause widespread damage and destruction. (For example, one might expect catastrophe when an ocean of boiling water pours into the natural world from the Elemental Chaos.) Some planar breaches spawn elemental motes, free-floating chunks of earth, water, or some other fundamental element, that careen through the skies. Other planar breaches erase vast sections of lands, pulling them into some other world.

Cinderheart

Breaches spread devastation in a wide area around them. However, in a few instances, primal champions can move fast enough to contain and control a breach, curbing its destructive power. The fortress known as Cinderheart is the most famous elemental breach to threaten the world in modern times. Set against the slopes of an active volcano, the site sits within a haze of black clouds and ash that fill the air like a constant storm. The breach to the Elemental Chaos found within the volcano's caldera is a conduit to the fires of creation. The breach's continued quiescence is a testament to the stalwarts who dwell there, known among themselves and to others as the wardens of the breach.

In the aftermath of the fall of Nerath, the druids and wardens who dwelled in Cinderheart opened their doors to refugees being hunted by a demonic host. Thanks to the magma elementals conjured by the druids' magic, the pursuing gnolls and other fiends gained no ground against the remote fortress, and the refugees were given a chance at a new life. Their descendants make up much of the fortress's present-day population.

The wards prevent the breach from spreading, but not even these potent rituals can prevent elemental energy from contaminating the nearby landscape and the creatures and spirits populating it. Primal champions charged with monitoring the ward soon discover the primal spirits with whom they are allied acquire many of the traits and characteristics of the breach. These spirits become wilder, aggressive, and more dangerous. Many guardians work to cleanse the affected spirits, but a few manage to find a way to use their extraordinary qualities for the benefit of Cinderheart and all those who help to hold the breach.



A stalwart of Cinderheart holds the line against anything that comes through the breach



One of the more sedate, even idyllic, sites in the Elemental Chaos—likely not to remain that way for long

The Elemental Chaos

No traveler to the Elemental Chaos could mistake it for any other plane or world in the infinity of existence. The “ground” might be bare elemental rock, hardening magma, a smooth sheet of ice or glass, or a field of jagged crystals or crumbling ash. Mountains of stone drift through the air or float on currents of lightning, while storm clouds collide with sheets of flame. Not far away, a sheer cliff drops into a bottomless crevasse, or a river of magma cuts across the landscape. Another island might drift nearby, perhaps far below or just above—but sometimes on a collision course. The resulting cataclysm annihilates both landforms and creates something entirely new.

The substance of the Elemental Chaos is raw matter, unworked and unrefined. Air fills most expanses between masses of other elemental material, making the majority of the plane theoretically hospitable to travelers from the world.

In places, though, the air itself is a hazard—swirling in ceaseless whirlwinds that grasp and never let go, or flowing as a liquid, cold enough to freeze fire.

Rock, iron, ice, crystal, and sand provide surfaces to stand on. Magma, molten metals, and even running flame stream through rivers or pool in great blazing lakes. Sometimes stone moves like water even without the heat of magma—an earthflow can carry away anything built on apparently solid ground.

Water flows in valleys cut in rock, but it can also course through empty space. It churns in tumultuous seas, floats in clouds of scalding vapor, blows in storms of snow or hail, or drifts along in the form of majestic icebergs.

Raw energy defies the constraints of material form. Sheets of fire dance across the sky, and liquid flame flows in canals through the City of Brass. Lightning flashes so constantly that those suitably protected find it to be solid footing. Thunder rolls like tidal waves across the expanse of the plane, flowing about or shattering whatever stands in its path.

All these substances and forces are in constant motion, subject to collisions, tides, and storms of raw chaos energy. Within all this instability are islands (some as large as continents) that enjoy a temporary reprieve—places where communities thrive and monsters dwell. Here, in these drifting realms, adventures in the Elemental Chaos typically unfold.

REACHING THE PLANE

The world was formed out of the Elemental Chaos, and in places it remains close to its origin. In the crater of an active volcano, at the eye of a mighty storm, among the churning of an ocean maelstrom, or from the heart of an ancient glacier, the Elemental Chaos spills into the world in destructive glory.

Adventurous souls might seek out such a location to see if it contains a portal, or might be drawn to such a site to combat creatures native to the Elemental Chaos that spill into the world. In their efforts to put a stop to an angry storm titan or a marching army of fire archons, the characters might pass involuntarily from the natural world to the Elemental Chaos.

The Elemental Chaos is home to a metropolis that rivals any other in grandeur: the City of Brass, capital of the efreet. It is a hub for trade across the Elemental Chaos and to worlds beyond. Several permanent teleportation circles within and just outside the City of Brass are well-known destinations for the Planar Portal ritual, making it easily accessible to travelers seeking an entry point to the Elemental Chaos.

Permanent circles are also located in many of the githzerai monasteries found in the Elemental Chaos, and their sigils are catalogued in certain worldly monasteries. The fortress of the Ninth Bastion (page 16) also has a well-guarded circle. Many tomes of foul lore concerning demons and the Abyss contain sigil sequences that can be used in a Planar Portal ritual, but these sequences more often than not lead to traps, prisons, or regions of the uppermost Plain of a Thousand Pits that are more than likely fatal.

Travelers who can't find a naturally occurring portal or the sigil sequence of an existing teleportation circle can use the Elemental Transference ritual (*Manual of the Planes*). This method is risky, since the travelers arrive in a random place and can find it difficult to return.

THE ABYSS

At the deepest point of the Elemental Chaos lies the realm of demons and their vile works, the place where evil takes physical form and seethes with its own baleful energy. As one draws near to the Abyss, the tides of churning matter found in the Elemental Chaos take on a different character. Their slow seething grows faster and more violent. Storms gather in the skies as a great spiraling cataclysm takes shape, dragging matter into its maw. All but the most reckless travelers turn back at this sight, for beyond lies a nightmare of destruction and eternal malice.

In the Abyss, the raw potential of the elements is turned toward its darkest and most corrupt form. The realms of this plane within a plane are created in mockery of the mortal world and the dominions

of the gods. The Abyss consists of hundreds of layers, most in the form of islands of earth adrift in storm-filled skies, inexorably circling toward annihilation in the region's black heart. Only a few of these terrible places are commonly known among the people of the mortal realm. The Plain of a Thousand Portals. The steaming jungles of Abysm. The vast, strand-filled void known as the Demonweb. The ashen realm of Thanatos, where the demon prince Orcus rules.

Few mortals gain demonic power without becoming the worst sort of villains and monsters. Still, a few locales within the Abyss are home to living mortals. Azzagrat, the demesne of the demon lord Graz'zt, draws bold and wicked merchants from across the planes, and many demon lords keep mortal captives and slaves for their amusement.

ELEMENTAL REALMS

At first examination, the Elemental Chaos appears to be a magnificent but lifeless wasteland—a realm of inanimate matter in countless forms. Appearances can be deceiving, however. In the most stable and hospitable locations on the plane, humanoids and other creatures of the world make homes of one sort or another. The Elemental Chaos is raw matter waiting to be shaped, and an ordinary mortal mind can impose order on the shifting conditions in the immediate area. Exceptional mortals—those of great intelligence, deep resolve, or unusual heritage—can achieve correspondingly more expansive results.

The ascetic githzerai build islands of stability to house their monasteries and strongholds in the Elemental Chaos. Ambitious mortals travel here from the world to forge outposts such as the Ninth Bastion, establish mining camps and trade towns, or create secret towers and refuges amid drifting mountains and radiant seas. Many of the most powerful mortal wielders of elemental magic are natives of these fantastic realms and retreats.

As spectacular as the fortresses of the githzerai and the strongholds of mortal wizards might be, they are nothing compared to the domains of the true elementals. The Elemental Chaos is home to an endless variety of creatures, many of which have little in common with mortals and no interest in their concerns. All a xorn knows about the humans it might encounter in the Elemental Chaos is that cracking their soft shells yields up delicious gemstones. Other elemental races, such as efreet, djinns, and frost giants, strive for power, riches, and influence just as the people of mortal domains do.

Heroes native to the Elemental Chaos might hail from any of a thousand cities, realms, or strongholds. Whether mortal or elemental in nature, they have come of age in a place very different from the lush, orderly, and unchanging lands of the mortal realm.



*The Sultan of Brass, lord of efreet
and ruler of the City of Brass*

The City of Brass

The most spectacular of the elemental realms, the City of Brass is the capital of the mighty efreet empire—a metropolis built on a basalt island surrounded by a sea of fire. Members of the mortal races find the city blisteringly hot, but the conditions here are seldom a threat to survival. Visitors must avoid places of obvious danger, such as the great canals filled with flowing fire that crisscross the city's districts and neighborhoods.

As the largest city in the Elemental Chaos, and perhaps the largest settlement on any plane, the City of Brass is a nexus for planar travelers. Portals leading to fiery regions throughout the multiverse can be found here, along with docks for *planar dromonds*, great mercantile gates, and caravan yards where the traders of a hundred realms gather.

Efreets are a cruel and domineering race, grasping and quick to anger. They are also highly intelligent and understand the value of law and order. The laws of the city permit efreet to do as they please, even as they lay down harsh standards for the conduct of other races.

Though most of the city's inhabitants are efreet and other elemental creatures, a significant number of mortals also live in the efreet capital. Uncounted humans, dwarves, genasi, and other humanoids have been enslaved over the centuries by efreet and their minions, and their descendants now make up about two-thirds of the city's population.

Kaltenheim

The greatest kingdom of the frost giants in the Elemental Chaos, Kaltenheim is the domain of the mighty frost titan Thrym. The halls of Thrym's jarls are scattered across vast plains of snow-covered tundra, jagged icebound mountains, and frozen seas. No members of the mortal races live here of their own free will, but the jarls hold hundreds of mortal thralls. Frost giants have little skill at creating fine or delicate craftwork, or at building any but the crudest structures. Likewise, they have no patience for tending herds or gathering what little food can be found in Kaltenheim. Instead, they set their slaves to such menial tasks as these.

Even compared to the efreet, frost giants are brutal and capricious masters. Still, even a frost giant understands that a talented crafter is hard to replace, and some thralls are valued more than others. Few mortals thrive in Kaltenheim, but some of those who do come to master the elemental magic of the frost giants over time. A few of these earn preferential treatment, or find the opportunity to escape and make their way to more hospitable lands. Mortal heroes who come of age as thralls of giants are a grim and hardened lot, survivors of the most heartless captivity imaginable.

The Ninth Bastion

This fortress-city is the realm of the knightly order known as the Heirs of the Lawbringer. It stands on a great plinth of rock overlooking a barren stony plain beneath a sky illuminated by drifting luminous orbs of metal and stone. Home to some fifteen thousand people, mostly humans and dwarves, the city is protected by towers and battlements of iron set beneath a great dome of elemental lightning.

The Ninth Bastion is a prime example of an elemental realm founded by the mortal races. Few people have ever attempted such an ambitious task, and most such domains consist of small towers or strongholds that house no more than a few hundred people. The Ninth Bastion is an exception. The Heirs of the Lawbringer are committed to expanding and ordering their realm over time, eventually establishing a fertile, stable kingdom in the depths of the Elemental Chaos. The Bastion has been besieged by giants, demons, titans, and other elemental powers since its creation. Eight times, it is said to have fallen



to its foes and then been regained. Its current incarnation has stood for centuries.

When the Ninth Bastion is not under attack or imminent threat, its knights and the other heroes of the city fight to keep lines of communication open with nearby settlements. The Bastion is scarcely able to support itself; its survival depends on a steady flow of supplies from more fertile regions of the plane. Residents of the Ninth Bastion greet elemental creatures with suspicion and distrust, and are always on guard against attacks from the denizens of the Plane Below. However, the residents of the fortress sometimes permit freed azers to find new lives here, and efreet merchant princes are given permission to peddle their wares in the stronghold's markets.

Rheilvalt

A trade city in the network of elemental rivers and streams known as the Riverweb, Rheilvalt stands on a small archipelago of rocky islets linked to each other by arched bridges. Home to several thousand human and genasi, as well as a number of halfling clans, the city serves as a primary port of call for merchants from across the planes. Rheilvalt's location at a confluence of mighty rivers provides access to a vast territory spanning thousands of miles of elemental water.

Commerce is king in Rheilvalt, and its merchants roam far across the Elemental Chaos and into the seas and waterways of the mortal realm. Many Rheilvaltan heroes find their way to the world to seek their fortunes—some willingly, some through misfortune or the actions of enemies.

Zerthadlun

The greatest stronghold of the githzerai race, Zerthadlun is a walled city home to more than twenty thousand people. It stands in the middle of a wide, dusty plain created and maintained by the ceaseless meditations of a select group of monks. Most residents of Zerthadlun are githzerai ascetics who share in the communal life of the city. Although Zerthadlun is larger than Rheilvalt, few mortal travelers seek it out. The githzerai are unconcerned with amassing wealth through trade, though they welcome any who visit their realm in peace.

Many githzerai heroes are natives of the Elemental Chaos and Zerthadlun. The githzerai maintain smaller strongholds and monasteries across the plane, but most of these exist to serve Zerthadlun's needs. Many strongholds are built in fertile regions to supply the great city with crops that cannot easily be grown in its local environs. Others serve as watchtowers to protect Zerthadlun's hinterlands against the raids of slaads or githyanki.

Elemental-Touched Races

A connection exists between living creatures and the Elemental Chaos—a bond born at the world's creation. All mortal races thus exhibit an inexorable attraction to elemental magic, even if only a handful of the heroes and villains of those races ever learn to fully master that power.

This section provides an overview of several major races and how elemental power influences their cultural identity, their legends, and their societies.

DRAGONBORN

Arrogance alone is not why the dragonborn believe they have dominion over elemental magic. True children of Io, dragonborn harbor the power of fire and ice, thunder and lightning within them. Their hearts draw energy from the Elemental Chaos, allowing them to focus this power as a potent blast of elemental fury. Most dragonborn believe that Io gifted them with elemental power as a sign of his favor and as a symbol of his authority over the primordials. Some sages believe that this act was integral in fomenting the hatred between the primordials and the gods as they vied for dominance.

History recognizes Arkhosia as a nation made mighty through martial and magical achievements. Dragonborn sorcerers outstripped their rivals when it came to manipulating elemental energy, using arcane magic to shape that power in the interminable war against Bael Turath. Arkhosia's destruction took with it much of the magical lore regarding the Elemental Chaos, and the most powerful methods for harnessing the power of the Plane Below have been lost to legend and myth. Still, the descendants of the once-mighty dragonborn empire sometimes stumble across the ancient knowledge of their people, discovering the means to control elemental power as the heroes of old did.

The Crucible

The dragonborn pride themselves on their legacy—a history crowded with honorable and noble champions. However, for every bright light, there stands an opposite shadow. The Crucible's ascent signals a grim point in dragonborn history, and one that most do their best to forget. An order of warriors arising from the ruins and bitter grief of a fallen empire, the Crucible dedicated its efforts toward vengeance against the despised tieflings. The masters of the order sought a way to destroy the tiefling race, erasing it from the world by fully embracing the

elemental nature that all dragonborn shared. Rather than controlling this power, the dragonborn lost themselves in its fury, becoming agents of destruction and chaos.

Throwing off restraint and drawing greater and greater energy into themselves, the dragonborn of the Crucible became living portals to the Elemental Chaos. The power of absolute destruction was theirs to command, and it was used to scourge the tieflings. Before their vengeance could be completed, however, the dragonborn following this path were themselves destroyed—consumed by the unchecked power they sought to control.

Rumors persist that some Crucible members survived by becoming elemental creatures. That transformation caused them to shed their draconic characteristics and take on forms unknown to their race, akin to how catastrophic dragons differ from chromatic and metallic dragons.

DROW

Their exile from the lands of light has driven the dark elves to embrace any means of protecting themselves against the Underdark's horrors. Most dark elves living in the enclaves and settlements scattered throughout the subterranean world offer fealty to Lolth, since doing otherwise invites retribution from the Demon Queen's most zealous faithful. When they are not pandering to the priestesses, though, the bold and unhinged among the dark elves sometimes serve even darker powers, hoping to advance their standing and status through secrecy. Elemental magic is one avenue by which disenfranchised and oppressed drow gain power in the dark elf realms.

Lolth and her priestesses regard elemental magic as a threat to their authority. As a result, they hunt down and destroy anyone suspected of consorting with elemental powers. Foremost among their enemies are the followers of the mysterious Elder Elemental Eye, who have at times grown powerful enough to threaten the priestesses' reign.

Lolth's priestesses make concessions when it comes to learning elemental magic. They sometimes encourage males to study sorcery and other arcane spellcraft in the hope of controlling such magic in Lolth's name. Those who show talent in arcane magic are watched and tested for loyalty. Any who falter or cause suspicion that they are seeking power for their own ends are quickly made examples of.

House Eilservs

Even with the threat of death looming over anyone who breaks from Lolth's worship, cultists dedicated to the Elder Elemental Eye have always infested drow

society. Most such cults are small, consisting of a few desperate and deranged castoffs and exiles. Death squads sweep through the cities, rounding up these miscreants and executing them with little fanfare. At times, powerful drow have found strong allies in these cults, and have used cult magic to advance their own aims.

House Eilservs of Erelhei-Cinlu had benefited from Lolth's favor for decades. Using its exalted status to amass power and influence, the house prepared to elevate its matriarch Eclavdra to become queen of all drow. When Eilservs made its move, however, rival houses rose up in opposition. The priestesses feared that a strong queen would weaken their authority, and thus they threw their weight behind the rival houses to block Eilservs' bid for power.

In response, House Eilservs abandoned its designs on ruling the drow and instead pledged itself to the Elder Elemental Eye. While replacing fallen soldiers with elemental servants, Eclavdra turned her attention to the surface world, where Eilservs planned to spread its vile religion and establish a new force to rival the priestesses.

A combination of factors unraveled Eclavdra's designs. The house's machinations in the surface world stirred up several giant tribes, driving them to attack civilization's outposts. In response, adventuring bands stormed the giants' strongholds and defeated them one by one, eventually discovering that drow agents were behind the attacks. This in turn led heroes into the Underdark, where they fought against the drow and breached the Great Fane of Lolth. The attack threw Erelhei-Cinlu into chaos. The other houses turned against Eilservs, driving its members from the city for years. In the end, Eclavdra returned to Lolth's service, reestablished her house, and was chosen to become Lolth's most prized exarch.

Na'Dhaunxutal, Eilservs' current matriarch, has worked hard to erase the house's sordid history and remain firmly in Lolth's favor. However, whispered rumors suggest that the Elder Elemental Eye continues to have an interest in Eilservs. It is said that certain sons and daughters of the house still perform forbidden rites and ceremonies to that unknowable power, continuing the work Eclavdra began.

DWARVES

In the time known by the dwarves as the Age of Chains, the primordials enslaved the dwarves and forced them to toil for the giants the primordials had created. Even in their torment, many dwarves managed to learn the secrets of elemental magic from their masters. The price that such knowledge exacted is demonstrated by the azers and the galeb duhrs, who lost their natural heritage and became elemental creatures in thrall to their giant lords.

As their legends recount, the dwarves broke their chains and won their freedom in time. This victory was achieved in part through their own boldness and Moradin's divine aid, and also by the use of the elemental magic that had once enslaved and tortured them. The dwarves called forth fire to incinerate their overseers, conjured earth to seal off passages and cover their retreat, and triggered quakes to topple the giants' fortresses. These lessons formed a foundation for an important part of dwarven culture. Today, those who excel in the arts of elemental magic are among the most respected in their clans.

Their time as slaves hardened the dwarves, and many think nothing of venturing into the Elemental Chaos. Dwarf miners follow mithral veins through portals to the Plane Below without slowing their work, whether their tunnels take them into floating earth motes or great rocky bergs adrift on lava floes. The dwarves fortify these elemental mines within vast strongholds, building towering walls and stout turrets strong enough to repel any attack. Conscious of the fate of the azers and the galeb duhrs, most dwarves do not dwell for long in the Elemental Chaos, returning to the natural world periodically to avoid overexposure to the plane's influence.

Forgeborn

Not every dwarf clan that escaped the giants did so without incurring scars. Proximity to elemental power transformed many dwarves, including those now known as the forgeborn. Although they were changed by elemental power, the forgeborn halted their transformation soon enough to preserve their dwarven identity. They now use their gift for elemental power to wage war against the giants, ogres, and orcs that wronged them so long ago and continue to do so.

Forgeborn dwarves bear an elemental mark on their souls. They pride themselves on escaping the giants, but mourn the kin they left behind. They regard the fire burning in their hearts as both a boon for the strength it gives them and a bane for what it could do to them if they surrender to its influence. Every forgeborn dwarf must harness the elemental power that flows in his or her blood or risk being transformed into an azer—a fate that all dwarves fear.

A singular focus on avenging the atrocities against their people helps the forgeborn dwarves control their elemental heritage. More so than most of their kin, the forgeborn seek out opportunities to slay giants and destroy elementals. Facing a titan in mortal combat is the fate that every forgeborn dreams of. The energy within gives rise to the legendary fury of their kind. In the thick of battle, when their control begins to slip, flames might dance across forgeborn weapons while thunder booms in the cadence of their battle chants.

A restlessness infects the forgeborn, and young warriors often leave their clans to become defenders of their race. Forgeborn dwarves rarely mingle with other dwarves, however, believing that their kin lack their zeal and hatred, and that non-forgeborn pander too often to the gods who allowed the primordials to enslave them.

GENASI

The truth of the race's beginning is lost to history, and as a result genasi have a large number of contradictory creation myths. Many legends claim that the genasi were once humans who became infused with elemental power. The most popular and widely accepted story states that a group of human wizards called sha'irs worked closely with powerful elemental beings and eventually became so steeped in elemental power that their children were infused with it—becoming the first genasi.

Other stories abound. Perhaps the genasi developed from human agents of the primordials who were twisted by dark elemental energy, or they were brave champions who stole power from the primordials. Perhaps they were simply trapped in the Elemental Chaos and absorbed its ambient power.

A number of genasi resent the implication that they must have grown from human stock. They seek to distance themselves from humans and establish themselves as a unique race. A popular tale told in this camp claims that the genasi were the first humanoids created. The primordials made the cosmos long before the gods arrived, and as they spun the raw stuff of existence from the void, their great generative power gave life to some of it. Thus were the first elemental creatures born. The primordials soon became aware of these bits of elemental conglomerate that did not act randomly or naturally. They were pleased with the results and experimented with creating additional forms of life. Many of these did not survive, but djinns, efreet, giants, and genasi are all results of the primordials' efforts.

The merciless environment and fierce competition with the other offspring of the primordials weeded out the weakest of the genasi stock, so that only the cleverest remained. Even though the

survivors were able to hold their own, their numbers were few, and as a group they were still no match for the other new races.

Teetering on the brink of extinction, the genasi gathered together for one last desperate try at protecting their race: They struck at the primordials. Most died in this heroic attempt, but a few survived, coming away with small fragments of their creators' power. Employing arcane means to harness this essence, they created the first archon forges. Then, with armies of elemental soldiers at their disposal, the genasi carved out domains for themselves and multiplied, until other servants of the primordials stole the forges, claiming them as their own creations.

For genasi, elemental magic is less a process of study and learning than it is an awakening of natural abilities. For this reason, genasi favor elemental powers reflecting their particular elemental heritage. Firesoul genasi often explore fire magic, while watersoul genasi choose powers granting control over water. Primordials and powerful genies sometimes bestow elemental power to genasi who prove their worth.

HALF-ORCS AND ORCS

The orcs have strong ties to the Elemental Chaos. They are a wild and wrathful race, driven by a dark god to commit violence against the civilized world. With no desire to cultivate, build, or create, orcs are content to seize and destroy.

The madness and savagery of the orcs flows from their vicious gods, whose worship infects their race with chaos and evil. Most orcs follow the mad god Gruumsh, but the race's religion includes a host of other entities, from wicked exarchs to primal spirits, and even the lost primordials. Orcs are superstitious by nature, and with good reason. They haunt the wild places—those lands that the civilized races have not yet conquered, or which they ceded long ago. The old powers still rule these realms, and one can find altars here to strange beings of rock and fire, wind and rain. From these sources, the orcs bolster their dark magic, calling on the fury of the Elemental Chaos to prepare the way for their warriors' charge.

As for half-orcs, their human heritage has done nothing to dilute their connection to elemental power. They might escape the dread attention of the one-eyed monster worshiped by their kin, but many half-orcs retain their people's reverence for both the primal spirits and the primordials. Such worship grants them a much-needed outlet for their darker impulses. As a way to bleed off the anger and rage that clouds their minds, elemental magic proves useful to this end.

A Giant Legacy

Orcs are often lumped in with ogres and the giant races, thanks to their god's association and alliance with the primordials. Orcs use the same tongue the giants speak, hearkening back to common origins and alliances in a previous age.

This connection extends to half-orcs as well. No matter how much half-orcs might try to distance themselves from their savage kin, those brought up in orc society suffer through horrific lives. For these wretches to survive, they must turn to sources of power other than the brute strength of the orcs that they cannot match. The human cleverness in their nature makes many half-orcs suited for dabbling in magic, particularly of the primal variety. However, rather than harnessing force directly from nature, half-orcs use primal magic to draw elemental energy into themselves, emulating the primordials. The best of these warriors sometimes win prominent positions within their tribes, and might act as battle leaders or advisors to chieftains.

Stonechildren

One of the origin stories of the half-orcs stems from an ancient eladrin myth. It claims that half-orcs arose from the contest between Corellon and Gruumsh, created from blood spilled when the god of the fey put out the dark god's eye. Some dismiss such tales as fancy, but the half-orcs known as the stonechildren use this myth as the foundation of their existence.

The stonechildren believe that the first half-orcs were hated and reviled, shunned by both orcs and humans because of their mingled blood and strange aspect. The gods offered no succor to this accidental race, and thus the half-orcs were driven into the wilderness, forced to fend for themselves. For decades, they wandered, homeless and persecuted, searching for a place of their own. Their refusal to surrender to the elements paid off when they came to True Stone—the Mountain of the Lode Mother, where the primordial Sunnis and her earth titan consort Entemoch reigned long before the Dawn War.

Instead of turning them away, the primordial welcomed the refugees into her realm. She made a place for them in the tunnels below, providing them with iron for weapons and armor, and giving them shelter against the raging storms. In exchange, these half-orcs worshiped Sunnis as a god, pledging their bodies and souls to her forever.

Long service to Sunnis transformed these half-orcs. Though they share the same traits as others of their kind, their mixed heritage has all but vanished behind their elemental facade. Gone is the olive complexion and dark hair typical of half-orcs. In its place, the stonechildren have craggy features and pale skin the color of marble. They display an incredible talent

for elemental magic and are among the best in the world at shaping stone and rock. The stonechildren do not mingle with other races. However, because their primordial mistress has been silent over the long ages since they first settled in the True Stone, some have emerged to seek their fortunes in the world beyond their mountain home.

OTHER RACES

Elemental power is the foundation for all magical traditions, from the arcane spells used by wizards to the psionic disciplines that monks and battleminds master. All races have thus encountered elemental power in some form or fashion. How the members of each race regard such power reflects their prevailing attitudes about magic in general.

Eladrin and Elves

Corellon revealed the secrets of magic to the world, giving his favored children the knowledge of arcane power. His teachings enabled the eladrin to call forth elemental energy to be directed as they saw fit. Although eladrin magic has long since come to focus on the school of enchantment and the other traditions of the fey, one can still find elemental roots in the magic wielded by the eladrin nobility. The bralanis, for example, have power over elemental wind, while the ghaeles can call forth elemental cold.

When the elves broke from their eladrin kin, they brought the secrets of arcane magic with them. Nature magic, however, proved more suited to their needs, and thus the old traditions fell out of favor. Still, the magic of the elves evokes elemental power as they shape and defend their natural environment.

Githzerai

The githzerai fled to the Elemental Chaos to escape war with their githyanki kin. Desperate to cast aside the violence bred into them by their former illithid masters, the githzerai sought freedom from the purpose for which they were created. Though dangerous and unpredictable, the Elemental Chaos held the freedom the githzerai sought—the plane's roiling turmoil reflecting the upheaval in their minds and hearts. Studying chaos taught the githzerai to master their rage and achieve a true and lasting peace with themselves. Githzerai heroes take such mastery to the next level, seeking to control the chaos around them just as they control the chaos within.

Gnomes

Gnomes are born with a talent for magic. Most favor arcane power, tapping into the arts of illusion that helped free them from their fomorian masters. The

escape from the fomorians saw the gnomes seek refuge wherever they could find it, from the deep forests in the Feywild to the defiles and chasms of the most remote mountains. These mountain-dwelling gnomes, sometimes called rock gnomes, applied their magical talents to communing with the elemental spirits of their adopted homeland. Rock gnomes have learned to meld their bodies into stone to conceal their presence, and to call up elemental servants and power to protect them from threats.

Goliaths

The goliaths see spirits in all things, from the rocky mountaintops where they make their homes, to the trees blanketing the lower slopes, to the clouds that scour the heavens above them. Many of these are primal spirits—entities that personify an aspect of the natural world. However, the spirits acknowledged by the goliaths sometimes represent an older power. A slumbering primordial might lurk beneath a mountain, while wild storm elementals rage atop its high peaks. Goliaths see no difference between these elemental presences and the primal spirits of their homelands, and they are content to make offerings to any spirits of the land and receive power in exchange.

Halflings

Halfling communities follow the world's roads and waterways, making elemental magic useful both for protection and to expedite travel. Halflings who channel elemental power can coax more speed from a clan's boats, communicate with kin over long distances, or use the power of water and storm against their enemies. Although gifted in elemental magic, halflings guard their lore carefully, always fearing that the power they master might be used against them. Within a clan, elders teach the secrets of elemental power only to the most promising and dedicated candidates.

Humans

Ingenuity is the human race's greatest asset. Cursed with a short life span, humans must make do with the years available to them, and they are more than equal to the challenge. This innate drive and resourcefulness reveals itself in their advances in the study of arcane magic, the grand temples they raise to the gods, and the mighty nation-states they have raised across the world. It comes as no surprise, then, that humans as a group have learned more about elemental magic and have delved further into its secrets than any other race.

Humans can be found in practically any elemental venue or realm, except for those populated entirely by some other race, or those whose residents are anathema to humanity.

Gaining Elemental Power

The ability to wield elemental magic in its purest state is exclusive to elemental creatures, which channel the raw energy of the Elemental Chaos through themselves when they call on that plane's power. A number of ways exist for adventurers to transform themselves into elemental creatures, and to thus begin the process of mastering the power of the Plane Below.

This section explores the ways your character might come across elemental power, examines how you can transform yourself into an elemental creature or attune yourself to elemental energy, and looks at elemental patrons that might provide your character with the power he or she seeks.

ELEMENTAL EXPOSURE

The boundaries between the planes are not as secure as many imagine. Portals bridge unimaginable distances, allowing instant transport to another reality. The planes can overlap in places, so that unwary travelers in the world might find themselves stumbling into the Feywild or Shadowfell without warning. Planar breaches and reality rips can damage a plane's integrity, delivering strange monsters and weird weather to unsuspecting communities. Portals remain common, and more spectacular planar phenomena might occur only once in a century. Regardless, these events can and do have lasting consequences to people near them.

Most portals to the Elemental Chaos carry no risk of transformation. Passing through such a doorway whisks the character to whatever destination lies on the other side. However, the magic powering a portal can break down over time, allowing the destination to leak through. Decaying portals to the Elemental Chaos are not sufficient to transform people living nearby all at once. After a few generations, however, the children of a settlement in proximity to a malfunctioning portal might develop unusual traits or become genuine elemental creatures.

The most violent planar phenomena change the landscape more swiftly. Planar breaches can have devastating effects. When the Elemental Chaos breaches the world, the energy of the plane shatters and transforms the terrain around it in the blink of an eye. Creatures not killed outright might find themselves transformed into elemental creatures by such events.

A rare few creatures experience transformation into elemental creatures by acclimating to the Elemental Chaos. Humanoids who migrate to the Plane Below and remain there find that their minds and bodies change over time. The natural characteristics of a mortal creature's race are supplanted by those common to elemental creatures. Such changes might be immediate or might take generations to surface. No one can predict what might happen in the Elemental Chaos.

PRIMORDIAL SHARDS

Primordial shards provide another method for acquiring elemental power. These strange rocky growths can appear anywhere, from the depths of the Underdark to the most windswept mountain peaks. The origin of these multicolored crystals is a matter of great debate. Some have claimed they are the remnants of fallen primordials and other powerful elemental creatures. Others believe that primordial shards are crystallized ichor left behind wherever a primordial's blood stained the ground during the Dawn War. It could be these shards are nothing more than remnant energy left over from creation, solidified into their present form. Origins aside, primordial shards are known to be reservoirs of elemental energy. Those who find a shard can access its power—and might be transformed by it.

Each primordial shard is associated with a specific elemental essence, or combination of essences, revealed by its color. Air shards are clear, earth shards are brown, fire shards are red, and water shards are blue. Some primordial shards combine those raw elements, such that fire and earth traits create a shard linked to magma, while air and fire combine to create a smoke shard.

Some primordial shards are akin to naturally occurring magic items, possessing powers that a wielder can choose to call on. Others offer a different sort of power, holding the ability to bond with a mortal creature and transform it into an elemental being in part or in whole. Such shards can bestow a potent elemental property or power of some kind, but bonding with a mortal creature usually discharges the power of the shard. A shard that loses its potency becomes an ordinary crystal, albeit a valuable one.

ELEMENTAL SCHOLARSHIP

A character can also embrace elemental power through research and scholarship. Writings on the Elemental Chaos vary in quality and availability. Most are guides to the plane, offering insights into the creatures dwelling there and unreliable accounts of locations, societies, and the like. Other writings might contain potent rituals enabling short-term or permanent transformation, along with the fundamental methods for manifesting elemental power while in this state.

The study of elemental power lies outside the bounds of accepted magical tradition. Major institutions of magical learning take a dim view of such scholarship, and characters who pursue elemental power can find themselves ostracized. Many religious orders enshrine the animosity between their gods and the primordials by maintaining an open hostility toward characters who pursue elemental power. The agents of such orders scour the planes for legends and lore related to mastering and using elemental magic. A prized manuscript recovered from a shrine to a primordial could attract the attention of crusading zealots eager to consign the tome—and its researcher—to purifying fires.

More ominously, elemental magic often leads to dark changes in those who master it. The attentions of demons and powerful elemental creatures are always a threat for those dabbling in banned works, whose powers and rituals fail to distinguish between demons and the elementals from which they were spawned. The most important lore regarding elemental magic comes from the devotees of the Elder Elemental Eye. This forbidden cult deals with the so-called princes of elemental evil, who offer power to tempt those of flawed morality. Many who have delved into elemental lore have found themselves enthralled by these dark powers.

ELEMENTAL PATRONS

For most mortals, there can be no greater betrayal than to pledge service to a primordial. These beings once sought the world's destruction, emerging from the Elemental Chaos to lay siege to the mortal realm and the astral dominions alike. The cosmic struggle between god and primordial is laid down in sacred scrolls and annals preserved from ancient times, guarded by devout and dedicated servants. In those texts, dire warnings can be found of what will happen if the primordials break their chains or awaken from their slumber. Doom. Destruction. Apocalypse.

Yet across the world, gathering in secret cellars and shrines hidden in the deep wilds, an increasing

number of mortals willingly serve these catastrophic beings, worshipping them as gods. Despite the actions of hunters and inquisitors whose purpose it is to stamp out these cults wherever they are found, the faithful of the primordials persist in their misguided beliefs. And as the world decays, sliding deeper into darkness, more and more people turn from the gods' temples in the hope of seeking a better future.

The reputation for evil and destruction carried by the primordials is not always warranted. Certainly, wicked powers can be found in their ranks. Erek-Hus, the King of Terror, was known for his lust for destruction. Haemnathuun the Blood Lord committed unspeakable atrocities when the elemental host invaded the Astral Sea, before the gods cut him down. But though many primordials craved nothing more than the utter destruction of the gods and the unraveling of the world they themselves had forged, others were too vast or self-absorbed to be concerned with the Dawn War.

A few primordials fostered life in the world, seeing the gods as partners in shepherding creation to its true potential. Then the Dawn War severed the ties between those powers, making enemies of allies and casualties of those who stood apart. Since certain gods proved indiscriminate regarding whom they named as foes, the good primordials were drawn into the conflict, swept up in the world-shattering events that destroyed everything for which they had worked. Whether good or evil, all primordials faced divine judgment before being locked away in dark oubliettes, bound in chains, and forgotten.

In noting the primordials' role in creation, one might argue that they deserve worship more than the gods who usurped them. Without their efforts, there would be no mortal realm. No time or history. Nothing but endless chaos. As such, it is easy to understand why some mortals find themselves turning away from the heavens and searching elsewhere to place their faith. Too often, though, mortals with evil beliefs, deviant interests, and other less-admirable qualities turn to the primordials only in search of the power and chaos that is their legacy. For every well-intentioned wisdom seeker who communes with the likes of Sunnis or Ben-hadar, a vile arsonist burns homes in the name of Imix, even as a foul cultist of Olhydra drowns the young as sacrifices to that mercurial mistress.

Serving a Patron

The surest route to accessing elemental magic is to serve an elemental patron. In this case, service is not the same as worshipping a deity. The primordials are distant masters. They have little interest in—or awareness of—the drama unfolding in the world. Some primordials are too vast to consider the minuscule specks roaming across the surface of creation. Others



A freshly summoned earth elemental tears free from the ground in the center of a ritual circle

pass the long centuries slumbering in vaults buried deep in the Elemental Chaos, or are otherwise prevented from acting by the adamantine shackles that bind them in place and diminish their power.

Instead of dealing with your primordial patron on a personal level, you work through proxies who act on the primordial's behalf. These lesser powers can be anything from genies to slaads, elementals, or spirits touched by elemental power. The proxies receive your patron's dreams or carry messages from your primordial's dark prison, offering guidance or instruction in accordance with the proxy's interpretation. You must trust that the agent acts in your best interest and in the interest of the being you serve.

Many who worship the primordials convene with their proxies only infrequently, and you might need to draw your own conclusions regarding your master's plans for you. As a result, some followers of otherwise peaceful or beneficent primordials are led to commit terrible acts in their names, even as others do good works on behalf of a malicious patron. Serving an elemental patron has no specific requirements or prerequisites. The greater the access to the Elemental Chaos, the more power these patrons provide as reflected in your theme, class, and other mechanical options.

The Primordials

The primordials described in this section represent a small selection of the major known primordials that an adventurer might choose as a patron. As with the primal spirits in the natural world, the primordial powers are open to expansion, and DMs should feel free to add new primordials important to their individual campaigns. Likewise, a player might suggest a new primordial to best fit a character's selection of class features and abilities.

ELEMENTAL PRINCES

To many mortal minds, even those steeped in religious lore and ancient history, the primordial host consists of nothing but figures vast and terrible—violent, warlike beings whose role in creation has ended and who now remain hidden away in the deepest recesses of the Elemental Chaos, wrapped in chains, sealed in inescapable vaults. They evoke fear and misgivings about what calamities they might bring about if freed—yet as dangerous as these beings might be, to conceive of them as an extended family is a foolish simplification. It does not account for the tangled alliances and grudges that pervade these ancient elemental powers and persist to this day despite their status as prisoners, exiles, and dormant monstrosities.

One group, known as the archomentials, is often included in the primordials' ranks but stands apart from the others in many ways. Some lore suggests that these figures played little or no part in the world's creation and arose at some point afterward. The archomentials might have been the first servants crafted by the primordials, infused with such chaotic power that they held sway over all other elemental beings beneath them.

Regardless of their origin, the archomentials have only grown in power since the end of the Dawn War, and today they exert influence in the mortal world. Most mortals refer to these entities as the elemental princes. The evil princes Imix, Ogrémoch, Yan-C-Bin, and Olhydra, among others, form a wicked pantheon of sorts, gathering followers and servants from across the planes for some dark and despicable end.

Countering their depredations is the group of archomentials known as the princes of elemental good. These include Ben-hadar, Chan, Sunnis, Zaaman Rul, and more. Although they are characterized as good, their virtue stems from their opposition to their evil counterparts and not from any moral code. If these entities have good intentions, they express them on behalf of the elemental creatures that dwell in their realms.

The good archomental, for the most part, opposed the Dawn War and either fought alongside the gods or abstained from the conflict. Their refusal to participate ultimately enabled them to retain their freedom, because the deities did not subject them to the fate of their defeated kin. But that freedom comes at a price—the good archomental is the object of scorn and hatred from the primordials that are bound or locked away. As a result, the princes of elemental good sequester themselves in great fortresses, daring not to stray too far from their realms lest they face reprisals from the cultists and elemental creatures that are still loyal to the dead, dormant, or otherwise imprisoned primordial powers.

Ben-hadar

Of all the good archomental, Ben-hadar, the Valorous Tempest, called Prince of the Emerald Tide and Coral Lord, has withdrawn the most and remains cloistered in his fabulous coral palace beneath the Elemental Chaos's briny sea.

Owing to his arrogance and self-absorption, Ben-hadar is seldom stirred from his constant brooding. Only if some threat from beyond his realm imperils those who live under his rule will he stir from his throne. Even then, his time beyond his stronghold's walls is brief—long enough to hurl tidal waves and whirlpools against the invaders until nothing remains but corpses—before he swims back to his palace.

Ben-hadar's self-imposed isolation wins him few friends in the Elemental Chaos. The Coral Lord cares for nothing beyond what happens in his realm, and thus both Chan and Zaaman Rul despise him for his perceived reticence. Ben-hadar's introspective tendencies run so deep that he has abandoned the ancient struggles against his malicious counterpart, Olhydra, and the two have not clashed in centuries.

The Valorous Tempest shapes his watery body into a towering humanoid form. Ben-hadar's palace lurks in a hidden recess in the Coral Reef of Ssegurgass. Water elementals and other servant creatures safeguard the labyrinthine tunnels leading to the sumptuous chambers within, deny entry to all petitioners. The archomental has no time for mortals or their plight and has instructed his servants to turn away anyone seeking an audience.

Chan

Chan is the patron of calm breezes, gentle sounds, and those elementals that reject the Abyss's corrupting influence. Although she is described in peaceful terms, the Silent One can become the harshest wind, the howling tornado, or the unrelenting tempest if she is angered, as Ben-hadar knows all too well.

Unlike the other archomental, Chan has not made a prison for herself in her realm and frequently

travels the Elemental Chaos with a legion of djinns, aerial servants, and mephits in tow, always watching for signs of her nemesis, Yan-C-Bin—she has made it her purpose to check the advances and efforts of the elemental prince at every turn. She does this with caution, for if she acts too aggressively and openly, she could invite the same attention from her foe.

When not flying through the plane's stormy skies, Chan breezes through the seemingly endless corridors of her Palace of Unseen Contemplation, a floating glass stronghold that drifts among the clouds. Since her realm is not fixed and instead moves across the plane, she employs numerous djinns and other creatures of elemental air to patrol the vicinity for miles around. In ages past, wars between her and other primordials have brought ruin to many of the delicate spires and minarets that adorn her palace—damage requiring great magic to repair. As much as she fears for her holdings, she believes it is her purpose to prevent the Elder Elemental Eye from gaining power and thus focuses her attention on battling the evil archomental—in particular Yan-C-Bin, her evil counterpart in the province of elemental air. For this same reason, Chan has an ongoing feud with Ben-hadar, for she cannot understand his reluctance to lend aid to such a noble cause.

Chan does not have a physical, visible form. Her body, such as it is, consists of gently swirling breezes. When she needs to interact with another creature, she lets the winds carry her words or, rarely, she gathers and condenses moisture in the air until she resembles an undulating cloud.

Cryonax

For all the uproar they foment and represent, for all the shows of force that one visits upon another, most of the elemental princes cancel each other out. Although the threat that any one of them presents to the world is great, the archomental check each other, the good containing the evil, the evil pushing back against the good, so even as one gains power and influence, the others rally to send the ambitious peer toppling once more.

This balance does not apply to the “fifth” prince of elemental evil. No directly opposing force exists to counteract his evil, and as a result he is ever so slowly succeeding in the fight to break free from his imprisonment. Cryonax, the Blizzard King, is a tentacled horror shackled to a glacier that flows down from the jagged mountains known as the Teeth of Lormoch. He claims dominion over elemental cold and all creatures associated with ice, snow, and freezing temperatures. The adamantine chains that hold him strain against his thrashing, and the hordes of elementals and ice archons that attend him constantly work to loosen the bindings so their master will be free once more.

Cryonax is an enormous, bestial monstrosity, a fur-covered thing similar in appearance to a yeti, but



*Cryonax strives to enwrap the world
in his icy tentacles*

with muscular tentacles in place of arms. As the bindings on him have grown weaker, the terrain around his prison has fissured and cracked, releasing plumes of absolute cold that can freeze a mortal in an instant.

Murky, conflicting tales suggest many origins for the Blizzard King. Some claim he was the last horror whelped by the Elder Elemental Eye. Others say Cryonax was a demon lord who led an army out from the Abyss to conquer the Elemental Chaos. Some have even claimed he is none other than Khala, the one-time goddess of winter, not dead but cast down to the Plane Below to languish for her wickedness. Whatever the case, Cryonax is a renegade archomental who takes part in none of his peers' infighting and instead sets his sights higher, to become free and conquer not just the Elemental Chaos, but all of creation.

Imix

Several archomentials emerged in the ages following the Dawn War, only to be twisted toward darkness by the Elder Elemental Eye and the bubbling wickedness spilling out from the Abyss. Other princes of elemental evil had a hand in the world's creation, had lent power and will toward the great work. Imix is one such. He stands apart from the corrupted princes, for this ancient power was among the first to emerge from the chaos at time's beginning, a malevolent force for destruction and death whose hatred blazes like a star in the Plane Below.

Imix, called the Eternal Flame, arose before mankind was even a dream. Unlike the other primordial, evil intent darkened his spirit from the start. Considered father to the salamanders, prince of the efreets, and creator of many of the terrible, fiery creations at large in the Elemental Chaos, he needed no convincing to join forces with the Elder Elemental Eye and spread elemental influence into the Material Plane. Imix ultimately met defeat and imprisonment for his part in the war against the gods, and ever since the end of the Dawn War he has been trapped in a volcano's fiery heart, unable to escape the bubbling magma and noxious fumes confining him.

Imprisonment has not prevented the Eternal Flame from continuing his plots—it has in fact given him time to set in motion even more sinister efforts. Imix has made great strides in corrupting mortals and drawing them into his cults. His fire temples command power and respect from the other elemental cults. Furthermore, fire elementals still venerate and fear the Fire Lord, unwilling to break with him lest he destroy them as he has countless others.

In recent years, Imix's offspring Zaaman Rul, whom the Eternal Flame sired with the late Bristia Pel, princess of elemental fire, raised an army and laid siege against Imix's prison with the intent of destroying his father. Imix proved more powerful, his armies crushed the rebels, and those spared from the

conflagration became slaves to Imix's dark will. Only Zaaman Rul escaped to lick his wounds.

Imix wears many forms. Normally, he appears an enormous column of flame, a great fiery pillar that twists and writhes as if a serpent. When interacting with mortals, he coalesces the flames into a humanoid shape and demands that petitioners bow before him. Those who do not must contend with the fiery sword he forms from his own essence. Imix despises the other elemental princes, and though his command over fire creatures seems complete, he is not content. He has turned his fiery eye toward Olhydra, and those closest to him whisper that he intends to capture her and use her essence to help free himself from his prison.

Ogrémoch

Long before the Dawn War broke out, Ogrémoch terrorized the Elemental Chaos. In the early days of creation, the Lord of the Black Earth erupted from his mountain lair and rumbled across the shifting landscape. He was one of the principal powers who formed the world, lending much of himself and his energy toward shaping the high mountains and binding the unformed substance into its present shape. Ogrémoch had no love for the world, but he saw it as his own. He would not allow the gods to steal what he was rightfully his. And so, when war broke out, the Stone Tyrant was one of the first to go to battle.

At some point during the Dawn War, Ogrémoch learned of a forgotten and ancient primordial known as the Elder Elemental Eye. It was said this being was the first and mightiest, and the entity had been sealed away in the deepest pits, a realm called Tartarus, to languish for eternity. Other primordials had sworn service to the exiled Eye and, though Ogrémoch did not trust these other self-styled elemental princes, he believed the Elder Elemental Eye was the best hope for turning the tide in the war. By pledging fealty to the power, the primordial saw his worst traits magnified, and whatever good might have been in him was scourged away until only hunger and wickedness remained.

In the Dawn War's final days, Ogrémoch became so unstable and dangerous that the other primordials shunned him. He had turned against his allies in rage-fueled outbursts, doing as much to thwart the elemental cause as the gods themselves. Ogrémoch, as mighty as he was, could not stand against the combined forces of the gods and the primordials that had turned against him. Moradin forged a set of unbreakable chains and used them to shackle Ogrémoch to a flat-topped mountain, never to trouble the world again. Still, Ogrémoch's confinement doesn't prevent him from affecting the mortal world. Cults dedicated to him toil to free both him and the Elder Elemental Eye, which holds the promise of absolute power.

The Lord of Black Earth appears as an enormous human-shaped aggregate of rock, crystal, sand, and earth. He strains against his chains, his rumbling voice almost drowning out the shrieking winds that whip around him ceaselessly. As much as he struggles, he cannot be free. His confinement, however, does not prevent the elemental prince from influencing his realm and attracting mortal followers in the natural world. Cultists sworn to earth temples work to loose the Elder Elemental Eye from its prison in the hope that their own master, the Stone Tyrant, will also become free and lead them to glory.

Olhydra

The Princess of Elemental Water, before her own imprisonment, attracted many followers in the mortal world and throughout the Elemental Chaos. A fickle, violent entity, she embodied terrible storms lashing the shores and tidal waves dashing ships onto the rocks. Water-dwelling creatures came to worship her out of fear, lest they invite her wrath. They raised idols and made sacrifices, all for the purpose of diverting her fell attention away from them.

As terrible a figure as she once was, her time has almost completely passed. Melora, having smote her, claimed her portfolio and now rules the seas in her stead.

Confined to her great coral castle, uprooted and discarded in a trench beneath one of the endless oceans spreading across the Elemental Chaos, Olhydra has only water elementals for company. She swims through the halls of her decaying fortress, searching for and never finding a way out. Melora sealed every exit with living coral so that the elemental princess would never escape.

As with other elemental princes, although her prison contains Olhydra's physical form, her essence still stretches up and out from the trench, twisting elemental creatures toward chaos and evil. Many mortal races still make sacrifices in her name, fearing her wrath if they fail to uphold the ancient traditions. As well, cultists dedicated to the Elder Elemental Eye often gravitate toward the princess, establishing temples in her honor to earn her protection in the event that the ancient primordial somehow becomes free. Those loyal to Olhydra plot and scheme against Imix's fire temples, and conflict between these factions has been ongoing for centuries.

Before her fall, Olhydra was the most comely of the primordial powers. Able to assume any form she wished, she would bend hearts and minds with a seductive appearance or shatter sanity with a horrible form if she became angered. Her long confinement has left her much reduced, and now she manifests as a current or a large wave, a crashing, malevolent force with no purpose other than to destroy.

Sunnis

The archomenal named Sunnis, often called the True Stone, rules an underground principality from within a great cavern called the Sandfall. The place takes its name from the constant streams of sand that spill down from cracks in the ceiling overhead.

Where Ben-hadar broods and Chan plots, Sunnis regards her role to be protector and champion of earth creatures, and thus she lends aid to any and all who pay her fealty. In the tangled corridors that define her realm, one can find elemental earth creatures of all shapes and sizes, living and working in the harmony fostered by the True Stone.

Sunnis maintains a humanoid form, appearing as a tall, muscular woman carved from stone. Her outgoing nature and widespread influence in the Elemental Chaos are the reasons why she is one of the few entities the gods respect. Many deities work with Sunnis to maintain the peace, and they enlist her aid to contend with the cosmic threats of which mortals remain unaware. Sunnis's influence extends beyond the Elemental Chaos as well. She respects the primal ban that bars her from taking a direct hand in mortal affairs, but she had many champions in the natural world, lending each elemental power in exchange for representing her interests. It should come to no surprise that some races include Sunnis in their prayers to the gods, a rite especially prevalent among some dwarves, galeb duhrs, and other earth-dwelling races.

The True Stone's efforts in the natural world and the Elemental Chaos serve a greater purpose. Like her archomenal counterparts, Sunnis swore long ago to end the scourge embodied by Ogrémoch. Whispers abound that she has prepared some great prison for her rival, a pit so deep that the elemental prince will never escape. Eventually, Sunnis will hatch her plot to lure her foe to the site of his doom, and once that is accomplished, she plans to hurl the monster into the black depths and seal away her nemesis for all time.

Ogrémoch, being likewise a prince of elemental earth, has little to fear from these designs, yet he uses caution when dealing with his nemesis. Wars between his forces and those sworn to the True Stone erupt across the Elemental Chaos often, and the conflict has on occasion spilled into the natural realm, as evidenced by the many abandoned, blood-stained earth temples across the world.

Yan-C-Bin

Yan-C-Bin, the prince of elemental air, also known as the Storm Born and the Howling Hatred, was the first of the princes of elemental evil to learn of the Elder Elemental Eye. Yan-C-Bin has always valued secrets, and no one in the Elemental Chaos knows more about the plane and its inhabitants than he

does. After learning of the Eye, Yan-C-Bin convinced other primordials, including Olhydra and Imix, to join forces and serve that power in the hope of breaking the gods, gaining the world for themselves, and crushing the other primordials that had gained ascendancy during and after the world's creation. Through it all, Yan-C-Bin remained a hidden, secret partner, whispers carried on gentle zephyrs to tempt others to wickedness and evil, until the other elemental princes became fully in the dark master's thrall.

Yan-C-Bin's subtle influence did not escape the gods when they settled accounts after the Dawn War, and the Poison Wind found himself sealed inside a palace made of solidified air. Because his prison is mobile, Yan-C-Bin can command the corrupted greater air elementals tethered to his stronghold to drag it across the skies so the elemental prince can observe as he always has.

His palace keeps him from running amok, but Yan-C-Bin remains an active and malevolent power. Rather than take a direct hand, he relies on air elementals, archons, and other creatures to act on his behalf. These agents spy on other elementals and bring their secrets to the great palace, feeding the prince a steady diet of rumor and fact, secrets and lies. Yan-C-Bin is so knowledgeable that many petition the elemental prince for lore, a commodity he is always willing to offer in exchange for service, aid, or information.

No one trusts Yan-C-Bin. Other primordials avoid him. The greatest direct threat to Yan-C-Bin comes from his archrival and chief foe, the good archomenal Chan. The two have never met, never clashed in battle, yet they wage a secret war of information and sabotage. Chan, who is free to go wherever she wishes, cannot count her mobility as an asset, since Yan-C-Bin's servants are everywhere, always watching and ready to share their findings with their master. Nothing Chan does goes without Yan-C-Bin's knowledge, and his servants stand ready to thwart her every design.

Zaaman Rul

Elemental lore posits that Imix, the Fire Lord, sired Zaaman Rul in a tryst with the princess of everlasting flame, Bristia Pel, who was destroyed in the battle that led to the defeat and imprisonment of the Queen of Chaos. If the tales are true, Zaaman Rul inherited his mother's virtue and hatred for Imix and has long sought to avenge her death by ending the life of his itinerant father. He assembled a great host of azers, salamanders, and fire elementals, and prepared to lead his army to lay siege against Imix's fortress.

Youthful exuberance and no small amount of arrogance caused Zaaman Rul to underestimate his father's strength, and so he found his forces shattered, scattered, and driven away. The soldiers of Zaaman



Rul that were captured by Imix's forces were soon twisted toward darkness, and Zaaman Rul's grand vision turned to ashes. Since his disastrous attempt to overthrow Imix, Zaaman Rul has remained in hiding, biding his time until he can renew the war against his father.

Zaaman Rul was once a mere fire elemental, yet the primordial essence passed down from his father and his mother helped him become more than he began as. He stands over ten feet tall and has crimson skin and long black hair, giving him an infernal, almost devilish appearance. Like his father, he can conjure a fiery sword from his essence, the blade burning so hot that it can scorch even creatures made from elemental flame. As powerful as he is, his early defeat and his youth place him at the bottom of the hierarchy of the princes of elemental good, forcing him to rely on the benevolence of his peers and those deities that are friendly to his cause.

BOUND PRIMORDIALS

When most natives of the mortal world think about primordial, what comes to mind are entities that they believe to be sealed away, never again to ravage the natural realm.

Whether "sealed away" is accurate or not, the deities have certainly taken pains to imprison or neutralize each bound primordial in a unique and (they hope) effective fashion. Five of the more distinctive stories of these entities are provided here.

Balcoth, the Groaning King

At the end of the Dawn War, the gods showed no mercy. Any primordial that fought against them met a bitter end—sealed away, maimed, or shackled with chains that can never be sundered. Balcoth, called the Groaning King, is free to roam the Elemental Chaos. Yet he does so broken, his head locked away in a secure vault in the natural world while his body rages in a fruitless search to reunite with it. Balcoth earned this fate by plotting against the gods, lending aid to his allies from behind the scenes, and arming his servants with dread magic devised by his own wicked imagination.

Elemental power flows from the stump of Balcoth's neck—raw chaos and magic spilling out for anyone to claim. Balcoth's head plots revenge for the day when it reunites with his body. He thus allows mortals to draw power from his remains in the hope of increasing his presence in the world. Most cults dedicated to the Groaning King share his madness and evil, even as a few cunning souls exploit the primordial, stealing power to use as they wish. Cultists communicate with Balcoth by casting the severed heads of enemies into bonfires.

Bryakus, the Many-Headed One

One of the most monstrous primordial is Bryakus the Many-Headed, whose spilled blood spawned the first hydras. A vicious and terrible foe of the gods in the Dawn War, Bryakus was named the Great Maw, his appetite never slaked no matter how many angels he devoured. Kord defeated him in a mighty battle, delivering what should have been a killing blow. However, Bryakus thrashed about to spray his ichor down upon the world. The more the primordial fought, the more Kord was moved to strike, so that blow after blow rained down until only an unrecognizable mess remained.

Despite the appalling injuries he endured, Bryakus survived, each piece of sundered flesh and bone imbued with his hatred. Since his fall, his servants have roamed the planes for his remains, reconstructing their master in some deep place where none can interfere with their task. The degree to which Kord mutilated the Many-Headed One is a testament to how many centuries his cultists have sought in vain to reclaim him, with no end in sight. As long as Bryakus remains in this wretched state, he has no say in how the elemental power he offers is used.

Castanamir, the Shattered Khan

Castanamir, the Shattered Khan, was a brilliant general and tactician in the Dawn War, whose cunning for battle allowed the elemental hordes to gain ground in the Astral Sea. His success lured Io into

ELEMENTAL VIEWPOINT: DRUNDZHAR, DWARF CULTIST

You call me a madman? You have no idea what you are speaking of, you fools. Long ago the Lord of the Black Earth was betrayed and bound by godlings and faithless allies, but the day is coming when that ancient treachery will be punished—and I will be there to see it! Great will be the rewards for those who gave mighty Ogrémoch their allegiance in the years of his wrongful imprisonment. The Lord of the Black Earth will raise me up as a king over all this land! All of you who have mocked and despised me, turning away from the true power of the earth, I will see to it that you receive the justice you so richly deserve. I will throw down mountainsides and shatter cities in my master's name! And who will you call a madman then?

the war, for even that arrogant god could not sit on the sidelines as his fellow deities were slaughtered. The great dragon emerged from his dominion to end Castanamir's threat, snatching up the primordial in his great maw, flinging him down to the natural world, and watching as he fell to the ocean and moved no more.

The storm giants and titans still pay homage to Castanamir, though the primordial has been silent since his fall. Mortals seeking power over thunder and lightning can prove their worth to the primordial by petitioning the storm titan who resides on the island bearing Castanamir's name. This island is known as the center of fierce storms that have littered the surrounding seabed with ships. Some even claim that the island is Castanamir's still-living remains.

Heur-Ket, the Storm Unabated

The changes the gods made to the world and its people invited Heur-Ket's wrath, drawing the Storm Unabated from his great thunderhead castle. The mighty primordial launched himself against the gods and their armies, destroying and scattering many. Then Heur-Ket vanished during a misguided attempt to storm Hestavar alone, defeated by the gods Erathis, Ioun, and Pelor in a brutal offensive.

Since that day, whispers in the Bright City have suggested that the three gods chained the primordial in this astral dominion to neutralize his destructive might for eternity. Despite protestations to the contrary by the angelic minister who governs the city, such rumors persist.

Imprisoned by the combined might of three gods and their astral power, Heur-Ket is now little more than mindless rage—an impotent tempest raging on the outer bounds of Hestavar. The more he fights to break free, the tighter the gods' chains become. His cults have all but vanished in the world, and the storm titans who once worshiped him have turned their devotion to other powers instead. Still, cunning practitioners of elemental magic understand the power that remains to be coaxed from this primordial, and those seeking dominion over lightning and thunder favor him.

Sisanthak and Vorsheen

A mote of fire and ice drifts through the Astral Sea, a battleground for the twin primordials Sisanthak and Vorsheen. Lured here by the gods during the Dawn War, these two forces are caught in an eternal struggle for dominance over the mote, called Frostburn. Sisanthak the Endless Winter plots his rival's downfall, forging ice archons by the thousands as the tempestuous Vorsheen spawns fire archons to fight against them. The two forces are evenly matched,

their battle raging for longer than memory and set to continue unabated for thousands of years more.

Despite their obvious hatred for each other, the conflict between Sisanthak and Vorsheen unites them in a curious way. Their presence creates a planar anomaly capable of generating intense elemental energy. Each primordial uses this energy to create archon armies whose destruction fuels the orb, and thus perpetuates it.

Neither primordial is aware of how long they have fought, or that the Dawn War is long over. So inextricably linked are Sisanthak and Vorsheen that their mortal followers honor them together as a duality—light and dark, fire and ice, perpetual conflict. The primordials know that they cannot risk giving ground by diverting attention from their struggle, so they depend on their archons to deal with mortal petitioners and servants.

FREE PRIMORDIALS

For one reason or another, a small number of primordials were not subjected to the revenge of the deities at the end of the Dawn War. The reasons why they remain unfettered are as varied as the entities themselves.

Alu Kahn Sang, the Wind of Destruction

Raging across the Elemental Chaos is a continent-sized dust storm known as the Wind of Destruction. A great and terrifying cloud of shrieking winds and flying grit, the storm is capable of stripping flesh from bone in seconds. But this is no mere environmental effect. The Wind of Destruction is Alu Kahn Sang, a primordial of incalculable power and madness who craves carnage and violence.

Alu Kahn Sang survived the Dawn War, though not through any effort or bravery on his part. In madness, he smashed down the gates of the heavens to flood the Astral Sea with his destructive vastness. Only the combined effort of Khala and her son Kord turned the storm, flinging it back to the Elemental Chaos. Before Alu Kahn Sang could recover, the gods won the war and the primordials were vanquished.

One of the rare primordials still free and at large in the Elemental Chaos, Alu Kahn Sang craves vengeance against the gods and lures elementals of all kinds to his cause. Such service is typically short-lived, since the Wind of Destruction destroys any who displease him.

This primordial has little interest in mortals or their troubles, though he will sometimes speak through shardstorm vortexes. Alu Kahn Sang masters the provinces of air and earth, and mortals hungry for elemental power are sometimes lured to serve



Unlike most primordials, Ty-h'kadi remains a force to be reckoned with in the world

him despite his fearsome aspect. Those drawing power from the Wind of Destruction are violent and unpredictable, given to ferocious outbursts with little provocation.

Iktha-Lau, the Ever Empty

The primordials did more than simply create the world. They hung it in space and set it in motion alongside the other celestial bodies that track across the heavens. The darkness of the void and the endless night surrounding the world is the realm of Iktha-Lau the Ever Empty, primordial of nothingness. It fell to her to clear away the raw chaos that made room for creation, and she resides still in the emptiness that is her legacy. An impassive observer, she witnesses time's passage from afar, her frozen heart unconcerned with and unmoved by the struggles she observes.

Iktha-Lau is a remote power, and in her vastness of utter cold dwell the stars and the terrible creatures that take their shape. Mortals drawing on her power do so without attracting her notice, and she never sends messengers to deal with her servants. She cares nothing for her followers, leaving them to divine her intentions through their observations of the night sky.

Ty-h'kadi, Prince of Thunder and Lightning

The lord of the storm elementals is a violent and unpredictable primordial—a great, fickle monstrosity who swings between subtle rumbling and destructive outburst with little warning. If not for the efforts of Chan, who tempers Ty-h'kadi's anger, the Prince of Thunder and Lightning would have lost all control long ago. It was Chan who lured Ty-h'kadi from the Astral Sea in the Dawn War's waning days, thus sparing him from almost certain destruction.

Since Heur-Ket's defeat and disappearance, the Prince of Thunder and Lightning has grown stronger. His ascendancy has made him more aggressive concerning developments in the Elemental Chaos, and he resents the gods' influence in the natural world. From time to time, his anger gets the better of him, requiring Chan to engage him in battle to once more bring him under control.

Ty-h'kadi employs storm archons as soldiers and messengers, and mortals wishing to commune with his power speak through them. The primordial sometimes rails against the primal ban. At such times, violent storms erupt in the skies of the world, flashing green lightning and unleashing deafening thunder.

ROSTER OF KNOWN PRIMORDIALS

No one knows for certain how many primordial exist. Hundreds were spawned in the beginning of the cosmos, and many were slain in the Dawn War long before any tale of their names or deeds was recorded in the lore of mortals. Even the weakest primordial is a monster of terrible destructive power, capable of crushing all but the mightiest mortal heroes and laying waste to whole kingdoms. The greatest primordials are so strong that even the gods fear them.

The list presented here includes many primordials known primarily from their presence in the world of Abeir-Toril, and a couple found on the desert world of Athas. The Dawn War was a battle with many fronts, and Abeir-Toril and Athas suffered in the war of gods and primordials just as many other mortal worlds did. Whether these Abeiran (or Athasian)

primordials are known in worlds beyond their home worlds is questionable; the existence of multiple primordials with similar natures and interests suggests that (unlike some gods) these beings are naturally concentrated or anchored to physical existence in one specific corner of the multiverse, and do not appear in multiple worlds.

Many primordials are categorized as archomental—beings that rule vast elemental domains and command the allegiance of many lesser creatures. This group includes the elemental princes, detailed earlier in this section. Some primordials are revered as deities by mortals and are counted as members of pantheons. Even though these entities are not divine in nature, they bestow elemental powers on their priests and are venerated by hosts of mortal followers. Primordials that have been wholly transformed or consumed by the Abyss are not included in this list. Creatures such as Demogorgon, Orcus, and Baphomet are more properly described as demon lords, not primordials.

KNOWN PRIMORDIALS

Name	Sobriquet/Title	Status	Notes
Achazar	The Pillar of Wrath	Dormant	A fire primordial that ruled Tarmalune in Abeir
Akadi	Queen of Air	Deity	Elemental lord worshiped in Toril as goddess of the sky
Alu Kahn Sang	Wind of Destruction	Free	A vast, raging dust storm in the Elemental Chaos
Alyolvoy	—	Unknown	An obscure primordial of water and mud
Arambar	—	Dead	Slain long ago; its essence causes Abeir's steelsky
Asgorath	The World Shaper	Deity	A primordial who hurled a comet at Toril, creating the Sea of Fallen Stars; worshiped in the draconic pantheon
Atropus	The World Born Dead	Free	A vast primordial of undeath, spawner of the atropals
Balcoth	The Groaning King	Imprisoned	Beheaded primordial, powerless without its body
Ben-hadar	The Valorous Tempest	Free	Archomental, lord of good sea creatures
Borem	of the Lake of Boiling Mud	Dead	One of the Seven Lost Gods of Toril; killed by Bane, Myrkul, and Bhaal in their mortal lives
Bristia Pel	Princess of Everlasting Flame	Dead	Archomental of fire, killed in battle against the Queen of Chaos
Bryakus	The Colossus of Chaos	Dormant	Sundered into many pieces; its blood spawned all hydras
Bwimb	Baron of Ooze	Dead?	Archomental, prince of evil ooze creatures; killed by Orcus but respawed as a new Bwimb
Castanamir	The Shattered Khan	Dormant	Patron of storm and cloud giants, entombed in sea
Chan	The Silent One	Free	Archomental, queen of good air creatures
Chlimbia	Prince of Magma	Imprisoned	Archomental, prince of evil magma creatures
Cryonax	Prince of Elemental Cold	Imprisoned	Archomental, prince of evil cold creatures
Crystalle	King of Minerals	Free	Archomental, prince of mineral creatures
Dendar	The Night Serpent	Imprisoned	An Elder Evil of Abeir-Toril; fated to destroy the world
Dur-baagal	—	Dead	An ice primordial of Abeir-Toril slain by Auril
Ehkahk	The Smoldering Duke	Free	Archomental, prince of smoke creatures, ruler of Fume
Entropy	—	Imprisoned?	Held in a sphere of annihilation; now free?
Erek-Hus	King of Terror	Dead	Clove lo in two, then defeated by Bahamut and Tiamat
Garash	—	Unknown	A primordial that vanished seeking the Shard of Evil
Gargash	—	Dead	Underdark primordial that cursed Torog
Gazra	The Shifting Emperor	Free	Archomental, prince of ash creatures
Grumbar	Lord of Earth	Deity	Elemental lord worshiped in Toril as god of the earth
Haemnathuun	The Blood Lord	Dead	Created abominations; its corpse floats in the Astral Sea

KNOWN PRIMORDIALS (CONT.)

Name	Sobriquet/Title	Status	Notes
Herumar	The Sand Scourge	Free	Monstrous hydra-like primordial dwelling in Athas
Heur-Ket	The Storm Unabated	Imprisoned	Storm primordial thought to be bound in Hestavar
Iktha-Lau	The Ever Empty	Free	Primordial of nothingness, uncaring and remote
Ilmeth	–	Dead	A slain primordial that exists as a vestige now
Imix	Prince of Elemental Fire	Imprisoned	Archomental, prince of evil fire creatures
Istishia	Lord of Water	Deity	Elemental lord worshiped in Toril as god of water
Karshimis	Despot of Shyr	Unknown	Primordial of Abeir, ruler of the land of Shyr
Kezef	The Chaos Hound	Free	An Elder Evil of Abeir-Toril that hunts mortal souls
Kossuth	Lord of Fire	Deity	Elemental lord worshiped in Toril as the god of fire
Lormoch	Master of Tides	Dead	Long-dead primordial
Maegera	–	Dormant	Dormant fire primordial trapped under Gauntlgrym
Maram	of the Great Spear	Imprisoned	One of the Seven Lost Gods of Toril; sealed in the Elemental Chaos by the Monuments of the Ancients
Miska	The Wolf Spider	Exiled	Demonic primordial banished by Rod of Seven Parts
Mual-Tar	The Thunder Serpent	Imprisoned	Bound by chains forged by Moradin
Murgremir	The Rotting Hill	Free	Primordial of muck and decay that haunts the Blackmire
Nehushta	–	Unknown	Primordial who created the fortress of Glaur
Nekal	of the Glowing Deep	Dead	Water primordial slain by Pelor, Kord, Bane, Sehanine
Nihil	–	Dead	Primordial of unbeing, defeated by Bahamut
Ogrémoch	Prince of Elemental Earth	Imprisoned	Archomental, prince of evil earth creatures
Olhydra	Princess of Elemental Water	Imprisoned	Archomental, princess of evil water creatures
Piranoth	The World Mover	Imprisoned	Primordial of earth, fire, frost; patron of giants
Queen of Chaos	–	Dormant	Demonic primordial or obyrith now dormant in the Steaming Fen, an Abyssal layer
Rorn	Rorn of the Rages	Dormant	Powerful, hated, lava-like primordial of Abeir
Sehil	–	Dead	Primordial killed by Kord in last battle of the Dawn War
Shangar	The Uncrowned	Imprisoned	A primordial of fire
Shax	The Destroyer	Dead	Dead primordial of the sea; exists as a vestige now
Sisanthak	The Endless Winter	Imprisoned	Ice primordial trapped on the astral mote Frostburn
Solkara	The Crushing Wave	Imprisoned	Primordial of crushing depths and icy cold defeated by Melora, Kord, and Sehanine; imprisoned in glacier
Sun Sing	Viceroy of the Void	Free	Archomental associated with darkness, emptiness
Sunnis	The True Stone	Free	Archomental, patron of the Underdark, venerated by svirfneblin and stonechildren
Syvexrae	The Queen of Stone	Dead	Petrified; her body serves as the palace of Doresain
Tabrach-Ti	Queen of Bronze	Dead	First primordial to fall in Dawn War; slain by Bane
Telos	–	Dormant	Primordial of Abeir-Toril who fell from the sky in Vaasa
Timesus	The Black Star	Dead	A powerful primordial of dissolution, entropy
Ty-h'kadi	Prince of Thunder and Lightning	Free	Storm primordial, rival of Heur-Ket
Tziphal	The Mountain Builder	Dormant	Primordial of folding earth, petrification, volcanoes; created many races with power of petrification
Ubtao	The Deceiver	Deity	A primordial of Abeir-Toril that keeps Dendar imprisoned; worshiped as the god of Chult
Ul-Athra	The Mouths of Thirst	Free	Monstrous primordial of Athas; spawner of silt horrors
Ulctilantilokla	–	Free	A primordial that grew from the first dream
Umboras	Lord of Rimefire	Imprisoned	Lured to Pandemonium by Raven Queen and trapped
Uzrith	–	Unknown	An obscure primordial of earth and mud
Vezzuvu	The Burning Mountain	Imprisoned	Volcano primordial; trapped in a field of radiance
Vorsheen	–	Imprisoned	Fire primordial trapped on the astral mote Frostburn
Yan-C-Bin	Prince of Elemental Air	Imprisoned	Archomental, prince of evil air creatures
Zaaman Rul	The Resilient Ember	Free	Archomental, child of Imix and Bristia Pel
Zurtharak	The Vein of Iron	Dead	Earth primordial defeated by Moradin

Elemental Power in Your Game

The themes, class options, and character options (including feats and paragon paths) introduced in the following chapters represent a significant expansion to the scope of your *DUNGEONS & DRAGONS* game. If you are a player, ask your Dungeon Master to give some thought to introducing these new options.

In many campaigns, players can re-create characters or introduce new ones that make use of the material in this book. However, the sudden prominence of a new power source can push a campaign in new and unexpected directions. Even with elemental power already established in the context of the traditional magical power sources, the tone of a campaign can change when the party's fighter suddenly exhibits the ability to control elemental fire through the firecrafter theme, or if a wizard character begins employing elemental spells. You and your DM might come up with a way to explain why the campaign world has changed. Alternatively, you can assume that the world was always this way, then find reasons why such abilities and paths have previously gone unseen and unused.

With that in mind, here are a few methods that can be used to introduce elemental power into the ongoing story of a campaign, at the same time that characters gain access to the new classes and options.

THE PLANAR WANDERER

If you want to introduce a new character making use of the materials in this book, that individual could be a single exceptional wanderer from the elemental realms. Many *DUNGEONS & DRAGONS* characters hail from exotic lands or have unique origins, and the appearance of a githzerai monk with elemental powers or a human fire elemental associated with the Ninth Bastion can be part of that. This option is the simplest way to integrate elemental power into your game.

The planar wanderer might be a character who combines an elemental theme such as moteborn or janissary (see chapter 2) with a more ordinary choice of race and class. Alternatively, he or she could be a member of a race native to the Elemental Chaos, such as a githzerai or a genasi. In either case, the character has left the Elemental Chaos behind to take up adventuring in the mortal world. A planar wanderer offers interesting roleplaying possibilities,

since he or she will be unfamiliar with the most mundane aspects of the natural world, including commonly encountered monsters, weather that changes while the landscape stays the same, and races rarely found in the Elemental Chaos.

As a variant on this idea, an elemental-themed character might come from a distant land where elemental power is more widely known and studied than it is in the rest of the world. For example, a sha'ir might seem exotic in a setting where arcane magic is traditionally controlled by wizard orders or closely associated with eladrin traditions. The choice to play such a character is not that different from introducing a ninja, a drow, or any other character not normally found among the peoples and cultures of the campaign. The reception such a character might receive could include suspicion, puzzlement, open hostility, awe, or well-meaning ignorance.

CHOSEN AGENTS

Elemental entities are often limited in their ability to affect events in the world. When they discern the need to act in the mortal realms, such creatures choose agents to serve as their proxies. Many of these entities—whether mad primordials, princes of elemental evil, or demon lords seeking to meddle in worldly affairs—are less than friendly to the mortal races. Others are less malevolent. For example, a djinn lord might seek out a warlock to offer the power of an elemental pact, while a titan might abide by an ancient alliance and aid a dwarf hero of a particular clan or house. Not all characters in the party need to be approached to serve as agents at the same time, or by the same potential patron.

As a champion or agent of an elemental power, a character might be conscripted to perform specific tasks. However, as with any characters who serve a pact, an order, or an organization, such agents are free to use their talents for whatever purpose they wish. A warlock with an elemental pact might go on adventures that have nothing to do with his or her patron, whose elemental power is simply a tool to be used and improved on. However, it is likely that a hero singled out to serve as an elemental champion will always be engaged in advancing a patron's designs—even if the character doesn't fully understand what those designs might be.

SECRET LORE

During the course of their adventures in the world, the heroes might stumble across secret lore as a means of opening up new options of elemental power. This knowledge could take many forms, from a great tome of elemental spells to a hidden monastery that teaches a style of martial arts not known anywhere



else. A secretive cabal of magical knowledge might pass down its traditions only to a few chosen successors. A cleric or paladin order might have been created in the name of defending the world against elemental assault. All you (or, more likely, your DM) need to do is decide who or what holds the secret of elemental magic, why they keep this information secret, and what their ultimate goal or purpose is.

The adventurers might discover this store of long-hidden knowledge in the course of traveling through strange lands, or by recovering a tome or an artifact from a treasure hoard. Alternatively, they might be chosen by the initiates of a hidden group to serve as new recruits in a centuries-long struggle against elemental evil.

Not all secret lore lies in the hands of those with good intentions, and it is possible that the heroes could stumble onto these secrets when they confront those who wield elemental power for evil purposes. For example, a party challenging the fourfold sects of the Temple of Elemental Evil could easily discover how to master elemental power by studying the treatises and writings of their enemies.

PLANAR CONJUNCTION

The planes are not locked to each other in the same unchanging relationship. Over time, variations in the weave of reality draw the natural world closer to or farther from the planes surrounding it, or cause different aspects of a planar relationship to surface or subside. Elemental rifts and portals wax and wane with the never-ending flux of the world's connections to the Elemental Chaos. In this model of planar relations, the world is now emerging from a period of elemental dormancy stretching back millennia. The planes are moving back into full alignment, and for the first time in ages, elemental creatures and phenomena threaten the world.

Just as the rising tide of elemental influence is reopening old portals and bringing more elemental creatures across the planar boundaries, so too are forgotten magical traditions and dormant elemental bloodlines returning to prominence. A sorcerer might find that arcane incantations and elaborate gestures are no longer needed to channel elemental power, with such energy able to be called by any sufficient exertion of will. Characters might discover that they suddenly have the wherewithal to command fire, wind, stone, or water, remembering a forgotten heritage or discovering new capabilities granted by the touch of the Plane Below.

Elemental Incursion

Not all planar conjunctions are accidental. In this scenario, the heroes' homeland becomes a battleground when some great elemental threat—a plague of slaads, an invading tribe of giants, a demon horde, or an army of archons—takes advantage of favorable connections between the planes and launches a major attack against the natural world. This scenario might easily combine several of the previous options for introducing elemental power to a campaign. The heroes might become allies of an old order of elemental knights or wizards whose members have been guarding against this evil day. Winning the battle might necessitate a desperate adventure into the heart of the Elemental Chaos to strike at the source of the trouble. The conditions that make the incursion possible might also awaken the potential for elemental power in the heroes fighting against it.

An elemental incursion can serve as the basis for a single adventure, a series of linked adventures, or an entire campaign. At the epic level, the heroes might have to confront a mighty elemental power such as a noble efreet, a titan, or a primordial on the verge of escaping from its ancient chains.

ELEMENTAL ADVENTURES

You can introduce elemental power as a theme of your campaign by creating an adventure that sends the heroes into the Elemental Chaos. Heroes of the mortal world who are exposed to the magic and wonder of the elemental realms might naturally learn a new trick or two. Some of the character themes in this book (earthforger, firecrafter, ironwrought, watershaper, and windlord) directly bestow elemental abilities, representing natural talents and affinities possessed by such characters when they first venture into the Elemental Chaos.

Instead of setting up a single adventure in an elemental locale, the DM might instead anchor the campaign in the Elemental Chaos for an extended period. The Plane Below presents boundless opportunities for long-term campaigning. The heroes can build their careers around defending an elemental realm such as Zerthadlun or the Ninth Bastion. They can plunder the lost towers and hidden strongholds littering the plane, or they might explore fantastic sites such as the City of Brass. Naturally, the longer the characters remain in the Elemental Chaos and the more locales they visit, the greater their opportunities to find mentors or lore that can lead them to the mastery of elemental magic.



Character Themes

THIS CHAPTER presents a selection of themes related to elemental magic and the Elemental Chaos. A theme is a calling, vocation, or archetype you can use to add further detail and options to your character. Your theme joins your class and race in helping you to realize your adventurer's identity. You might be a human slayer, but you could also be a windlord, an earthforger, or a moteborn. Most themes are available to members of any class or race, so you can choose the theme that best fits your imagination.

Each theme contains story elements you might adopt to flesh out your character's background and his or her place in the world. You can work with your Dungeon Master to integrate the character theme you choose into the backdrop of the campaign, whether you select a theme as part of character creation or you want to apply a theme to an existing character at a higher level.

This chapter includes the following sections.

- ◆ **Choosing a Theme:** How themes work and rules for what your character can gain from having one.
- ◆ **New Themes:** Ten character themes for any campaign setting, which are summarized on the following table. Each includes supporting mechanics you can adopt as you gain levels.

Theme	Description
Demon Spawn	One who has demonic ancestry
Earthforger	Devotee of elemental earth
Elemental Initiate	Monastic student of the elements
Firecrafter	Devotee of elemental fire
Ironwrought	Devotee of elemental metal
Janissary	Servant of powerful genies
Moteborn	Native of an elemental realm
Primordial Adept	Priest of a primordial
Watershaper	Devotee of elemental water
Windlord	Devotee of elemental air



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CHOOSING A THEME

Your character can have only one theme, which you can choose when you create your character. The theme you select grants the benefits described in this section. You don't have to choose a theme, and you can defer your choice until you reach a higher level. However, themes describe unique backgrounds, origins, and occupations—adopting one at 1st level can help you define your character.

Starting Feature

Each theme includes a feature that you gain when you select the theme.

Additional Features

You gain a theme's additional features whenever you reach the appropriate level. Most themes offer additional features at levels 5 and 10.

Optional Powers

A theme grants access to a range of utility powers (and occasionally attack powers). Add the powers from the theme you choose to those available to you because of your class. Whenever you reach a level at which your class grants a power, you can choose a theme power instead. The theme power must be of the same or lower level than the class power you might have gained. For example, if you attain 6th level as a wizard who has the windlord theme, you can choose a 2nd-level or 6th-level wizard utility power or windlord utility power.

Using Themes to Create Characters

Themes are intended as tools in character creation. The theme you choose helps you to add detail to your character, push beyond the limits of class and race, and expand your customization options. For example, if you're playing a defender, you might choose earth-forged to help you lock down more enemies. If you're playing a controller and want to boost your control options, primordial adept could be your best choice.

You can instead use a theme to take your character in a new direction, adopting a story or role your class otherwise doesn't provide. A theme's starting feature can let you contribute in different ways, perhaps letting you take on some defender responsibilities even though you're a striker. For example, as a knight you're a defender, but choosing firecrafter gives you some impressive ranged capabilities.

All of the above advice presumes that you consider theme after you choose a class. However, choosing your theme first might be the better way to realize your character concept. From this decision, you can go on to

choose race, class, feats, and so on, reinforcing the idea that began with the theme that appealed to you most.

Regardless of when you choose your character theme, look for ways to incorporate it into your character's background. Your theme might reflect the event that propelled you into your adventuring career. Or it can suggest specialized training you underwent to prepare for the objectives you or someone else set. Perhaps the best way to think of a theme is this: What were you immediately before you became an adventurer? How would you describe yourself to someone else in the game world? A class name isn't necessarily an obvious part of a character's identity—if you see a skilled sword-wielder in leather armor, that person might be a fighter, a rogue, a ranger, or a paladin. A theme, on the other hand, can be something that is obvious to the character and to everyone else.

A few themes in this chapter involve differing ways a character might approach elemental magic. A few have a stronger connection to the Elemental Chaos than normal characters possess. Some even make your character an elemental creature, changing his or her basic nature.

Themes in the Party

Character themes in this book provide story elements that can be unique to your character. Maybe you know secrets that others do not. You might have a goal you keep hidden from your compatriots. Such character aspects are meant to inspire roleplaying, not to set your character against others in your party.

Think about how your character's theme might interact with the themes that the other players choose. Discuss this with them and the DM in the same way that you might talk about what class or role each person is playing in the party. Characters could come from similar backgrounds or the same elemental realm, or similar themes might indicate a like-minded worldview. As you roleplay your theme, make choices that enhance the fun at the table and the cooperative nature of the game.

Gaining Themes at Higher Levels

You can adopt a theme for an existing character at a higher level. Gaining a theme at a higher level might be the consequence of events in the campaign. Several themes included in this chapter are suitable for acquisition at any point in your career. Gaining a theme might be the result of completing a major quest, defeating a powerful elemental or demon, or being exposed to an environmental hazard related to the Elemental Chaos.

Before you choose a theme, consult your Dungeon Master to come up with an explanation and method for gaining your theme. The DM might make the

theme a reward of some sort. You might have to travel to the Elemental Chaos or seek out a region where the plane threatens to breach the natural world. Then again, the DM might let you take the theme without any requirements.

Changing Themes

Although a theme can last throughout your character's career, circumstances might arise in which it makes sense for your theme to change. You could begin your career as a watershaper and later find yourself working for Zaaman Rul, a fiery primordial. You might then abandon the watershaper theme and adopt firecrafter, especially if Zaaman Rul replaces your previous patron.

When you can retrain, you can exchange your theme for another instead of using any other option for retraining. To retrain a theme, however, you must have none of the theme's optional powers, and you must have neither feats nor a paragon path for which the theme is a prerequisite. A paragon path that requires your current theme prevents you from retraining that theme, since paragon paths can't be retrained. But if you have only optional powers or feats that prevent you from retraining your current theme, you can retrain those powers or feats to others that don't require your current theme. Once you have retrained all character elements that require your current theme, you can then retrain your theme at your next retraining opportunity.

More Elemental Themes

The *DARK SUN*[®] Campaign Setting introduced character themes to the *DUNGEONS & DRAGONS* game with a selection that reflected certain occupations, callings, and backgrounds. Although those themes were designed for use in that setting, several are appropriate for characters who have strong ties to the Elemental Chaos. The elemental priest, primal guardian, and wasteland nomad themes can all work in other settings with little to no modification.

ELEMENTAL KEYWORD

Elemental energy is available to users of most power sources. Powers gain the elemental keyword only if they draw energy directly from the Plane Below. Since there are a number of different ways to access the Elemental Chaos, the elemental keyword is usually paired with another power source, such as arcane or primal. Characters of the elemental origin have a stronger connection to true elemental power. Many characters of this origin express their heritage through one of the themes in this book.

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A character with the windlord theme can produce a swirling gale out of elemental air



DEMON SPAWN

“Am I evil? It’s in my blood. But let my actions, rather than my appearance, show you my true nature.”

Encounters between demons and mortals end almost always in swift death for the mortals. Demons live to destroy everything they can until they are destroyed themselves. This violent behavior makes it rare for demons to consort with mortals, yet here and there across the planes, one can find mortals who have demonic blood flowing through their veins. Called demon spawn, most such creatures display wild, destructive evil similar to that of their demonic sires.

Unraveling the mystery of how demon spawn come to exist requires some background about how mortal races interact with the Abyss. Lolth instructed her chosen people in demonology ages ago, and her priestesses sometimes call forth demons to sire draegloths with willing initiates. Similar ceremonies might be found in other dark societies. Other kinds of demon spawn descend from incubi. Sages believe that incubi were devils that followed Graz’zt into the Abyss when he sought to conquer its first layer. Despite their new home, these incubi retain their basic nature, and they still trouble the natural world with nocturnal visitations that sometimes result in demon-blooded children. However, because the Abyss changes and corrupts all it touches, the most common way that demon spawn come into existence is through exposure to abyssal energy.

Few demon spawn show evidence of their demonic heritage as soon as they are born. In fact, most look like normal mortal children, visually unremarkable.

The transformation might start gradually, first with small horns breaking the skin on the forehead and later vestigial bat wings emerging from the shoulder blades. Demon spawn who conceal or downplay these features can avoid attracting attention or, if they desire, pass as tieflings.

Creating a Demon Spawn

Some demon spawn are little more than ravening monsters that wreak havoc in the world until some hero puts them down. A rare few find ways to control the corrupting influence that consumes them and channel it in constructive ways. Demon spawn are apt warriors, favoring classes that let them engage in hand-to-hand combat. Their unholy heritage makes them unpredictable in battle and, as the fighting rages on, they can lose the ability to distinguish clearly between friend and foe. For this reason, they focus less on defense and more on offense. Few warriors can match the ferocity that a demon spawn barbarian, ranger, or fighter displays.

Starting Feature

Your demonic heritage reveals itself in your flesh and in your wild temper. Horns pierce your brow, and your expression takes on a sinister cast, your thoughts turning to anger and violence. Darkness rules your heart, and it goads you to indulge your evil impulses and to lash out at anyone you can reach.

Benefit: Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. You also gain the demon keyword and are considered to be a demon.

You also gain the *demonic frenzy* power.



Demonic Frenzy **Demon Spawn Attack**

When your anger breaks free, your claws and teeth lengthen and you can't stop yourself from lashing out.

Encounter ♦ **Elemental**

No Action **Melee 1**

Trigger: You hit with a melee attack on your turn.

Target: One randomly determined creature adjacent to you

Effect: The target takes 1d6 damage.

Level 11: 2d6 damage.

Level 21: 3d6 damage.

Additional Features

Level 5 Feature Your dark heritage becomes more and more pronounced, resulting in further changes to your physique. You might become stooped or grow long talons from your fingers. Your horns might extend even farther, or tiny wings could sprout from your back. Beyond the physical changes, you also discover you can give voice to dark thoughts in the foulest of languages.

Benefit: You gain a +2 power bonus to Intimidate checks. In addition, you add Abyssal to the languages you can read, write, and speak.

Level 10 Feature You have struggled against the evil that stains your soul, battled against the corruption that threatens to topple you into eternal darkness, and still your heritage continues to reveal itself. Your demonic features are harder to conceal as they become even more exaggerated. Runes in the Abyssal language might appear under your skin, your eyes might glow, and scales could cover your body. In keeping with these changes, you gain a demon's supernatural ability to shrug off various damaging elements.

Benefit: The first time you are bloodied in each encounter, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to that damage type until the end of the encounter. At 11th level, this resistance increases to 10, and at 21st level, this resistance increases to 15.

Also, until the end of your next turn, your allies provoke opportunity attacks from you. You must make every opportunity attack you can.

Optional Powers

You can resist your demonic nature or embrace it. Exploring your sinister heritage reveals new opportunities to channel its power, and new ways to call forth the darkness and bend it to your will. You might use these powers to help overcome your enemies by turning evil against itself, or you might surrender to the corruption.

Level 2 Utility Power Your senses have become heightened until you can see in total darkness. Your eyes flash whenever you strike an opponent that is already at your mercy.

Abyssal Eyes **Demon Spawn Utility 2**

Your eyes give off a sinister gleam that enables you to see in the dark and unnerve your enemies.

Daily ♦ **Elemental**

Minor Action **Personal**

Effect: Until the end of the encounter, you have darkvision.

In addition, whenever you make a melee attack against a bloodied enemy, you have combat advantage against that enemy.

Level 6 Utility Power Your demonic ancestry manifests in a propensity for violent outbursts, an interest in committing evil acts, and a twisting of your physical appearance. Although your heritage pressures you, you can resist coming fully under its influence. Sometimes, however, it benefits you to relax your hold and let the monster within you free.

Demonic Ferocity **Demon Spawn Utility 6**

Surrendering to your demonic heritage fills you with dreadful viciousness.

Encounter ♦ **Elemental**

No Action **Personal**

Trigger: You make an attack roll and miss.

Effect: You reroll the attack roll and can use either result.

Until the end of your next turn, your allies provoke opportunity attacks from you. You must make every opportunity attack you can.

Level 10 Utility Power Like it or not, you have become the Abyss's herald, a messenger of doom. Killing, carnage, and battle can call forth the power within you. When you let this power loose, it infects everyone on the battlefield with an unholy need to kill.

Abyssal Doom **Demon Spawn Utility 10**

The brutality of your attack instills a similar lust for blood in every creature near you.

Encounter ♦ **Elemental**

Free Action **Close burst 3**

Trigger: You reduce a creature to 0 hit points on your turn.

Target: You and each creature in the burst

Effect: Until the end of your next turn, each target grants combat advantage and deals 1d8 extra damage with melee attacks.

EARTHFORGER

“Elemental earth resonates in my soul.”

Strong, durable, and implacable, earthforgers embody elemental earth. They can manifest its power in defense or as a weapon, drawing energy from the stones or releasing it outward to hold enemies back. Earthforgers wield great power, but such ability comes at an even greater price. When they grasp this elemental magic and take it in, earthforgers are reborn as elemental creatures.

Dwarves pioneered the techniques of earthforging long ago; many sages believe that the race’s first steps toward mastering elemental power occurred when the dwarves were enslaved by the giants, and those efforts led to the birth of the galeb duhr race. While extracting precious metals and gemstones from deep under the mountains, dwarf miners in that long-ago time came across primordial shards, crystallized magic left from creation. Using these shards, the dwarves found they could shape stone more easily, while also being able to endure even greater punishment. An unknown number of dwarves succumbed to elemental power’s temptations, losing themselves to its magic, but enough resisted and proved mighty allies in the uprising that led to the dwarves’ exodus from cruel enslavement.



Other races have stumbled across earthforging under similar circumstances. Goliaths learned to use elemental earth from the stone spirits who watch over their mountain camps. Svirfneblin, gnomes who have long dwelt in the Underdark, use earthforging to evade drow slavers and destroy other hostile humanoids. Travelers report encounters with strange hermits, formerly mortal creatures that have been transformed into beings of living stone. Such individuals are rare, yet anyone who explores the wild places, those untamed lands where the primordials’ fingerprints can still be seen, might very well come across an earthforger.

Creating an Earthforger

Not only can earthforgers increase their physical might by drawing power from the ground, they can use the same energy to shore up their defenses and resist injury. Some earthforgers pledge to protect others, taking up careers as battleminds or wardens to reflect their singular commitment to safeguarding their charges. In lands where mainstream religions have great sway, earthforgers might conceal their magical abilities, using them to supplement the fighting maneuvers learned from being a knight or a weapon-master. An earthforger does not often pursue a divine career, but when one does, he or she favors the paladin class and worships Melora, Moradin, or Kord.

Dwarves, goliaths, and other races with ties to mountains, hills, and subterranean environments have the oldest earthforging traditions, but a member of any race can learn the techniques. Earthforgers tend to have high Strength or Constitution scores and thus are more likely to emerge in races that have an advantage in these areas.

Starting Feature

Embracing the power of earth and stone transforms you into an earth elemental. You retain your general size, shape, and physical characteristics before the

THE URDUNNIR

Legends speak of clans of earthforger dwarves who dwell in the deepest quarters of the Underdark, exploring the deeps in search of hidden splendors. These reclusive folk are known as the Urdunnir, or the ore-cutter dwarves. Blessed by the elemental lord Dumathoin, the Urdunnir use their power over stone to mine veins of strange metals that no other mortals can reach. The Urdunnir are not great warriors, but they are masterful artisans, the finest metalworkers of all the dwarves. They have no love for the evil races of the Underdark and sometimes aid surface explorers by serving as guides and scouts.

MARK BEHM

transformation. Your connection to earth is apparent in your pebbly hide and glittering eyes. These physical changes herald the elemental power you now wield. Furthermore, the earth responds whenever you call on your reserves, making you nearly invulnerable to anything that would attack your body.

Benefit: Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. In addition, you add Primordial to the languages you can read, write, and speak. Whenever you use your second wind, you gain a +1 power bonus to all defenses until the start of your next turn.

You also gain the *stone panoply* power.

Stone Panoply

Earthforger Attack

By striking the ground, you bring forth a shower of rock and dirt that besets those near you and armors you in a stony shell.

Encounter ♦ Elemental, Weapon

Standard Action Close burst 1

Requirement: You must be on the ground.

Target: Each creature in the burst

Attack: Highest ability modifier vs. AC

Hit: 1[W] + highest ability modifier damage.

Level 11: 2[W] + highest ability modifier damage.

Level 21: 3[W] + highest ability modifier damage.

Effect: Until the end of your next turn, you are slowed and you gain resistance to all damage equal to 1 + one-half your level.

Additional Features

Level 5 Feature Earth energy flowing into you girds you against environmental hazards, disease, and similar dangers. So great is your command over this energy that the earth resounds when you invoke your wrath against your foes.

Benefit: You gain a +2 power bonus to Endurance checks. Further, whenever you use *stone panoply*, the burst creates a zone that lasts until the end of the encounter. The ground in the zone is difficult terrain for enemies that lack earth walk.

Level 10 Feature Your connection to elemental earth is so strong that you can root yourself in place, as immovable as a mountain.

Benefit: Whenever an effect would pull, push, or slide you while you are on the ground, you can reduce the distance of that forced movement by 1 square.

Optional Powers

Elemental earth yields all its secrets only to a devoted few. Discipline, force of will, and focus are required to wrest earth magic from the Elemental Chaos and manifest it to serve your needs. You took an important step when you accepted the way of elemental earth and transformed into an elemental, but that step was merely the first one. To fully realize your

opportunity, you must devote more of yourself to controlling the earth's true power.

Level 2 Utility Power Echoes of elemental earth resonate from the stones beneath you.

Earthforger's might calls elemental force from your environment and increases your physical strength for as long as you remain in contact with the ground. Using this power might also bring about some cosmetic change, causing your flesh to assume a stony appearance for as long as the effect lasts.

Earthforger's Might

Earthforger Utility 2

You draw power from the stones beneath you to increase your physical might.

Daily ♦ Elemental

Minor Action

Personal

Requirement: You must be on the ground.

Effect: Until the end of the encounter, or until you are no longer on the ground, you gain a +2 power bonus to melee damage rolls and Strength checks.

Level 11: +4 power bonus.

Level 21: +6 power bonus.

Level 6 Utility Power Elemental earth reveals more of its secrets to you. Now you move easily through rubble and debris, and you can even pass through solid stone.

Earthforger's Passage

Earthforger Utility 6

Whether dirt or stone, rubble or debris, earth moves to accommodate your passage.

Encounter ♦ Elemental

Move Action

Personal

Effect: You move up to your speed. During this movement, you have earth walk, and you can move through earth or stone as if you had phasing.

Level 10 Utility Power The elemental power you wield permeates your being. It is as much a part of you as your mind, your strength, and your durability. When you use *tremor step*, you release this power into the earth, and the resulting shock waves hinder your foes and fortify your allies.

Tremor Step

Earthforger Utility 10

The earth trembles around you, making footing treacherous for your foes and infusing allies with refreshing earth energy.

Daily ♦ Aura, Elemental

Minor Action

Personal

Requirement: You must be on the ground.

Effect: You activate an aura 2 that lasts until the end of your next turn or until you are no longer on the ground.

The ground in the aura is difficult terrain for enemies that lack earth walk.

Sustain Minor: The aura persists until the end of your next turn, and you or one ally in the aura gains temporary hit points equal to one-half your level.

ELEMENTAL INITIATE

“Inner harmony is a balancing of elements.”

Elemental initiates follow a philosophy grounded in the understanding of the four elements and their influence over mortal bodies, hearts, and minds. One who would become an initiate withdraws from ordinary life to seek wisdom in a setting free of distractions, such as a monastery, a remote temple, or the dojo of a famous teacher. In some societies, the philosophy of the elements is widely known and respected as a path all should seek to progress along during the course of their lives. Among other cultures, these teachings are regarded as exotic or are unheard of. No matter the viewpoint of others, the path of the initiate is one of truth seeking and self-knowledge above all, a lifelong search for meaning and understanding.

Before heading into the world, most elemental initiates lead ascetic lives. They own little more than the robes on their backs, and they eschew luxuries and intemperate behavior as distractions from the path to which they devote themselves. An initiate strives to curb passions rather than allowing those passions to rule. An elemental initiate might be a student who preserves ancient tomes, a martial arts disciple who studies the four elements, or an anchorite absorbed in the exploration of the mind in the wild and lonely places of the world. Philosophically minded initiates devote hours each day to study, discourse, and observation of the world around them, while others dedicate their time to meditation and exercise. In and around the daily discipline of the monastery or temple, common chores and tasks are shared among all members of the order.

Typical elemental initiates are content to remain in their hidden temples and remote monasteries all their lives, devoting themselves to the study of their philosophy. However, some believe that they must travel widely, to pass on their learning and to absorb new lessons from the world outside the monastery walls. Other initiates take up a life of humble service, using their unusual training and abilities to help others. Adventuring elemental initiates come from the latter two camps.

Creating an Elemental Initiate

Many kinds of characters might begin their training in monasteries, dojos, or isolated temples. Monks and battleminds are especially likely to do so. Characters as diverse as assassins, swordmages, and wizards can also flourish in cloistered environments where a student can focus on mastering a rare and difficult art. Some races and cultures, such as the githzerai,



possess strong monastic traditions and make a point of training their most promising youths in secluded environments. Githzerai society is almost entirely organized around monasteries devoted to elemental study and in the Elemental Chaos. Any githzerai character could be an elemental initiate, regardless of class or background.

Starting Feature

Self-knowledge, adaptability, and discipline are the hallmarks of an elemental initiate's study, and few exercises develop these qualities in the same way as mastering the basics of an unarmed fighting style. Some initiates eschew the use of weapons and do their best to avoid violence, but the world rarely rewards the pacifist with peace. Learning how to defend oneself with the minimum force necessary is the best available compromise. All elemental initiates perfect defensive techniques that emphasize counterattacks and positioning rather than aggression. You can quickly exploit any mistake your enemy makes to strike back while the foe is off balance.

Benefit: You gain a +2 proficiency bonus with unarmed attacks, and your unarmed attack can deal 1d6 damage instead of 1d4. You also gain proficiency with ki focuses.

You also gain the *disciplined counter* power.

Disciplined Counter Elemental Initiate Attack

An enemy's miss allows you to rebalance the flow of energy by making an instant counterattack.

Encounter ♦ Elemental, Psionic, Weapon

Immediate Reaction Melee 1

Trigger: An adjacent enemy misses you with a melee attack.

Target: The triggering enemy

Attack: Highest ability modifier vs. Reflex

Hit: 1[W] damage, and you slide the target up to 2 squares. The target grants combat advantage until the end of your next turn.

Level 11: 2[W] damage.

Level 21: 3[W] damage.

Additional Features

Level 5 Feature Even martially focused monasteries and dojos hold learning in the highest regard. The initiate's life is one of never-ending inquiry and examination.

Benefit: You gain training in one skill from among Arcana, History, Nature, and Religion.

Level 10 Feature Years of reflection and self-denial provide an elemental initiate with a deep reservoir of calm resolve. You resist temptation, overcome fear, and see through deceit more easily than others can.

Benefit: You gain a +1 power bonus to Will.

Optional Powers

Initiates place a high value on prowess in unarmed combat, studying techniques of self-defense, and improving concentration and focus with rigorous physical exercises. In an initiate's worldview, the elements describe aspects of mortal thought and behavior as much as they describe the physical matter of the world. People whose personalities are dominated by the element of fire are said to be mercurial or volatile, easily angered but also creative and passionate. People who have an affinity for elemental earth are considered to be stoic, stubborn, and inflexible, but absolutely reliable. Years of study combine this philosophy of the metaphysical nature of the elements with the sheer physical rigors of exercise, deprivation, and discipline. So trained, an elemental initiate can master impressive powers of movement, healing, and defense.

Level 2 Utility Power Chief among the initiate's regimen are exercises of balance and movement. Mastering control of the body is an important first step in gaining control over one's full capabilities. Thanks to hours upon hours spent balancing and sparring in awkward positions, you can fight and maneuver with your full skill regardless of the surface you're standing on.

Balancing Step Elemental Initiate Utility 2

The elemental balance within you allows you to move carefully and with perfect grace.

Encounter ♦ Elemental, Psionic

Move Action Personal

Effect: You shift up to 3 squares, ignoring difficult terrain.

Until the end of your next turn, you gain a +2 power bonus to all defenses, and climbing or balancing doesn't cause you to grant combat advantage.

Level 6 Utility Power Initiates who study the body's natural energy and currents understand that injuries are nothing more than temporary misalignments of elements that are normally in balance. With a little training and practice, elemental initiates can learn how to neutralize wounds and fatigue with a few well-placed taps or touches in crucial spots.

Restoring Touch Elemental Initiate Utility 6

Your knowledge of the body's natural energy flow allows you to heal minor injuries with a few skillful touches.

Encounter ♦ Elemental, Healing, Psionic

Standard Action Melee 1

Target: One creature

Effect: The target can spend a healing surge and regain 1d6 additional hit points. The target can also end one poison, dazing, or stunning effect currently affecting it.

Level 10 Utility Power Not all battles are won with an all-out assault or an unyielding defense. Sometimes the simplest path to victory is to allow your foe to defeat itself. When circumstances warrant, you can emulate the flickering flame, the gentle breeze, or the flowing tide and adopt a combat style emphasizing patience, movement, and misdirection. Not only can you have excellent mobility in the thickest fray, but you can also use feints, dodges, and distractions to protect allies near you.

Flowing Defense Elemental Initiate Utility 10

You adopt a shifting stance that allows you to move easily while guarding yourself and nearby friends.

Daily ♦ Elemental, Psionic, Stance

Minor Action Personal

Effect: You assume the flowing defense stance. Until the stance ends, you can shift 1 square as a minor action.

Further, you gain a +2 power bonus to all defenses. Your allies gain the same bonus while adjacent to you.

FIRECRAFTER

"I feel the flames of a thousand suns burning in my heart."

Fire creates and destroys. With fire, one can transform raw iron into a useful blade, clear a field of crops to halt the spread of a disease, or lay waste to anything that stands in one's way. Fire is also the element of emotion, of passion and intensity, of new ideas and revelations. Firecrafters embrace elemental fire, using it to forge themselves into something new, something made from fire and yet bound in humanoid form.

Firecrafting finds its roots among the primitive cultures in the world. Legend holds that the primordial Imix gifted mortals with fire in order to destroy them, and it was Ioun's intervention and knowledge that gave mortals the wisdom to control it. Ioun enabled mortals not only to use fire for light and warmth, but to bend it to their will with magic.

Firecrafters come by their power through the same channels that other individuals learn to use elemental magic. Some might transform into elemental creatures after discovering a primordial shard. An imprisoned primordial might grant a boon to a particularly loyal follower, while mere exposure to the Elemental Chaos could be the catalyst that awakens a latent elemental quality in others. Regardless of his or her history, a firecrafter leads a lonely life. People fear firecrafters, and with good reason.

Creating a Firecrafter

Considered the most dangerous of the elemental arts, firecrafting lets an individual channel uncontrolled elemental fire into the world. Reckless usage often produces tragic results, with innocents burned or maimed for being too close when the fire slips free. This said, firecrafters learn to control their flames in time. Firecrafting intensifies an individual's emotions, leading most firecrafters to be rash and violent. Most seek occupations that provide an outlet for their aggression and thus become barbarians and slayers. Others find that elemental fire can boost magical ability, and many firecrafters have gone on to find great success as mages, psions, and warlocks. Divine firecrafters are almost unknown; they tend to follow Ioun.

Starting Feature

Elemental fire suffuses your being, burning away the last vestiges of your mortality and revealing your new form as an elemental creature. Your unusual nature is apparent to anyone who sees the pale nimbus of flames rising from your skull and the black, red, or orange color of your skin. Your eyes become brilliant pinpoints, seeming hotter than the coals in a blacksmith's forge.

The fire inside you shines forth, bringing light to darkness, while the fire powers you learn strike with terrible force. You can release your inner fire as a corona to scorch anyone who dares to face you.

Benefit: Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. Add Primordial to the languages you can read, write, and speak. Also, you can emit dim light out to 5 squares. As a minor action, you can suppress or resume this light.

You also gain the *blazing corona* power.

Blazing Corona

Firecrafter Attack

Fire erupts from your body, burning until you fling it away from you as a fiery bolt.

Encounter ♦ **Aura, Elemental, Fire**

Minor Action **Personal**

Effect: You activate an aura 1 that lasts until the end of your next turn. Any creature that starts its turn in the aura takes fire damage equal to your highest ability modifier. Using the secondary power ends the aura.

Secondary Power (Elemental, Fire)

Standard Action **Ranged 10**

Target: One creature

Attack: Highest ability modifier + 2 vs. Reflex

Level 11: Highest ability modifier + 4

Level 21: Highest ability modifier + 6

Hit: 1d8 fire damage.

Level 11: 2d8 fire damage.

Level 21: 3d8 fire damage.

Additional Features

Level 5 Feature The energy in your soul helps you move like a flickering flame, dancing across the battlefield wherever you please. Calling on your inner reserves builds the flame's intensity so that your fiery attacks strike with greater accuracy.

Benefit: You gain a +2 power bonus to Acrobatics checks. Whenever you use your second wind, you gain a +1 power bonus to attack rolls with fire attacks until the end of your next turn.

Level 10 Feature Using elemental fire spurs you into action, whether it drives you forward to bring the swirling flames to your enemies or pulls you back to avoid injuring your companions.

Benefit: Whenever you use *blazing corona*, you can also shift up to 3 squares as a free action.

Optional Powers

Tapping into elemental fire sets in motion changes that awaken in you intense emotion and sometimes trigger violent outbursts in the form of uncontrollable flames. You must focus on controlling these fires lest they escape your control and burn everyone and everything around you. Further training rewards you with greater control and also reveals new ways to use elemental fire.

Level 3, 13, and 23 Attack Powers

Producing a bit of flame is a trick a first-year wizard's apprentice can perform, yet the simplicity of that trick belies your expanding control over elemental fire. The flames you manifest come from within you and shine with a steady light. Although the fire does not burn you, if you cast it away, it scorches whatever it touches.

Lesser Produce Flame Firecrafter Attack 3

Snapping your fingers causes a fiery ball to appear in your hand to illuminate your surroundings.

Encounter ♦ Elemental, Fire

Minor Action **Personal**

Effect: You create a flame in your hand that emits bright light out to 10 squares. The flame lasts until the end of the encounter, until you dismiss it as a minor action, or until you use the secondary power.

Secondary Power (Elemental, Fire)

Standard Action **Ranged 10**

Target: One creature

Attack: Highest ability modifier vs. Reflex. You gain a +2 bonus to the attack roll.

Hit: 2d8 + highest ability modifier fire damage.

Produce Flame Firecrafter Attack 13

As *lesser produce flame*, with the following changes.

Attack: The bonus increases to +4.

Hit: The damage increases to 3d8 + highest ability modifier fire damage.

Greater Produce Flame Firecrafter Attack 23

As *lesser produce flame*, with the following changes.

Attack: The bonus increases to +6.

Hit: The damage increases to 4d8 + highest ability modifier fire damage.

Level 6 Utility Power Surrendering to the fire burning inside you causes lambent flames to fill the air. Although the flickering lights that *burning bright* creates do not burn, fires brought into their midst flare and become almost impossible to put out.

Burning Bright Firecrafter Utility 6

Your presence causes fires to burn so hot that little hope exists of extinguishing them.

Daily ♦ Aura, Elemental, Fire

Minor Action **Personal**

Effect: You activate an aura 2 that lasts until the end of the encounter. Enemies in the aura have vulnerable 5 fire and take a -2 penalty to saving throws against ongoing fire damage. Nonmagical fires in the aura can be put out only if you allow them to be extinguished.

Level 7, 17, and 27 Attack Powers

No one can deny the destructive potential of elemental fire, but such demonstrations are crude and mask its subtler benefits. Fire can inflame the passions, build confidence, and awaken new possibilities to those touched by its energy.



When you use *roaring flames*, you put elemental fire's constructive aspects to use, aiding your companions in their efforts.

Lesser Roaring Flames Firecrafter Attack 7

A bright and loud cascade of fire singes your foes while inspiring your allies.

Encounter ♦ Elemental, Fire

Standard Action **Close burst 3**

Target: Each enemy in the burst

Attack: Highest ability modifier vs. Reflex. You gain a +2 bonus to the attack roll.

Hit: 2d6 + highest ability modifier fire damage.

Effect: Each ally in the burst gains a +2 power bonus to one attack roll, saving throw, or skill or ability check made before the start of your next turn.

Roaring Flames Firecrafter Attack 17

As *lesser roaring flames*, with the following changes.

Attack: The bonus increases to +4.

Hit: The damage increases to 3d6 + highest ability modifier fire damage.

Greater Roaring Flames Firecrafter Attack 27

As *lesser roaring flames*, with the following changes.

Attack: The bonus increases to +6.

Hit: The damage increases to 4d6 + highest ability modifier fire damage.

IRONWROUGHT

“The weapon is only as strong as the hand that wields it.”

Air, earth, fire, and water eclipse the other expressions of elemental essence found in the Plane Below. They are, after all, the most dominant forms, and most elemental creatures incorporate one or two of these fundamental elements into their being. Less prominent elemental provinces include all manner of phenomena from magma to ice, and smoke to metal. Although devotees of these lesser forces might be rarer than others, they are no less capable than other users of elemental magic. The ironwroughts prove this fact time and time again.

The first ironwroughts appeared not long after human empires extended into the Elemental Chaos. Faced with teeming demons, mad slaads, and hostile elementals, as well as physical changes the settlers experienced after being exposed to the plane, the best warriors filled their time perfecting fighting techniques. The heavy armor, the metal weaponry, and their iron resolve all inclined them toward the lesser-known province of elemental metal. It took no time for these warriors to adopt metallic characteristics, becoming less human and more like the creatures they were sworn to fight. Calling themselves the ironwrought, they proved instrumental in throwing back the elemental hordes long enough for their people to establish colonies.

From these early warriors descend the ironwrought societies still found across the Elemental Chaos and in the natural world. Two of these, the Scions of Steel and the Iron Brotherhood, actively recruit novices to train in the mystic arts. These warriors hire themselves out as mercenaries across the planes, selling their swords to whoever can afford the fee. Their reputation for excellence keeps these battle groups in constant employ, and they can be found fighting for the efreets, guarding caravans, standing watch on the walls of githzerai fortresses, and elsewhere on the plane and beyond.

Creating an Ironwrought

Ironwrought adventurers come from the ranks of warriors, especially those who favor heavy armor and military weapons. Combat training establishes the proper mind-set for gaining and using elemental metal's power. Fighters, some paladins, and battleminds have the needed talents to merge elemental magic with their particular fighting art. Ironwroughts make strong battle leaders, and some of the greatest examples come from the ranks of warlords, rune priests, and ardent.

You might have stumbled onto your heritage by some stroke of fate (good or bad). Maybe you learned to use elemental metal by joining an ironwrought



society that shepherded you into your new nature through a mystical ceremony, altering your course forever. Then again, you could be a native of the Elemental Chaos who acquired your talents naturally from the wild plane.

Although the ironwroughts originated in humanity, any humanoid who has the discipline and fighting skill can join ironwrought ranks. Ironwrought masters accept students who demonstrate physical prowess, toughness, and speed. Genasi, dwarves, half-orcs, and goliaths all fit the bill.

Starting Feature

The moment you recognized your affinity for elemental metal, you took the first step toward a greater destiny. Metal is the stuff of battle, and you display an unusual knack for wielding weaponry. You could also experience strange physical changes. Your skin might gleam as if it were made from polished metal. When you are caught in the rain, rust spots could appear on your flesh. You also grow heavier, if not bulkier, weighing more than you should.

When you embrace elemental metal, you become an elemental creature. After some time, you acquire metallic characteristics and find new strength and durability when you need it. Drawing on your reserves increases metal's influence on you and helps

you perform incredible physical stunts. You can call on this magic to help some of your strikes land true.

Benefit: Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. Add Primordial to the languages you can read, write, and speak. You gain a +1 power bonus to Athletics checks and Endurance checks. Whenever you use your second wind, this power bonus increases to +4 until the end of your next turn.

You also gain the *inevitable strike* power.

Inevitable Strike Ironwrought Attack

Elemental power flows through you, providing you with keen accuracy and sharper striking force.

Encounter ♦ **Elemental, Weapon**

No Action **Personal**

Trigger: You make a melee weapon attack roll.

Effect: Make the attack roll twice. If both attack rolls hit, the target takes 1d8 extra damage.

Level 11: 2d8 extra damage.

Level 21: 3d8 extra damage.

Additional Features

Level 5 Feature Your elemental nature responds to injuries by hardening your skin so that small cuts and impacts have no effect.

Benefit: While you are bloodied, you have resist 2 to all damage. At 11th level, this resistance increases to 4. At 21st level, this resistance increases to 6.

Level 10 Feature Each time you channel the essence of elemental metal, your ability to strike true improves.

Benefit: Whenever you use *inevitable strike*, you gain a +1 power bonus to melee weapon attack rolls until the end of your next turn.

Optional Powers

All ironwroughts draw the power they wield from a personal connection to elemental metal. For most, this power manifests in battle prowess and resilience that supplements formal combat training. The following powers represent advanced techniques you can adopt. Each offers a different way to manifest the essence of elemental metal.

Level 2 Utility Power Your affinity with metal gives you access to incredible reserves, hardening you to keep fighting when others might fall.

Steely Resolve Ironwrought Utility 2

You recover from a solid blow as if your enemy had struck metal rather than flesh.

Daily ♦ **Elemental, Healing**

No Action **Personal**

Trigger: You are bloodied by an attack.

Effect: You can spend a healing surge. Until the end of your next turn, you gain a +2 power bonus to AC and Fortitude.

Level 6 Utility Power You use your inner strength to focus your attacks and steel yourself against injury. As your understanding increases, you learn to express your elemental nature by transforming your flesh into living iron.

Ironwrought Toughness Ironwrought Utility 6

Embracing your elemental power gives your flesh the durability of iron.

Daily ♦ **Elemental**

Minor Action **Personal**

Effect: Until the end of the encounter, you have resistance to all damage equal to the amount that your ironwrought level 5 feature normally grants. While you are bloodied, this resistance increases by 2.

Level 10 Utility Power You have perfected your fighting techniques, using elemental force to augment your maneuvers so they strike with greater effectiveness. The ultimate expression of your nature comes when you learn *weapon unity*. With this power, you merge your body with your weapon so that the latter becomes an extension of your will.

Weapon Unity Ironwrought Utility 10

Your essence flows into your weapon so that you and it are one.

Daily ♦ **Elemental, Stance**

Minor Action **Personal**

Effect: You assume the weapon unity stance. Until the stance ends, your melee weapon attacks can score a critical hit on a roll of 19–20. You also gain a +2 power bonus to opportunity attack rolls.

ELEMENTARY VIEWPOINT: VOMAR VALSK, MERCENARY

My forefathers came to the elemental domains from a world called Oerth, long ago. They were wizards once, and they fashioned a refuge in the rocky islets of a planar sea. But humans aren't meant to live in the elemental realm, at least not without being changed. That onetime wizards' refuge grew into a keep and trade-town in time, and whatever gift for magic my family once had faded through the generations, replaced by the magic of the elements. I wonder what I would have been if my ancestors hadn't come to this realm . . . but I'm a sellsword, a wanderer of the Chaos. Iron is our magic now, and it suits me well enough.

JANISSARY

The races of geniekind have a reputation for carrying off mortals to serve as slaves in the cities and palaces of the Elemental Chaos. Few mortals realize, however, that being the slave of a genie is far from an unpleasant existence. These servants lead lives not much different from those of the common workers, servants, soldiers, and artisans found toiling in and around the castles and palaces of nobles in the world. Even the most ordinary genie—whether dao, djinn, efreet, or marid—fancies itself a great lord with a high and royal title. It regards the everyday business of administering its estates and overseeing its property to be a task utterly beneath its attention. Instead, these genie overlords leave most of their affairs in the hands of a select caste of trusted, loyal slaves known as janissaries.

Some janissaries are part of a genie's household staff and have little freedom to travel, but most large genie cities and realms are host to a whole class of janissaries who are considered slaves of the throne, rather than of a particular genie. Most such janissaries serve as elite soldiers, city officials, or highly valued artisans and engineers. They are allowed to own property, bear arms, travel, marry, and engage in whatever pursuits they like, although most are guards or bureaucrats in the ruler's service. Adventuring janissaries usually come from this group and are free to do as they please—until a high-ranking genie commands a service from them. It's not unusual for janissaries to venture into the mortal world on various errands, then stay on to seek their fortunes when their original mission is completed.

Although janissaries are often rich, comfortable, and entrusted with great authority, they are still subject to the whims of their genie masters. Good-natured genies, such as djinns and marids, treat their janissaries well and bestow honors and offices on servants who show cleverness, reliability, and efficiency. Daos and efreet, on the other hand, are cruel and overbearing, so they naturally value servants who use brutality and viciousness when attending to their duties. In most realms janissaries enjoy at least some legal protection against poor or capricious treatment, but in return they are expected to police themselves stringently and to comply with any order or request a genie gives them.

Creating a Janissary

A janissary might come to hold many different offices and perform a number of duties, but an adventuring janissary is, first and foremost, a warrior who helps make up the core of a genie's entourage or army. Therefore, most such janissaries are fighters, warlords, battleminds, or other characters who are expressly suited for military service. Genies have

little patience for characters who show devotion to entities other than themselves, so it is unusual to find cleric or paladin janissaries. However, wizards, sorcerers, warlocks, and swordmages are almost as common as martial characters among the ranks of janissaries. Skilled spellcasters are highly prized as guards and advisors.

Starting Feature

A janissary is tattooed, branded, or otherwise marked to indicate the individual's special status. The mark is placed on the face, the scalp, or the hands, and is not meant to be concealed—genies aren't interested in whether janissaries can pass without notice in mortal lands, although most people in the natural world wouldn't recognize a janissary's mark as a sign of ownership or associate it with a genie. Not only does this mark identify the janissary's owner, it often serves as the focus for an elemental blessing that protects its bearer against the environmental dangers of the Elemental Chaos.

You and your fellow janissaries are noted for your iron discipline, selfless courage, and unmatched fighting spirit. Janissaries are proud of their traditions and highly motivated to live up to their masters' expectations. Leading the way into battle fills your heart with pride and zeal.

Benefit: You gain a +5 power bonus to Endurance checks against environmental dangers. Add Primordial to the languages you can read, write, and speak.

You also gain the *janissary charge* power.

Janissary Charge

Janissary Attack

You hurl yourself into battle, threatening your enemy and preventing it from moving easily.

Encounter ♦ **Elemental, Weapon**

Standard Action **Melee 1**

Effect: You gain 5 temporary hit points, and then you charge an enemy. If your charge attack hits, the target is slowed until the end of your next turn.

Level 11: 10 temporary hit points.

Level 21: 15 temporary hit points.

Additional Features

Level 5 Feature Genie society is fractious at best, since even the most even-tempered genies are inclined to harbor petty jealousies and grudges for centuries. Janissaries are recognized as parties who can be relied upon as go-betweens in genie relations. Even the most vicious efreet hesitates before attacking a janissary messenger, because an attack on the servant can be viewed as an attack on the janissary's master, who might be an important genie. Consequently, janissaries gain a great deal of experience in approaching genies and other elemental powers with proper courtesy.



Benefit: You gain a +2 bonus to Bluff, Diplomacy, and Insight checks made against creatures that have the elemental origin.

Level 10 Feature Janissaries judge themselves by the quality of the service they render. Like members of any elite order or martial society, they strive to be worthy of their comrades' respect, regardless of the consequences to themselves. Although it is not quite true that they are without fear, this extraordinary sense of service provides a measure of protection against effects that might break or control lesser warriors.

Benefit: You gain a +2 power bonus to saving throws against charm effects and fear effects.

Optional Powers

Most janissaries regard themselves as soldiers, embracing military discipline and training tirelessly with their chosen weapons. Janissaries are not dedicated to the raw stuff of the elements in the same way that other elemental heroes are. Compared to elementalists or sha'irs (see Chapter 3), janissaries only scratch the surface of elemental power, but their elemental abilities provide them with potent defenses and supernatural vigor in times of need.

Level 2 Utility Power Having trained as an elite guard in a genie palace, you are expected to defend your masters from the indignity of personal assault. Your elemental power gives you the ability to shield nearby allies for a short time.

Janissary's Shield Janissary Utility 2

You call upon elemental force and shape it around you to protect nearby allies from attack.

Encounter ♦ Aura, Elemental

Minor Action **Personal**

Effect: You activate an aura 1 that lasts until the end of your next turn. Allies in the aura gain a +2 power bonus to all defenses. Choose acid, cold, fire, lightning, or thunder.

While in the aura, you and your allies have resist 5 to that damage type.

Level 6 Utility Power Any warriors who hope to fight amid the hazards of the Elemental Chaos must find ways to overcome all sorts of obstacles. Your mist form is a minor elemental transformation that allows you to turn your body into streaming smoke, sand, dust, or similar particles, then fly or swim in this insubstantial form for a moment.



Janissary's Mist Form Janissary Utility 6

You briefly transform yourself into mist, dust, or ash, giving you the ability to pass over or through obstacles.

Encounter ♦ Elemental, Polymorph

Standard Action **Personal**

Effect: You assume mist form. While in this form, you are insubstantial, and you gain a fly speed or swim speed (choose one) equal to your speed. You cannot attack while in this form, but you can move at full speed while squeezing and do not grant combat advantage for squeezing. The form lasts until the end of your next turn or until you to end it as a minor action.

Level 10 Utility Power Experienced janissaries can call upon the power of the elements to heal their wounds and lend power to their attacks.

Janissary Zeal Janissary Utility 10

You invoke elemental power to renew your vigor and strength.

Encounter ♦ Elemental, Healing

Minor Action **Personal**

Effect: You can spend a healing surge, and you gain a +2 power bonus to attack rolls until the start of your next turn.

MOTEBORN

Thousands of otherwise ordinary mortals live among the wonders and perils of the elemental plane, inhabiting isolated citadels that loom atop drifting earthmotes or thronging trade-towns standing on the shores of exotic seas.

Mortal denizens of the Elemental Chaos, known as moteborn, often leave their homes behind and seek their fortunes elsewhere. A moteborn's reason for doing so might be anything: Catastrophe sometimes destroys an elemental realm, leaving its survivors scattered and homeless. A criminal, whether guilty or falsely accused, might flee to avoid punishment. Someone whose culture values personal honor might go into exile when dishonored, hoping to spare family and friends from disgrace. Other moteborn are people of status in their native domains, and such moteborn travel and adventure to prove their worth.

Depending on how and why a moteborn leaves his or her elemental home behind, he or she might wander the Elemental Chaos in search of wealth and power, or search for a new home in the natural world where he or she can win high station. Another moteborn might be an exile hiding from enemies back home, taking a false name and traveling to keep ahead of pursuers and assassins.

Creating a Moteborn

Because scores, perhaps hundreds, of separate mortal domains are scattered across the vastness of the Elemental Chaos, a moteborn might belong to any race or class. Any character who hails from an exotic homeland and demonstrates a knack for self-reliance and far traveling is suited for this theme.

Starting Feature

As a native of the Elemental Chaos, you learned the language of elementals in your youth. You are also exceptionally well versed in knowledge of elemental creatures and their works. Even if you are not a true student of arcane knowledge, you know a lot more about arcane matters than most worldbound adventurers do.

Your people have long-established pacts with the denizens of the Elemental Chaos, giving you the ability to summon and command minor elementals. A flame zephyr is a typical example. The creature is intelligent enough to follow specific directions, so you can use it for any task you can explain to it. In a fight, you can direct the zephyr to attack creatures near it with its scorching winds, or you can command it to batter and buffet any enemy you are engaged with.

Benefit: You gain a +2 power bonus to Arcana checks. Add Primordial to the languages you can read, write, and speak. If you already know

Primordial, you instead learn Abyssal, Dwarven, or Giant.

You also gain the *summon flame zephyr* power.

Summon Flame Zephyr Moteborn Attack

From the smallest spark, cinder, or candle flame, you command a minor elemental of air and fire to come forth.

Daily ♦ **Elemental, Summoning**

Minor Action **Ranged 10**

Effect: You summon a flame zephyr in an unoccupied square in range. The creature is an ally to you and your allies.

The zephyr lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description. You don't need line of effect to the zephyr to command it. When you command the zephyr, the two of you share knowledge but not senses.

When the zephyr makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The flame zephyr lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left).

Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Flame Zephyr Summoned Creature

Small elemental magical beast (air, fire)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the zephyr if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 6, fly 6

Resist fire 10

☼ **Dust and Smoke** ♦ **Aura 1**

Allies in the aura have partial concealment. You gain a +2 power bonus to damage rolls against enemies in the aura. At 11th level, this bonus increases to +3. It increases to +4 at 21st level.

↶ **Standard Action** (fire) ♦ **At-Will**

Attack: Close burst 1 (creatures in the burst); your level + 5 vs. Reflex

Hit: 1d6 + your highest ability modifier fire damage, and you can slide the target 1 square.

Level 21: 2d6 + your highest ability modifier fire damage.

Minor Action ♦ **At-Will** (1/round)

Effect: The zephyr crawls, runs, stands up, shifts, squeezes, or walks.

Additional Features

Level 5 Feature You didn't walk from the Elemental Chaos to the natural world. Gates, portals, and elemental rifts provide the planar traveler with a thousand shortcuts to all points of the multiverse. You have learned how to find and use these devices and phenomena.

Benefit: You gain a +5 power bonus to checks to locate, activate, and control magical or elemental portals, gates, and similar objects. If a portal is trapped or dangerous, or leads to a hazardous destination, you can sense this danger with a successful Arcana check (moderate DC of your level).

Level 10 Feature Your special affinity for the plane where you were born strengthens, so that the minor elemental you can summon is quicker to answer your call.

Benefit: You can use *summon flame zephyr* twice per day, but only once per encounter.

Optional Powers

Elemental-born heroes innately have access to a variety of powers and abilities that are rare or unheard of in the mortal world. If you choose to emphasize your planar heritage, you can learn several utility powers intended to help you survive the rigors of the Elemental Chaos.

Level 2 Utility Power Any experienced traveler of the Elemental Chaos is familiar with a wide variety of hazards—blasts of fire, eruptions of earth, immersion in frigid seas. You have mastered a minor spell that adjusts your metabolism to resist almost any common elemental hazard.

Elemental Adaptation Moteborn Utility 2

You use minor elemental warding to adapt yourself to almost any hazardous environment.

Daily ♦ **Elemental**

Minor Action **Personal**

Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 5 to that damage type and a +5 power bonus to Endurance checks.



SLAWOMIR MANIAK

Level 6 Utility Power This handy trick allows you to imbue an aspect of your surroundings, such as a campfire, a small boulder, or a breeze, with elemental force, turning it into a minor elemental for a short time. You can use this servant for simple errands such as carrying a message or an item, retrieving a small object, or searching a small area for something you can describe precisely. Your creation isn't very bright, so you must be specific in your instructions.

Elemental Drudge Moteborn Utility 6

You call forth a minor elemental and dispatch it on an errand.

Daily ♦ **Conjuration, Elemental**

Standard Action **Ranged 5**

Effect: You conjure a minor elemental spirit that animates a Small mass of whatever element is available in an unoccupied square in range. This drudge persists until you dismiss it as a minor action, until it completes its task, or until 1 hour has elapsed. The drudge has speed 10 and a +0 bonus to ability checks required to perform its errand. It can travel up to 1 mile from you in the performance of its task. You can command the drudge to do any of the following errands.

- ♦ **Fetch:** The drudge can retrieve an object of up to 50 pounds, as long as you can indicate or describe the object and its location. If the object is too heavy, stuck, or otherwise inaccessible, the drudge returns to you without the object.
- ♦ **Carry:** The drudge can carry an object of up to 50 pounds to a location, as long as you can indicate or describe the object and its location.
- ♦ **Manipulate:** The drudge can go to a location, which you must indicate or describe, and manipulate an object that you can indicate or describe. If the object is not where you specified or cannot be manipulated as you directed, the drudge returns to you.

Level 10 Utility Power Your familiarity with the elements provides you with the ability to quickly manipulate the composition of a nearby patch of ground or mass of air, creating a simple but effective trap.

Elemental Mine Moteborn Utility 10

You bottle raw chaos in a small area, creating a hazard that goes unseen until an enemy steps into it.

Encounter ♦ **Elemental, Zone**

Minor Action **Ranged 10**

Target: One square

Effect: The target square becomes a zone that lasts until the end of the encounter or until an enemy enters it. Without a Perception check (DC 10 + your level + your highest ability modifier), your enemies notice neither the zone nor your use of this power. When an enemy enters the zone, that enemy and each creature adjacent to the zone take 5 damage and fall prone.

PRIMORDIAL ADEPT

Most mortals give their devotion to the gods, but other powers that crave worship dwell in the cosmos. A primordial adept is a cultist, a seeker after hidden knowledge, or a member of an esoteric order who turns away from the deities to worship one of the ancient primordials.

In some places, adepts are considered to be religious individuals and occupy the same role in society that divine priests do. Like priests, adepts are initiated into their powers; some establish their bond with their patron under the tutelage of a cult or a secret society, participating in ceremonies designed to mark their accession to the organization's inner circles. Other adepts forge their bond with their patrons by devising their own rituals of binding and command.

Some adepts think of themselves less as priests and more as scholars and delvers into the unknown. They seek out the writings of older primordial adepts in hopes of mastering a source of power that most other scholars wouldn't dare to unearth.

All primordial adepts have many of the same goals: the mastery of elemental power, the accumulation of knowledge and lore, and the continuing favor of their inscrutable patrons. An adept becomes an adventurer to explore places of ancient power, recover lost knowledge, and (more rarely) advance the causes and designs of his or her elemental patron.



Creating a Primordial Adept

Primordial adepts are characters of unusual intelligence, zeal, or force of personality. Delving into secrets that mortals were not meant to know is not a calling for the fainthearted. Arcane characters such as sorcerers, warlocks, and wizards are drawn by the lure of hidden lore and make excellent primordial adepts.

Divine and primal characters very rarely pursue this path, since taking a primordial for a patron is incompatible with wielding divine energy or serving the primal spirits. However, some gods have strong ties to the elements (for example, Melora, Moradin, and Tharizdun), and a cleric or an invoker devoted to the elemental aspects of a deity might fit this theme.

Starting Feature

Each primordial adept has a patron—a great elemental being to which the adept is bound. Whether an adept regards the patron as a source of power to be harnessed or as a being worthy of absolute devotion, the effects are the same. The patron lends a small amount of its power to the adept, enhancing the abilities already at the adept's command. Scores, perhaps hundreds, of primordials, titans, and other beings might serve as patrons. Two examples, elaborated upon here, are Vezzuvu, the Burning Mountain, and Solkara, the Crushing Wave.

Benefit: You have proficiency with rods. Add Primordial to the languages you can read, write, and speak. In addition, you gain either the *Solkara's wave* or the *Vezzuvu's eruption* power.

Solkara's Wave

Primordial Adept Attack

You call forth an icy flood filled with the power of Solkara.

Encounter ♦ Arcane, Cold, Elemental, Implement

Standard Action Close blast 3

Target: Each creature in the blast

Attack: Highest ability modifier vs. Fortitude

Hit: 1d8 + highest ability modifier cold damage, and you push the target up to 2 squares. The target is slowed and gains vulnerable 5 cold until the end of your next turn.

Level 11: 2d8 + highest ability modifier cold damage.

Level 21: 3d8 + highest ability modifier cold damage.

Vezzuvu's Eruption

Primordial Adept Attack

A small eruption knocks creatures down with rumbling tremors and sears them with hot ash.

Encounter ♦ Arcane, Elemental, Fire, Implement, Thunder, Zone

Standard Action Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Highest ability modifier vs. Reflex

Hit: 1d6 + highest ability modifier thunder damage, and the target falls prone.

Level 11: 2d6 + highest ability modifier thunder damage.

Level 21: 3d6 + highest ability modifier thunder damage.

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. Any creature that ends its turn in the zone takes 5 fire damage.

Additional Features

Level 5 Feature Denizens of the Elemental Chaos know, respect, and possibly fear the primordial you serve. A mere mention of your patron's name and your status as one of its servants is enough to cause most elemental creatures to give your words extra heed.

Benefit: You gain a +2 bonus to Bluff, Diplomacy, Insight, and Intimidate checks against creatures that have the elemental origin.

Level 10 Feature Your elemental patron places a portion of its essence at your command, drastically enhancing the effectiveness of your attacks when they align with its sphere of influence.

Benefit: If you chose *Solkara's wave*, you gain a +2 power bonus to damage rolls with cold powers and thunder powers. If you chose *Vezzuvu's eruption*, you gain a +2 power bonus to damage rolls with fire powers and thunder powers.

Optional Powers

Any adept can more strongly demonstrate adherence to a patron by utilizing other expressions of that primordial's influence.

Level 2 Utility Power Devotion to Solkara grants you a spell that saturates your surroundings with your patron's influence, so that those near you feel as if they are being crushed in deep water.

Vezzuvu enables you to create a volcanic emanation around your feet. Scalding mud bogs down those nearby, the mud growing hotter as they try to escape.

Solkara's Grasp Primordial Adept Utility 2

You surround yourself with an aura that emulates the crushing pressure of the deeps.

Daily ♦ Arcane, Aura, Elemental
Minor Action Personal

Effect: You activate an aura 2 that lasts until the end of your next turn. Each creature that starts its turn in the aura is slowed, gains vulnerable 5 cold, and takes a -2 penalty to attack rolls until the start of its next turn.

Sustain Minor: The aura persists until the end of your next turn.

Vezzuvu's Tread Primordial Adept Utility 2

Ground by your feet grows soft and hot, like the boiling mud on a volcano's flanks.

Daily ♦ Arcane, Aura, Elemental, Fire
Minor Action Personal

Effect: You activate an aura 2 that lasts until the end of your next turn. The aura is difficult terrain for all creatures except you. Any enemy that ends its turn in the aura farther from you than where it started its turn, or that willingly leaves the aura, takes 5 fire damage.

Sustain Minor: The aura persists until the end of your next turn.

Level 6 Utility Power Solkara allows you to cover a wide area in slick ice. Unnaturally cold icicles jut like frozen trees from the icy mass.

If you venerate Vezzuvu, you can shape stone from your surroundings into temporary armor made of heated rock.

Solkara's Forest Primordial Adept Utility 6

You call forth frigid water that quickly solidifies into slippery terrain and tree-like icicles.

Daily ♦ Arcane, Cold, Elemental, Zone

Standard Action Close burst 2

Effect: The burst creates a zone of ice that lasts until the end of the encounter. The zone is difficult terrain for all creatures except you and creatures that have ice walk. Any creature that is pushed, pulled, or slid while in the zone can be moved 1 additional square by the forced movement.

You also create up to three icicles, each in an unoccupied square in the burst. These icicles are blocking terrain. Any creature other than you that enters a square adjacent to an icicle, or ends its turn there, takes 5 cold damage. A creature can take this damage only once per turn.

Vezzuvu's Armor Primordial Adept Utility 6

You gird yourself with crude armor made of volcanic rock.

Daily ♦ Arcane, Elemental, Fire
Minor Action Personal

Effect: You gain resist 5 fire and a +2 power bonus to AC and Fortitude. Any enemy that hits you with a melee attack takes 5 fire damage. These effects last until the end of your next turn.

Sustain Minor: The effect persists until the end of your next turn.

Level 10 Utility Power The raw elements always surround you, ready to be shaped as you need. You can conjure elemental spirits to animate earth, water, or other elements around you, shaping them into humanoid forms that resemble elemental archons. You can deliver opportunity attacks through your conjured archons by striking out from your position—the conjurations ape your motions, forming crude limbs and weapons as needed.

Guardian Archons Primordial Adept Utility 10

You conjure minor elemental spirits to impede your foes.

Daily ♦ Arcane, Conjunction, Elemental
Standard Action Close burst 5

Effect: You conjure three elemental guardians, each in an unoccupied square in the burst. They remain until the end of your next turn. Enemies cannot enter the guardians' spaces, but you and your allies can move through them. You can make opportunity attacks through each guardian as if you occupied its square.

Move Action: You move each guardian up to 3 squares.

Sustain Minor: The guardians persist until the end of your next turn.

WATERSHAPER

“I am the still pool and the tempestuous sea.”

The versatility of elemental water manifests in the talents of the watershapers. These elemental devotees can wield water as a weapon, sending waves crashing into their enemies. With experience, a watershaper can discover water’s subtler aspects. Such a master can use water to touch other minds, ease suffering, and alter one’s appearance to stave off age or conceal one’s physical connection to the Elemental Chaos.

Of all the expressions of elemental power in the world, the art of watershaping was not an accidental discovery. Most who know of it see it as a blessing from the kindly primordial Ben-hadar to ease the suffering created by the Dawn War. Some skeptics suggest that the “gift” was nothing more than a way to help the primordials maintain a foothold in the natural world. Regardless of the motive behind its existence, watershaping has helped mortals travel around the world by enabling them to brave the ocean’s surface and explore its depths. All waterfaring people count themselves lucky if they have a watershaper in their midst.

Watershapers operate as advisors, envoys, and arbitrators in the communities they live in or near. They keep the peace, urging calm in their fellows. As reasonable and diplomatic as watershapers can be, they have a stormy side. When one is roused to violence, he or she can be a dangerous adversary.

Creating a Watershaper

Halflings, not surprisingly given their association with rivers and lakes, produce more watershapers than any other race. But the riverfolk do not share their secrets with other peoples, and an outsider must find some other way to learn watershaping. A primordial shard, especially one found at the bottom of a still pond or lodged in the rocks below a waterfall, might offer its possessor a relatively easy way to become a watershaper.

Aside from halflings, humans and elves are next most likely to learn this craft. As great explorers, humans brave the seas, searching for new lands and peoples. Elves honor the wilderness and might discover the power of elemental water in a sacred stream or a pool in a remote part of a forest.

Anyone with an interest in commanding the waves—even someone who has no previous life in or on the water—can nurture that interest and develop into a watershaper. Although any watershaper can become a warrior, and many are vaunted combatants, others find the talents they have cultivated are best used to aid the injured and bolster companions, contributing toward completing a shared quest in ways other than swinging a sword. Watershapers who adopt this lifestyle are almost always bards, since they can help their comrades and learn spells that take advantage of their water manifestations. A watershaper might also be a shaman, a druid, or, rarely, a cleric of Melora.

Starting Feature

Mastering elemental water requires a sacrifice of identity and self as you merge with the endless ocean. As the power floods in, you experience a transformation. Your skin assumes a blue or green hue, while your eyes grow large to help navigate the deep waters. You might develop gills on the sides of your neck, or webbing between your fingers and toes.

Benefit: Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. Add Primordial the languages you can read, write, and speak. You also gain the aquatic trait, so you can breathe underwater. In aquatic combat, you gain a +2 bonus to attack rolls against nonaquatic creatures. Further, you gain a swim speed equal to half your speed.

You also gain the *buffeting wave* power.

Buffeting Wave

Watershaper Attack

At your command, a wall of water appears and crashes down.

Encounter ♦ **Elemental**

Standard Action **Close blast 3**

Target: Each creature in the blast

Attack: Highest ability modifier vs. Fortitude. You gain a +2 bonus to the attack roll.

Level 11: The bonus increases to +4.

Level 21: The bonus increases to +6.

Hit: 1d6 + highest ability modifier damage, and the target falls prone.

Level 11: 2d6 + highest ability modifier damage.

Level 21: 3d6 + highest ability modifier damage.

ELEMENTARY VIEWPOINT: HASHRA, THE WATER WITCH

It is amusing that so many consider water to be the weakest element. Earth has strength and mass, fire is destruction, and air is quickness and freedom. Each has its place, yet water possesses all of these traits. Ice can be as unyielding as stone. A torrential downpour can wipe out a community as easily as a wildfire. A whitewater river, a waterfall, or a spring cloudburst—all are quick enough for me, thank you. You see, with elemental water at my command, I can do what any of my peers can do, and more.

Additional Features

Level 5 Feature As you learn more of the secrets of elemental water, you find yourself growing empathic toward others, as if you can feel their thoughts and sense their hurts. Your developing instincts help you improve your prowess in the healing arts, while also protecting you from deception and misdirection. When your own need for healing is great, the elemental water that sustains you can also renew an ally.

Benefit: You gain a +2 power bonus to Insight checks and Heal checks. In addition, whenever you use your second wind, one ally within 5 squares of you gains temporary hit points equal to your highest ability modifier.

Level 10 Feature Violent blasts of water that you create linger in a swirling vortex that grabs at your enemies' feet and interferes with their movements. This effect reflects your arrival at the pinnacle of the watershaper's art.

Benefit: Whenever you use *buffeting wave*, the blast creates a zone that is difficult terrain for enemies until the end of your next turn.

Optional Powers

Water transforms, bestows life, and facilitates communication. When you became a watershaper, you learned to bring forth elemental water from the Plane Below. Now, your further study and deeper focus makes available more of water's myriad possibilities.

Level 2 Utility Power As part of their repertoire of healing, many watershapers learn to use elemental water to wash away sickness, cleanse wounds, and ease discomfort. *Safe harbor* draws on water's restorative properties to help a friend in need.

Safe Harbor Watershaper Utility 2

Elemental water rinses away all hurts and provides shelter until your companion can recover.

Daily ♦ Elemental, Healing
Minor Action Melee 1

Target: You or one ally

Effect: The target can spend a healing surge. Until the end of your next turn, the target gains a +2 power bonus to all defenses, and squares adjacent to the target are difficult terrain for enemies.

Level 6 Utility Power Water is unlike other elemental forces in that it is both malleable and controllable. A watershaper can manifest these properties in his or her appearance, needing but a moment of preparation to appear as anyone he or she wishes. Most watershapers use this ability to maintain a youthful appearance.



Flowing Features

Watershaper Utility 6

You cause the tissues in your body to reshape themselves into a form more to your liking.

Encounter ♦ Elemental, Polymorph
Minor Action Personal

Effect: You alter your physical form to take on the appearance of any humanoid of your size. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. You remain in your new form until you change form again or until you dismiss the form as a minor action.

Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check. You gain a +5 bonus to your check.

Level 10 Utility Power The ocean extends as far as the eye can see, spreading out to all corners in the world. Though vast distances might separate the ports of the world, water connects them all. Using elemental power in a similar fashion, you merge your consciousness with those around you. All of you share your thoughts and combine your talents to function better together than you would if you were apart.

Sea of Unity

Watershaper Utility 10

You create a profound link among you and your companions.

Daily ♦ Aura, Elemental
Minor Action Personal

Effect: You activate an aura 5 that lasts until the end of the encounter. You and each ally in the aura grant combat advantage for being flanked only if you and every ally in the aura are flanked. When one enemy in the aura grants combat advantage to you or an ally in the aura, that enemy grants combat advantage to you and each ally in the aura.

WINDLORD

“I soar, carried on currents of elemental air.”

The mantle of the windlord is taken up by those who devote themselves to mastering elemental air, able to manipulate any expression of it from the lightest breeze to the most terrible gale.

A windlord might be a mortal who has pledged fealty to a primordial such as Chan, Yan-C-Bin, or another figure associated with elemental air or storms. Other individuals come to master the talents of the windlord after discovering a primordial relic or being transformed during an extended foray into the Elemental Chaos.

In some histories, the earliest windlords were eladrin mages who discovered how they could use elemental air to supplement their magical training. Legends go on to say that once these mages mastered the higher mysteries, they lost their fey heritage and soared through the air as eagles. Some claim that they still watch over the eladrin cities today, always circling, always vigilant until the day when they are vitally needed.

Other accounts hypothesize that the djinn handed down the secrets of becoming a windlord to mortal allies who had earned their trust. Support for this claim is found in frescoes in the ruined city of Badalada, perched atop a floating earthmote in the Elemental Chaos, that show djinn carrying what are obviously humans, elves, and other races through the air and teaching them to fly. If there were such connections between these races, they are long dead now, since the djinn presently show little interest in forging bonds with the people of the natural world.

A windlord who strikes out in the world does not go long without attracting a potential employer. One who does not pursue the life of an adventurer might find work as a spy or a scout. Being able to manipulate elemental air helps such an individual pick out sounds another person might not perceive. A windlord can hide on a high perch and monitor enemy movements, or find a path through the wilderness from the advantage of an aerial position.

Creating a Windlord

Best known for their speed and mobility, windlords are agile combatants, darting through the air and supplementing their attacks with gusts that rush in from nowhere. Many windlords use hit-and-run tactics, similar to those that might be employed by monks, rangers, and assassins. Although elemental air does not increase an attack's potency, it does help a combatant get into a superior position from where he or she can attack.



Mages, psions, druids, and others can use power over elemental air to make up for any shortcoming they might have in weapon use. With the increased maneuverability and defensive properties elemental air can provide, such implement wielders can better reach places where they can use their magic to the greatest effect.

Starting Feature

You must embrace the untamed nature of the Elemental Chaos to wield its power. Whether you came by this ability through a primordial shard or a forbidden ritual, or by spending too much time on this dangerous plane, you undergo a transformation into an elemental creature. Your skin pales, your eyes brighten, and a wispy breeze always stirs your hair and clothing.

You can call elemental air to spirit you aloft and lend a surprising movement aspect to your attacks. With elemental air in your pocket, so to speak, you find that the wind helps you run, climb, and jump. Your sensitivity to air clarifies your senses so that you can pick out small details and hear faint noises.

Benefit: Your origin becomes elemental. For the purpose of effects that relate to creature origin, you are considered to be an elemental. Add Primordial to the languages you can read, write, and speak. You gain a +2 power bonus to Athletics checks and Perception checks.

You also gain the *wind fury assault* power.

Wind Fury Assault**Windlord Attack**

The wind carries you aloft, helping you deliver a punishing strike against a distant foe.

Encounter ♦ **Elemental, Weapon**

Standard Action **Melee or Ranged** weapon

Effect: You can fly up to your speed. At any point during this movement, you can make the following attack.

Target: One creature

Attack: Highest ability modifier vs. AC

Hit: 1[W] + highest ability modifier damage, and you can slide the target 1 square.

Level 11: 2[W] + highest ability modifier damage.

Level 21: 3[W] + highest ability modifier damage.

Additional Features

Level 5 Feature Elemental air is always with you, helping you fly farther. When you call upon your reserves, the wind rushes forth to repel any creatures that threaten you.

Benefit: Whenever an effect enables you to fly, you can fly 1 additional square. Further, whenever you use your second wind, you can push each creature adjacent to you 1 square.

Level 10 Feature You have reached the apex of your control over elemental air. When you use your signature attack, a howling wind sends your target spinning away.

Benefit: Whenever you hit with *wind fury assault*, you slide the target up to a number of squares equal to your highest ability modifier.

Optional Powers

Upon becoming an elemental creature, you found the winds answering your call, rising in strength and building in intensity around you until you could leap through the air. As your familiarity with elemental air strengthens, so does your connection with the manifestations you can produce. Air is more than a gust or a violent storm. In the right hands, it can deflect missiles and keep your enemies from advancing on you. You can even learn how to distort the air so that a creature you shield in this fashion disappears from sight. The ultimate expression of your ability is when you can soar over a hazard or obstacle almost as well as a flying creature.

Level 2 Utility Power When you use *protective gale*, winds swirl around you, snatching missiles from the air and hurling them away. So strong are these winds that your enemies find it a struggle to close on you.

Protective Gale**Windlord Utility 2**

The wind rises up in a shell around you, hindering your enemies and deflecting their projectiles.

Encounter ♦ **Aura, Elemental**

Minor Action **Personal**

Effect: You activate an aura 2 that lasts until the end of your next turn. The aura is difficult terrain for enemies. You and each ally in the aura gain a +2 power bonus to AC and Reflex against ranged attacks.

Level 6 Utility Power With a subtle trick, you can manipulate the air around you or another creature, changing it so that no light can pass through it. The distorted light causes the target to be invisible for as long as you concentrate.

Bend Light**Windlord Utility 6**

Light seems to veer away from your target, and the creature abruptly vanishes.

Daily ♦ **Elemental, Illusion**

Standard Action **Ranged 10**

Target: You or one creature

Effect: The target is invisible until the end of your next turn. If the target makes an attack, the invisibility ends.

Sustain Minor: If the target is within 10 squares of you, the invisibility persists until the end of your next turn.

Level 10 Utility Power The potential of elemental air resides fully within you. Now, even your least effort can lift you up and into the air. You can leap across obstacles and reach distant ledges as though they were a step away.

Wind Step**Windlord Utility 10**

For a few moments, the wind carries and holds you and then places you safely down again.

Encounter ♦ **Elemental**

Minor Action **Personal**

Effect: Until the end of your next turn, you have a fly speed of 8 and can hover. When this flight ends, you descend to the ground, taking no falling damage.

THE ZE'ISHAAL HUNTERS

The wild wastelands of the Shaar are home to a tribe of elf windlords who call themselves the Ze'ishaal. Fierce and proud, these nomads sometimes raid the Border Kingdoms or skirmish with patrols from the few cities and towns along the eastern shore of the Shining Sea. The Ze'ishaal are closely allied with elemental wind spirits, and they gain their unusual powers from a sacred oath or promise each warrior swears before the tribe's wind shamans. Although the settlers and townsfolk of neighboring lands dislike the Ze'ishaal, the elves are far more dangerous to the marauding humanoids and monsters of the Shaar Desolation than they are to civilized folk.

Classes

FIRE THAT never extinguishes. The ever-roaring wind. The groaning earth shuddering underfoot. The tidal wave that smashes all in its path: elemental power awaits your command. Elemental power in all its forms awaits your command.

If you want to play a druid that combines feral attributes with lightning claws, or you favor freezing your enemies in place with cold drawn from Cryonax's slumbering form, incorporating elemental magic into your arsenal provides a potent boost to your capabilities.

This chapter explores new options for elemental heroes, providing a pair of new subclasses and new options for existing classes. You'll find these sections in the following pages.

- ◆ **Druid:** New elemental-themed powers and a new primal aspect allow you to build a druid who transforms into an elemental beast. Sentinel druids gain access to a new build, the druid of the wastes.
- ◆ **Monk:** Two new monastic traditions, Desert Wind and Eternal Tide, are presented here, along with elemental and non-elemental powers suitable for any monk.
- ◆ **Sorcerer:** The elementalists is a new sorcerer subclass. Elementalist characters focus on a particular element, learning a few potent ways to harness elemental might. This section also contains utility powers suitable for any sorcerer.
- ◆ **Warlock:** Warlocks gain access to the elemental pact by making deals with ancient primordials. Both the classic warlock and the hexblade can take up the elemental pact.
- ◆ **Wizard:** The sha'ir is a new wizard subclass. Sha'irs are mysterious wizards who bind elementals to their service to gain access to secret magical power. This section also offers new powers for all wizards.





Druid

Druids are the natural world's champions and protectors. Communing with the primal spirits gives druids access to potent evocations that enable them to turn the world against their foes, whether by causing roots and vines to choke the life from their opponents or calling down storms to wash them away.

Yet underlying primal magic are the elemental forces at the heart of its creation. Here and there, one can find the hallmarks of the primordials' handiwork, places steeped in ancient magic that warps and transforms the spirits bound to those sites. Although druids confer with elemental-touched spirits in the same way they interact with other primal entities, the magic wielded by such a druid bears a striking similarity to that used by those who master the magic from the Elemental Chaos.

NEW PRIMAL ASPECT

When you choose your Primal Aspect, you can choose Primal Wrath instead of another option, such as those in *Player's Handbook 2*.

Primal Wrath: While you are not wearing heavy armor, you gain a +1 bonus to the attack rolls of druid attack powers and druid paragon path attack powers that have the cold, fire, lightning, or thunder keywords.

NEW ACOLYTE FEATURE

If you are a sentinel druid (see *Heroes of the Forgotten Kingdoms*), you can choose Druid of the Wastes for your Acolyte of the Natural Cycle class feature. This choice determines your animal companion, and it replaces the features described for Druid of Spring or Druid of Summer.

Druid of the Wastes

You draw your strength from the world's majestic desolate places—the icy wastes of the north, the bleak shores, the great sandy deserts, or the barren rocky mountains. In these places the primal spirits embody the living elements and take on elemental-like forms.

Benefit: You gain the following benefits.

- ◆ Your animal companion is a living zephyr.
- ◆ When wielding a spear or a staff, you gain a +1 shield bonus to AC and Reflex.
- ◆ You gain a +2 bonus to Endurance checks.

Druid of the Wastes: Living Zephyr The living zephyr is a minor elemental that takes its shape from the terrain around it—dust, sand, snow, ocean spray, or sometimes wind.

Living Zephyr		
Medium elemental magical beast		
HP your bloodied value	Initiative equal to yours	
AC 14, Fortitude 13, Reflex 14, Will 13 (add your level to each defense)	Perception equal to yours + 2	
Speed 0, fly 6 (hover; altitude limit 2)		
TRAITS		
☼ Debris Cloud ◆ Aura 2		
The aura is lightly obscured to enemies.		
STANDARD ACTIONS		
Ⓢ Animal Attack ◆ At-Will		
Attack: Melee 1 (one creature); your level + 5 vs. AC		
Hit: 1d10 + your Wisdom modifier damage, and the zephyr can slide the target 1 square.		
Level 13: 1d10 + 3 + your Wisdom modifier damage.		
Level 23: 2d10 + 5 + your Wisdom modifier damage.		
Str 12	Dex 20	Wis 14
Con 17	Int 3	Cha 7

Level 13: Paragon of the Wastes

When sorely pressed by your foes, you briefly adopt the form of the elusive elements, giving ground like dust, sand, snow, or spray driven before the wind.

Benefit: The first time each encounter that you or your living zephyr companion becomes bloodied, you can use an immediate reaction to become insubstantial and shift up to 5 squares. You are insubstantial until the start of your next turn.

Level 17: Animal Companion Power

Your living zephyr is now so forceful that creatures caught in it can be lifted aloft and carried away.

Benefit: You gain the *zephyr carry* power.

Zephyr Carry Druid Utility

Your companion is a concentrated gust that you can direct to bring its target through the air and into your clutches.

Encounter ◆ Primal

Free Action Special

Trigger: Your living zephyr animal companion hits an enemy within 5 squares of you with *animal attack*.

Effect: You slide the living zephyr up to 3 squares, and then slide the enemy up to 5 squares to a square adjacent to the zephyr.

Level 27: Blessing of the Wastes

With a moment's thought, you can surround an ally in a whirling cloud of dust, sand, snow, or mist.

Elemental power stanches your ally's wounds and hides your friend from view.

Benefit: Whenever you use your second wind, choose one ally within 10 squares of you. That ally ends one ongoing damage effect that he or she is currently suffering, and the ally gains partial concealment until the end of your next turn.

NEW DRUID POWERS

The druid powers in this section expand on those found in *Player's Handbook 2*, *Primal Power*, *Heroes of the Feywild*, and other sources. These powers are among your options when you choose druid powers of the given levels.

Level 1 Daily Power

Whirlwind of Sand Your bestial form dissolves into a swirling cloud of sand that builds speed until you become a veritable storm of roaring wind and hard-driven sand that can carve rock or flay flesh, accompanied by thunder that shakes the ground.

Whirlwind of Sand Druid Attack 1

Scourging sand rakes the air around you. The fierce wind and drifting dust hinder your enemies' movement.

Daily ♦ **Beast Form, Elemental, Implement, Primal, Thunder**

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier thunder damage, and the target is slowed (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, squares adjacent to you are difficult terrain for enemies.

Level 2 Utility Power

Dust Eddy The primal spirits loosen the primal ban on your behalf, helping you draw elemental power through your bestial form and manifest it around you. Ash, dust, sand, or snow forms across your body, falls free, and swirls around you in a blinding cloud.

Dust Eddy Druid Utility 2

You surround yourself with a violent swirl of wind that fills the air with dust and debris.

Encounter ♦ **Aura, Beast Form, Elemental, Primal**

Minor Action Personal

Effect: You gain partial concealment and activate an aura 1 that last until the end of your next turn or until you leave beast form. Any enemy that ends its turn in the aura is blinded until the end of your next turn.

Level 5 Daily Power

Brutal Erosion This evocation applies the natural forces of erosion to an enemy, so that pieces of its body fall away each time you or an ally strikes it.

Brutal Erosion Druid Attack 5

Primal magic erodes the creature you hit, much as the winds smooth hills and the waves devour coastlines.

Daily ♦ **Elemental, Primal, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and the target is subjected to brutal erosion (save ends). Until this effect ends, the target takes a -1 penalty to attack rolls and all defenses. This penalty worsens by 1 each time the target is hit by an attack (maximum penalty of -5).

Miss: Half damage, and the target is subjected to brutal erosion as above, but with a maximum penalty of -2 (save ends).

Level 6 Utility Power

Raise the Stones The druids of old created stone circles to commune with the primal spirits, to mark the burial sites of great warriors, or to help study the stars. *Raise the stones* can provide cover from attacks and create an obstacle to impede your foes.

Raise the Stones Druid Utility 6

You call to the spirits of earth, and a group of monoliths emerge from the ground.

Daily ♦ **Elemental, Primal**

Standard Action Close burst 10

Effect: You create six stone pillars in unoccupied squares on solid ground in the burst. The pillars are blocking terrain. Each pillar stands 10 feet tall and has AC 5, Fortitude 15, Reflex 5, and 30 hit points. A creature can climb a pillar with a DC 15 Athletics check. If a pillar is reduced to 0 hit points, its square and each square adjacent to it becomes rubble-strewn difficult terrain.

Level 9 Daily Power

Wildfire Aura One of the biggest risks in wielding elemental fire is its tendency to get out of control. You learn to command the primal spirits that help you assume a monstrous form and open conduits to elemental fire. Ravenous flames wreath you, flowing out to wash over your foes. The longer you let the flames run wild, the farther they spread.

Wildfire Aura Druid Attack 9

Vicious spirits respond to your evocation with hungry flames that leap and dance around you.

Daily ♦ **Aura, Beast Form, Elemental, Fire, Implement, Primal**

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier fire damage.

Miss: Half damage.

Effect: You activate an aura 1 that lasts until the end of the encounter or until you dismiss it as a minor action. Any enemy that ends its turn in the aura takes fire damage equal to your Wisdom modifier. Once per round as a minor action while you are in beast form, you can increase the aura's size by 1 (up to aura 5).

Jaws of Ice Druid Attack 15

Spirits of cold and winter swirl around you and trap enemies in ice that promises a slow demise.

Daily ♦ **Aura, Beast Form, Cold, Elemental, Implement, Primal**

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Wisdom vs. Fortitude

Hit: 3d10 + Wisdom modifier cold damage.

Miss: Half damage.

Effect: You activate an aura 1 that lasts until the end of the encounter or until you dismiss it as a minor action. Enemies are slowed and cannot shift while in the aura. In addition, any enemy that ends its turn in the aura takes 10 cold damage and is grabbed.

Level 10 Utility Power

Spirited Wind The spirits of elemental air offer their aid when you use *spirited wind*. They rush about you, gathering in numbers enough to carry you and a companion wherever you wish to go.

Spirited Wind Druid Utility 10

A powerful gust circles around you and lifts you and an ally into the air.

Encounter ♦ **Elemental, Primal**

Move Action Close burst 1

Target: You and one ally in the burst

Effect: Each target can fly up to 6 squares as a free action, and gains a +4 power bonus to all defenses against opportunity attacks provoked by this movement.

Level 15 Daily Power

Jaws of Ice The spirits of winter answer your call and help you transform into a shaggy beast of snow and ice. This evocation is useful for pinning down enemies with elemental cold until they freeze to death.

Level 16 Utility Power

Chariot of Sustarre Sustarre, a renowned druid, learned how to summon a flaming chariot that can convey a group of companions through the sky.

Chariot of Sustarre Druid Utility 16

In a thunderous clap, two fiery steeds appear, pulling a flaming chariot to carry you into battle.

Daily ♦ **Elemental, Primal, Summoning**

Standard Action Ranged 10

Effect: You summon the chariot of Sustarre in an unoccupied space within range. The chariot and its two steeds are treated as a single creature; they share hit points and cannot be separated.

The chariot lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description.

The chariot can hold up to four Medium creatures in a Large space centered on one of its edges. Entering or leaving that space costs 1 extra square of movement.

The chariot lasts until it is reduced to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

PRIMAL SPIRITS OF THE WASTES

Druids are usually called to serve as the guardians of places rich in life and beauty—verdant forests, lush grasslands, or bountiful marshes. Those who are drawn to the untamed wilderness of the world's wastelands are dedicated to a different task. Druids of the waste deal with uncaring, even cruel, primal spirits that resent the boundaries of landscape and season confining them. These spirits need little guarding; instead, they are to be paid homage and, from time to time, placated with gifts or sacrifices. Three of these entities are briefly described here.

Biter with a Thousand Fangs: A spirit that embodies the ravenous insects and other small, scuttling creatures of deserts or desolate areas, the Biter is a fearsome and feral being, scarcely aware of itself. It can drive swarms of insects to wreak terrible destruction, but few druids dare call upon its aid.

Bone Vulture: A spirit of scavengers and decay, the Bone Vulture embodies the creatures that feed on death. It is old and patient, and often shows itself to those who are soon to die. Though it is a menacing spirit, the Bone Vulture is not malevolent; scavengers play their part in the cycle of life, too.

Old Tortoise: The Old Tortoise is a spirit of endurance and survival. It is associated with life's slow, steady growth in desolate places. When the desert blooms for a short time after a rain, nomad tribes honor the Old Tortoise for keeping its promise that life will find a way to flourish in any setting.

Chariot of Sustarre Level 16 Summoned Creature

Gargantuan elemental magical beast (fire)

HP your bloodied value; **Healing Surges** none, but you can expend a healing surge for the chariot if an effect allows it to spend one**Defenses** your defenses, not including any temporary bonuses or penalties**Speed** 8, fly 8 (hover)☞ **Formed from Fire** (fire) ◆ **Aura** 1

The aura is lightly obscured, and any enemy that ends its turn in the aura takes 10 fire damage.

Cover

The chariot grants partial cover to its occupants.

Minor Action ◆ **At-Will** (1/round)**Effect:** The chariot walks, shifts, runs, stands up, squeezes, or crawls.**Instinctive Effect**

If you haven't given the chariot any commands by the end of your turn, the chariot moves half its speed if it can. If you are outside the chariot, it must end this movement closer to you than where it began the movement.

Level 19 Daily Power

Ravaging Lightning You can use the primal power sustaining your beast form to attract elemental lightning to dance across your body. You leap forward, releasing crackling death against those in your path. The lingering energy intensifies with each hostile action your victims make.**Ravaging Lightning**

Druid Attack 19

*Lightning envelops your claws as your strike marks an opponent for the reprisals of the primal storm spirits.***Daily** ◆ **Beast Form, Elemental, Implement, Lightning, Primal****Standard Action** Melee 1**Target:** One or two creatures**Attack:** Wisdom vs. Reflex**Hit:** 4d8 + Wisdom modifier lightning damage.**Miss:** Half damage.**Effect:** The target is subjected to ravaging lightning (save ends). If the target makes an attack, it cannot make saving throws against this effect until the start of its next turn. When the target misses with an attack, it grants combat advantage until the start of its next turn and takes lightning damage equal to your Wisdom modifier.

A druid in animal form uses jaws of ice to rend and freeze an orc at the same time

Level 22 Utility Power

Elemental Passage You realize a deeper understanding of the fundamental kinship between the natural world and the Elemental Chaos and can move freely between these realms. When you return from the Elemental Chaos, you bring back some of the energy of that dire plane.

Elemental Passage Druid Utility 22

You step sideways and disappear. Your return brings with it screaming winds and flickering flames, roaring waves and trembling earth.

Daily ♦ Elemental, Primal

Move Action Personal

Effect: You are removed from play until the start of your next turn. You then reappear in an unoccupied space within 10 squares of the space you last occupied. When you return to play, roll a d4 to determine the effect that occurs.

1. **Air:** You pull each creature within 3 squares of you up to 2 squares.
2. **Earth:** Each square within 2 squares of you becomes difficult terrain until the end of the encounter.
3. **Fire:** Each creature adjacent to you gains vulnerable 5 fire until the end of your next turn.
4. **Water:** You push each creature adjacent to you up to 2 squares.

Level 25 Daily Powers

Summon Elemental Warrior In much the same way as the primordials manipulated raw chaos to make it assume a fixed state, you have learned to loosen the bonds that hold substance together and return it to the primordial state. In this form, you can direct it to obey your every command.

Summon Elemental Warrior Druid Attack 25

An elemental being forms at your command, its raw, violent nature only just constrained by your will.

Daily ♦ Elemental, Primal, Summoning

Minor Action Ranged 10

Effect: You summon an elemental warrior in an unoccupied space within range. The elemental is a type you choose: air, earth, fire, or water. The creature is an ally to you and your allies.

The elemental lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the elemental's description. You must have line of effect to the elemental to command it. When you command the elemental, you and the elemental share knowledge but not senses.

When the elemental makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The elemental lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Elemental Warrior (Air) Summoned Creature

Large elemental humanoid (air)

HP your bloodied value; **Healing Surges** none, but you can expend a healing surge for the elemental if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 0, fly 10 (hover)

♦ Standard Action ♦ At-Will

Attack: Melee 2 (one creature); your level + 5 vs. Reflex

Hit: 2d8 + your Wisdom modifier damage, and the target is marked by the elemental until the end of your next turn. The target is also immobilized and takes ongoing 10 damage (save ends both). This effect ends if the target is ever more than 2 squares away from the elemental.

Minor Action ♦ At-Will (1/round)

Effect: The elemental either walks, shifts, runs, stands up, squeezes, or crawls.

Opportunity Action ♦ At-Will

Trigger: An enemy that is marked by the elemental moves without shifting or uses an attack power that does not include the elemental as a target.

Effect: The elemental uses its standard action attack against the triggering enemy.

Elemental Warrior (Earth) Summoned Creature

Large elemental humanoid (earth)

HP your bloodied value; **Healing Surges** none, but you can expend a healing surge for the elemental if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 5, burrow 5

♦ Standard Action ♦ At-Will

Attack: Melee 2 (one creature); your level + 5 vs. Reflex

Hit: 2d8 + your Wisdom modifier damage, and one enemy adjacent to the target takes damage equal to 10 + your Wisdom modifier. The target cannot shift and is marked by the elemental until the end of your next turn.

Minor Action ♦ At-Will (1/round)

Effect: The elemental either walks, shifts, runs, stands up, squeezes, or crawls.

Opportunity Action ♦ At-Will

Trigger: An enemy that is within 2 squares of the elemental and is marked by it moves without shifting or uses an attack power that does not include the elemental as a target.

Effect: The elemental uses its standard action attack against the triggering enemy.

Elemental Warrior (Fire)	Summoned Creature
Large elemental humanoid (fire)	
HP your bloodied value; Healing Surges none, but you can expend a healing surge for the elemental if an effect allows it to spend one	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 8, fly 4 (clumsy)	
‡ Standard Action (fire) ◆ At-Will	
Attack: Melee 2 (one creature); your level + 5 vs. Reflex	
Hit: 2d8 + your Wisdom modifier fire damage, and the target is marked by the elemental until the end of your next turn. The target also takes ongoing 10 fire damage (save ends). The elemental can shift 1 square.	
Minor Action ◆ At-Will (1/round)	
Effect: The elemental either walks, shifts, runs, stands up, squeezes, or crawls.	
Opportunity Action ◆ At-Will	
Trigger: An enemy that is within 2 squares of the elemental and is marked by it moves without shifting or uses an attack power that does not include the elemental as a target.	
Effect: The elemental uses its standard action attack against the triggering enemy.	

Elemental Warrior (Water)	Summoned Creature
Large elemental humanoid (water)	
HP your bloodied value; Healing Surges none, but you can expend a healing surge for the elemental if an effect allows it to spend one	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 6, swim 6	
‡ Standard Action ◆ At-Will	
Attack: Melee 2 (one creature); your level + 5 vs. Reflex	
Hit: 3d8 + your Wisdom modifier damage, and the elemental pushes the target up to 2 squares and knocks it prone. The target is marked by the elemental until the end of your next turn.	
Minor Action ◆ At-Will (1/round)	
Effect: The elemental either walks, shifts, runs, stands up, squeezes, or crawls.	
Opportunity Action ◆ At-Will	
Trigger: An enemy that is within 2 squares of the elemental and is marked by it moves without shifting or uses an attack power that does not include the elemental as a target.	
Effect: The elemental uses its standard action attack against the triggering enemy.	

Wicker Man Druids who hold congress with the more sinister primal spirits sometimes go to great lengths to appease their spiritual benefactors. The *wicker man* power holds a sacrifice in place while roaring fires cook it alive.

Wicker Man	Druid Attack 25
<i>You create a ghastly wicker man, a great looming monstrosity that entraps your enemies. The howls and screams of caught foes are almost drowned out by the roaring flames.</i>	

Daily ◆ **Conjuration, Elemental, Fire, Implement, Primal**
Standard Action **Range** 20

Effect: You conjure a Huge wicker man on the ground within range. The wicker man occupies its space. The wicker man can be attacked, has hit points equal to your bloodied value, and shares your defenses. The wicker man lasts until it drops to 0 hit points or until the end of your next turn. Any creature that enters a square adjacent to the wicker man or ends its turn there takes fire damage equal to your Wisdom modifier (a creature can take this damage only once per turn).

When the wicker man first appears, you make the following attack.

Target: Each creature in the wicker man's space

Attack: Wisdom vs. Reflex

Hit: The target is restrained (escape DC 33). Until this effect ends, the target takes ongoing 10 fire damage. In addition, the target has line of sight and line of effect only to things inside the wicker man, and no creature outside the wicker man has line of sight or line of effect to it. The effect ends if the target is entirely outside the wicker man.

Miss: You slide the target up to 2 squares to a square adjacent to the wicker man. The target then falls prone.

Sustain Minor: The wicker man persists until the end of your next turn. Each creature restrained inside the wicker man takes 2d10 + your Wisdom modifier fire damage.

Level 29 Daily Power

Blizzard's Embrace While in your monstrous form, you draw forth primal spirits infused with elemental cold, luring them to your side with promises of light and warmth. The spirits feast upon your enemies and prevent their escape with claws of elemental ice.

Blizzard's Embrace	Druid Attack 29
<i>Your strike sets the spirits of elemental cold against your enemies in a storm of snow, wind, and ice.</i>	

Daily ◆ **Beast Form, Cold, Elemental, Implement, Primal, Zone**

Standard Action **Close burst** 2

Target: Each enemy in the burst

Attack: Wisdom vs. Fortitude

Hit: 4d8 + Wisdom modifier damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of the encounter. For enemies, the zone is heavily obscured and difficult terrain. In addition, any enemy that ends its turn in the zone takes 10 cold damage and is restrained until the start of its next turn.

Monk

The ancient disciplines that monks practice require harmony of body and mind. Those who achieve this state can translate thought into action, pushing past what is possible for normal mortals.

An unconventional warrior, a monk has no need for weighty armor or military weaponry. Hands, feet, elbows, and head serve a monk just as well as a sword or an axe, while speed and agility help monks evade their enemies' attacks.

Neither introspective study nor physical training makes monks what they are. Their secret lies in a reservoir of mental power known as psionic energy. By practicing combat techniques and spending long periods in meditation, a monk learns to channel this energy, whether to empower an unarmed strike or to leap through the air as if he or she were flying. Psionic power magnifies a monk's strength and quickness until they reach superhuman levels. Monks think nothing of racing across a still pool or balancing on a sword's point. And they don't balk when confronted with a heavily armored foe, since they know their strikes are effective against even the stoutest armor.

Monks do not learn their fighting arts through trial and error. Each one must seek out a master to learn how to find the psionic energy within the mind and then harness it. Many masters are hermits, free from the distractions of the civilized world. Others are found in monasteries where potential students can learn techniques from a variety of instructors to develop a style that fits each one's tastes and talents.

Some of these monasteries stand on mist-shrouded mountaintops reachable only by a thousand-step climb up a staircase fraught with danger. Others rise from tiny islands rendered nearly imperceptible by an ever-present fog. A few schools operate within civilization, sometimes even inside a city, so anyone who aspires to become a monk has a good chance of finding a place to study.

Most initiates who enter a monastery find little reason to leave. For such individuals, training is a never-ending endeavor—there is always something to learn from the venerable masters. Many monks therefore content themselves with a simple life spent exploring the mind's power, perfecting their bodies, and studying the philosophy that underpins their disciplines.

Each discipline a monk learns originates from a philosophical understanding about the world and expresses that philosophy through a movement technique and an attack. Most students cleave to one philosophy or combat style to start, but some gradually incorporate disciplines from other philosophies as they widen their experience and hone their fighting abilities.

These more accomplished students, possessed of a broad range of disciplines, are capable of meeting the equally wide variety of challenges that the outside world presents. The monks in this latter group are the ones who decide to leave the monastery and find themselves well suited to the adventurer's life. Gold and glory are not motivations for most adventuring monks; they are driven by other goals that they share with heroes of all sorts: seeking out worthy opponents, finding new masters to learn from, and fighting the darkness that would ruin the world.

CREATING A MONK

Player's Handbook 3 contains the rules for creating monk player characters. *Psionic Power* contains additional rules for monk characters, including a new build, powers, paragon paths, and feats designed specifically for monks.

THE SUBLIME WAY

Some monks subscribe to an elemental-based philosophy that its adherents call the Sublime Way. These monks discern the world beyond perception by harnessing elemental magic with the power of their minds.

Students of the Sublime Way seek to attain enlightenment by unifying thought and action, just as all monks do, but these individuals strive to transcend their mortal existence and achieve a state in the world as it truly is—a universe of pure energy and endless possibility.

If the Sublime Way represents a destination, the monastic traditions within this philosophy are roads leading to it. Followers of the Sublime Way regard one's internal energy as the fundamental force in reality—an energy that is bound into discrete forms, yet at the same time unified. This energy is, of course, elemental power, the residual forces of chaos left behind from creation.

NEW MONASTIC TRADITIONS

Each route to the Sublime Way is rooted in ancient mysticism, meditation, and spiritual awakening. A monastic tradition embodies a path to personal discovery, and following that path focuses your psionic reserves so you can sense the world beyond perception and harness the elemental energy coruscating all around you. A monastic tradition provides more than a philosophical understanding of the world—it shapes the way you engage the world, whether by opening doors to new possibilities or by offering you



A monk of the Eternal Tide tradition has no trouble staying ahead of her fiendish pursuer

the foundational techniques you can use to protect yourself.

This book introduces two monastic traditions that have ties to the Sublime Way. When you create a monk, Desert Wind and Eternal Tide are among your choices for the Monastic Tradition class feature.

Desert Wind

After the fall of Arkhosia, many dragonborn retreated to the deep deserts to contemplate their empire's collapse and find a way to overcome the loss. What began as refugee camps evolved into genuine communities, their members united by a common belief and hope for the future—and in some cases these ideas became something more. The Desert Wind tradition reflects these survivors' triumph over the harshness of a life spent under the desert sun. These warriors learned to ease their discomfort by using the elemental fire within themselves as a shield and a weapon.

Monks of the Desert Wind tradition emulate these predecessors as they rush into battle, spin away from threats, and scorch enemies with strikes bolstered by elemental fire. Like all monks, you need a high Dexterity score to perform your disciplines. Manifesting elemental fire requires a strong,

confident outlook, so Charisma should be your second-highest ability score. Consider Constitution for your third-best score to increase your durability.

If you choose the Desert Wind monastic tradition, you gain the following class features.

Desert Wind Flurry of Blows You are as a screaming blast of heat that blisters anything in your path. Your strikes release elemental flame that you can hurl against your enemies.

Desert Wind Flurry of Blows Monk Feature

A successful attack ignites your mind's power, causing lambent flames to dance across your body and sear your enemies.

At-Will ♦ **Elemental, Fire, Psionic**
No Action **Melee 1**

Trigger: You hit with an attack during your turn.

Target: One creature

Level 11: One or two creatures

Level 21: Each enemy adjacent to you

Effect: The target takes 2 + your Charisma modifier fire damage. If the target wasn't targeted by the triggering attack, it also takes a -2 penalty to attack rolls for any attack that includes you as a target until the end of your next turn. You can then shift 1 square.

Special: You can use this power only once per round.

Mental Crucible Incorporating elemental fire into your fighting techniques gives you an edge when confronting fire-using creatures. The flames bend away from you, as if unwilling to touch you.

Benefit: You gain resist 5 fire. The resistance increases to 10 at 11th level and 15 at 21st level. If you already have fire resistance that is equal to or higher than this value, increase it by 2.

Eternal Tide

History tells how the githzerai fled from their corrupted cousins, the githyanki, and of their own struggles to come to terms with the conflict shaping their thoughts. They sought refuge in the Elemental Chaos, thinking their estranged kin would not follow, not realizing that the tumultuous landscape was like a mirror of their souls. As the githzerai became acclimated to their new environment, they discovered that by concentrating on their surroundings, they could control the swirling chaos. And then they realized that if they could control the chaos without, they could do the same for the chaos in their hearts.

Since the githzerai established the Eternal Tide tradition, its methods have spread beyond the Elemental Chaos, and its disciplines are now taught in some academies.

As with any monk, Dexterity should be your highest ability score. Many disciplines require you to respond to force with equal force, so Strength should be your next highest ability score. Wisdom is a good choice for your third-highest ability score, to improve your awareness and resist mental assaults.

If you choose the Eternal Tide monastic tradition, you gain the following class features.

Eternal Tide Flurry of Blows When you strike a foe, you can compel another to face you. The stronger you become, the greater the number of enemies that find themselves drawn toward you.

Eternal Tide Flurry of Blows Monk Feature

You unleash psionic energy in the wake of your initial attack to wrench another enemy into your reach.

At-Will ♦ Elemental, Psionic

No Action Melee 2

Trigger: You hit with an attack during your turn.

Target: One creature

Level 11: One or two creatures

Level 21: One, two, or three creatures

Effect: The target takes damage equal to your Strength modifier, and you can pull the target 1 square. If the target wasn't targeted by the triggering attack, it is slowed until the end of your next turn.

Special: You can use this power only once per round.

Mental Balance You interact with the world differently from how others do. You see cosmic forces in all things, and you perceive elemental energy emanating from your environment, fighting to escape the hold of order. Your understanding of balance helps you to thwart your enemies' attacks and also to turn any motion used against you to your advantage.

Benefit: Whenever an enemy would pull, push, or slide you, you can reduce the forced movement by 1 square. After the forced movement is resolved, you can shift 1 square as a free action.

NEW MONK POWERS

These powers are among your options when you choose monk powers of the given levels. The powers are particularly suitable for monks who choose Desert Wind or Eternal Tide for their monastic tradition.

Level 1 At-Will Powers

Blistering Flourish When you perform *blistering flourish*, you fix in your mind the image of a candle flame and feed psionic energy into the image. Until it fades, elemental fire adds potency to your strikes and punishes enemies that would stop your progress.

Blistering Flourish Monk Attack 1

Executing movements in a complex pattern brings forth elemental fire to aid the next attack you make.

At-Will ♦ Elemental, Fire, Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dexterity modifier damage. Until the end of your next turn, your melee attacks deal extra fire damage equal to your Charisma modifier.

Level 21: 2d8 + Dexterity modifier damage.

Movement Technique

Move Action Personal

Effect: You move up to your speed. Enemies that hit you with opportunity attacks provoked by this movement take fire damage equal to 2 + your Charisma modifier.

Crashing Wave No barrier can stop a tidal wave; no obstacle can halt its progress. *Crashing wave* lets you push through your foes so you can focus on the target you want to strike.

Crashing Wave Monk Attack 1

Surging forward through your enemies' ranks, you deliver a resounding strike to send an enemy reeling.

At-Will ♦ Elemental, Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dexterity modifier damage, and you can slide the target 1 square.

Level 21: 2d8 + Dexterity modifier damage.

Movement Technique

Move Action **Personal**

Effect: You shift up to a number of squares equal to half your Strength modifier. You can shift through enemies' spaces during this move.

Level 1 Encounter Powers

Balance Restored Monks of the Eternal Tide adopt fighting styles that enable them to turn their enemies' strength against those foes.

Balance Restored Monk Attack 1

Dropping into a wide stance helps you deliver the greatest impact, while also ensuring that you can deal with any counterattacks that follow.

Encounter ♦ Elemental, Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1d10 + Dexterity modifier damage, and you push the target up to a number of squares equal to half your Strength modifier.

Movement Technique

Move Action **Personal**

Effect: You shift 1 square. The next time an adjacent enemy hits you before the start of your next turn, you can knock that enemy prone after the attack is resolved.

Call up the Savage Wind Your emotions stir up the air. The winds follow your movement, helping you across obstacles in your path.

Call up the Savage Wind Monk Attack 1

A stiff gust rises up to scatter your enemies and speed you over treacherous terrain.

Encounter ♦ Elemental, Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Close blast 3**

Target: Each creature in the blast

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dexterity modifier damage.

Effect: You can slide each target 1 square.

Movement Technique

Move Action **Personal**

Effect: You move up to your speed, ignoring difficult terrain.

Light the Fire Focusing your mind on elemental fire while you meditate makes it easier for you to use psionic energy and call it forth. *Light the fire* throws open your mental doors to scourge your opponents.

Light the Fire Monk Attack 1

Bright flames dance across your body, scorching enemies you strike and swirling around you to immolate foes in your reach.

Encounter ♦ Aura, Elemental, Fire, Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier fire damage.

Effect: You activate an aura 1 that lasts until the start of your next turn. Any enemy that starts its turn in the aura takes fire damage equal to 2 + your Charisma modifier.

Movement Technique

Move Action **Personal**

Effect: You shift up to 2 squares.

Level 1 Daily Powers

Cyclone Scourge Your thoughts whirl around you as you hurtle through the air. Winds gain strength and follow you as you crash down on your foe. Your attack produces a swirling vortex that spirals out of control, flinging away everything in its path.

Cyclone Scourge Monk Attack 1

You leap into the air, gathering up winds to help you smash your enemy and trap it in a swirling column of destruction.

Daily ♦ Elemental, Implement, Psionic, Zone

Standard Action **Close blast 3**

Effect: Before the attack, you fly up to your speed to a square adjacent to an enemy.

Target: One creature in the blast

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier damage, and the target is immobilized (save ends).

Miss: Half damage.

Effect: The blast creates a zone that lasts until the end of your next turn. You can move the zone up to 3 squares as a move action. Once per turn, when a creature other than you enters the zone or ends its turn there, you can slide that creature up to 2 squares as a free action.

Sustain Minor: The zone persists until the end of your next turn.

Reflection in Water You can quickly size up an enemy and detect its weaknesses. When you use *reflection in water*, you concentrate your attention on imminent threats and undermine an enemy's attacks with your own superior positioning.

Reflection in Water Monk Attack 1

Fixing your attention on a single opponent lets you mirror its movements with swift strikes and counterstrikes.

Daily ♦ Elemental, Implement, Psionic, Stance
Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier damage.

Miss: Half damage.

Effect: You assume the reflection in water stance. Until the stance ends, you gain combat advantage against any enemy adjacent to at least one of your allies. Also, when an enemy adjacent to you misses you with an attack, you can use an immediate reaction to swap places with it (the enemy slides 1 square, and you shift 1 square).

Risen Sun Your passion and fury ignite your psionic reservoir, causing your mental energy to manifest as flame. Before the fire gutters out, you can hurl it against your foes in a sheet of brilliant agony.

Risen Sun Monk Attack 1

Your wrath ignites your thoughts and causes them to erupt into liquid flames that rush out and incinerate anything near you.

Daily ♦ Aura, Elemental, Fire, Implement, Psionic
Standard Action Close blast 3

Target: Each enemy in the blast

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier damage, and ongoing 5 fire damage (save ends).

Each Failed Saving Throw: You can slide the target 1 square as a free action.

Effect: You activate an aura 1 that lasts until the end of your next turn. Any enemy that enters the aura or ends its turn there takes fire damage equal to your Dexterity modifier. A creature can take this damage only once per turn.

Level 2 Utility Powers

Cat and Mouse Every enemy has a blind spot; you just have to find it. When you strike your foe, you can use *cat and mouse* to slip away and set up your next attack.

Cat and Mouse Monk Utility 2

You step into your enemy's blind spot after a successful attack and leave it casting about to find you.

Encounter ♦ Psionic

Free Action Personal

Trigger: You hit an enemy with a melee attack.

Effect: You shift up to 3 squares to a square adjacent to the enemy. Until the start of your next turn or until you take damage from an attack, you have total concealment against that enemy.

Eye in the Sky By emptying your mind of all distractions, you elevate your awareness and thereby perceive the battlefield from a different perspective. While in this state, you can anticipate your enemies' movements and react accordingly.

Eye in the Sky Monk Utility 2

You attune your mind to the dangers at hand, and when an enemy closes, you step out of its reach.

Encounter ♦ Psionic, Stance

Minor Action Personal

Effect: You assume the eye in the sky stance. Until the stance ends, you gain a +5 power bonus to Perception checks, and you can use the secondary power at will.

Secondary Power (Psionic)

Immediate Interrupt Personal

Trigger: An enemy enters a square adjacent to you.

Effect: You can shift 1 square to a square adjacent to the triggering enemy. You gain a +2 power bonus to all defenses against that enemy's attacks until the end of this turn.

Reed in the Wind You turn your enemy's momentum to your advantage. When a foe attacks, you roll with the strike and set up a vicious counter.

Reed in the Wind Monk Utility 2

You spin away from the attack, only to snap back with a quick threat of your own.

Encounter ♦ Psionic

Immediate Reaction Personal

Trigger: An enemy attacks you.

Effect: You gain temporary hit points equal to your Dexterity modifier, and you gain combat advantage against the triggering enemy until the end of your next turn.

Level 3 Encounter Powers

Bonecrusher Drawing from your psionic reservoir enables you to focus your thoughts and their strength into one brutal strike. An enemy hit by this attack finds itself stripped of its defenses.

Bonecrusher Monk Attack 3

A sickening crunch sounds from your opponent when you land your strike. Its pain bolsters your confidence to keep fighting.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

Movement Technique

Move Action Personal

Effect: You shift 1 square. Until the end of your next turn, you gain a +2 power bonus to AC and Fortitude.

Burning Brand One of the signature disciplines of the Desert Wind tradition, *burning brand* lodges a seed of flame in a creature—a seed that detonates with any impact.

Burning Brand Monk Attack 3

Your strike leaves behind a fiery imprint that explodes the next time the target is struck. Wielding fire in this way wreathes you in concealing smoke.

Encounter ♦ Elemental, Fire, Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier damage. The first time the target takes damage from an attack before the start of your next turn, the target and each of your enemies adjacent to it take fire damage equal to 3 + your Charisma modifier.

Movement Technique

Move Action Personal

Effect: You move up to your speed + 2. You have partial concealment during this movement.

Frozen Moment The Eternal Tide teaches that reality is not unlike a vast ocean, and all things in it are part of a larger whole. *Frozen moment* uses elemental cold to intensify the connection between you and your opponent so neither of you can escape the other.

Frozen Moment Monk Attack 3

Your strike pins down your enemy, forcing it to face you.

Encounter ♦ Elemental, Cold, Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d6 + Dexterity modifier cold damage, and the target is immobilized until the end of your next turn.

Movement Technique

Move Action Personal

Effect: Until the start of your next turn, you are immobilized and gain resistance to all damage equal to 3 + your Strength modifier.

Level 5 Daily Powers

Calm Before the Storm Clearing your mind of fear and doubt helps you achieve enough clarity to anticipate attacks and foil them. Most of the time your instincts are right, but misjudging your opponent might expose you to even greater danger.

Calm Before the Storm Monk Attack 5

You feel calm settle over you, and you see your situation with new eyes. Reading your enemies' thoughts helps you strike before their own attacks can land.

Daily ♦ Implement, Psionic, Stance

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d6 + Dexterity modifier damage.

Miss: Half damage.

Effect: You enter the calm before the storm stance. Until the stance ends, you are slowed, and you can use the secondary power at will.

Secondary Power (Implement, Psionic)

Immediate Interrupt Melee 1

Trigger: An enemy adjacent to you makes an attack.

Target: The triggering enemy

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dexterity modifier damage, and the target falls prone.

Miss: You grant combat advantage to the target until the start of your next turn.

Overwhelming Mountain

Strike After innumerable hours spent sharpening your fighting prowess, you know where to strike to cripple your opponent. The target of *overwhelming mountain strike* must devote all its effort to moving if it would withdraw.

Overwhelming Mountain Strike Monk Attack 5

Your strike against a pressure point robs your enemy of its ability to maneuver effectively. Until it recovers, you keep it pinned down.

Daily ♦ Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier damage, and the target is dazed (save ends).

Aftereffect: The target is slowed until the end of its next turn.

Miss: Half damage, and the target is slowed until the end of your next turn.

Salamander Charge Students of the Desert Wind can call upon elemental fire with a simple gesture or maneuver. *Salamander charge* represents your growing control over flame and your ability to direct it where it can be most effective.

Salamander Charge Monk Attack 5

Your motions gather elemental fire, and you leave a fiery trail behind you as you close in to destroy your opponent.

Daily ♦ Elemental, Fire, Implement, Psionic, Zone
Standard Action Melee touch

Effect: You move up to your speed. The squares you leave become a zone that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes fire damage equal to your Dexterity modifier. A creature can take this damage only once per turn.

At the end of the move, make the following attack.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 4d6 fire damage.

Miss: Half damage.

Level 6 Utility Powers

Break the Dam When an enemy's attack finds its mark, this power enables you to act instinctively to prevent a second strike. Your subconscious mind speeds you away from the danger threatening you.

Break the Dam Monk Utility 6

You use the pain of an enemy's blow to draw more deeply from your psionic reservoir and quit your position for a safer one.

Encounter ♦ Psionic
Immediate Reaction Personal

Trigger: An enemy hits you with an attack.

Effect: You shift up to half your speed.

Fresh Start You know how to channel your mental prowess into giving yourself a surge of vitality and, at the same time, the uncanny ability to slip into a new position on the battlefield.

Fresh Start Monk Utility 6

All in a whisper of time, you call upon your mental reserves to invigorate you while willing yourself to dart to a better location.

Daily ♦ Healing, Psionic
Minor Action Personal

Effect: You can spend a healing surge, and then shift up to 2 squares.

Roll the Boulder This discipline enables you to bridge the gap between the mental and the physical. Enemies that you move forcibly are nearly helpless to resist your manipulation.

Roll the Boulder Monk Utility 6

To your enemies, you seem to swell in size and stature, your body made more formidable by your mind's strength.

Daily ♦ Psionic, Stance

Minor Action Personal

Effect: You enter the roll the boulder stance. Until the stance ends, you gain a +2 power bonus to the distance of your pushes, pulls, and slides, and you gain a +4 power bonus to Strength checks and Strength-based skill checks.

Level 7 Encounter Powers

Deafening Howl Monks who know how to manipulate elemental air can draw the substance from the Plane Below to aid them. *Deafening howl* is a useful discipline since it helps you reach foes beyond the battle lines.

Deafening Howl Monk Attack 7

You vault into the air, soaring over your enemies to land in their midst and roar in defiance.

Encounter ♦ Elemental, Full Discipline, Implement, Psionic, Thunder

Attack Technique
Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier thunder damage.

Effect: Each creature adjacent to you becomes deafened until the end of your next turn.

Movement Technique
Move Action Personal
Effect: You fly up to your speed.

Fiery Serpent Monks who study the Desert Wind tradition wield elemental fire as a weapon. *Fiery serpent* extends your reach to harry enemies that manage to slip away from you.

Fiery Serpent Monk Attack 7

A snaking flame extends from your hand and snaps through the air to strike a distant opponent. The flames you call forth linger, adding their power to your next fire attack.

Encounter ♦ Elemental, Fire, Full Discipline, Implement, Psionic

Attack Technique
Standard Action Ranged 5

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier fire damage.

Miss: One enemy within 5 squares of you other than the target takes 1d8 fire damage.

Movement Technique
Move Action Personal
Effect: You shift up to half your speed. Until the end of your next turn, you gain a +2 power bonus to fire damage rolls.

Giant's Grasp This power enables you to ensnare an enemy and drag it with you in an almost unbreakable grip. You simply believe that the target cannot escape you, and that belief becomes fact.

Giant's Grasp

Monk Attack 7

You snap your hand out to grab your foe. As you tighten your grip, the enemy howls in pain.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Requirement: You must have at least one hand free.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier damage, and you grab the target. Until the end of your next turn, the target takes a penalty to escape attempts equal to your Strength modifier.

Movement Technique

Move Action Personal

Effect: You move up to your speed. If you are grabbing a creature, the creature moves with you. This movement does not provoke opportunity attacks from creatures you have grabbed.

Level 9 Daily Powers

Lightning Leap Freeing the energy that your mind creates can produce destructive and surprising results. When you use this discipline, this energy becomes slashing lightning that provides you with an escape from enemies that surround you.

Lightning Leap

Monk Attack 9

The lightning that scorches your enemies also speeds you away, and thunder offers a cacophonous accompaniment.

Daily ♦ Elemental, Implement, Lightning, Psionic, Thunder

Standard Action Close burst 1

Primary Target: Each creature in the burst

Primary Attack: Dexterity vs. Reflex

Hit: 1d8 + Dexterity modifier lightning damage.

Miss: Half damage.

Effect: You jump up to 5 squares without provoking opportunity attacks. Then make the secondary attack.

Close burst 1

Secondary Target: Each creature in the burst

Secondary Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dexterity modifier thunder damage.

Miss: Half damage.

Stone Juggernaut Some seekers of the Sublime Way can transform themselves by using their minds to harness the might of elemental earth. *Stone juggernaut* turns you into an unstoppable force on the battlefield.



Using the wind as a springboard is a common tactic for a monk who can manipulate elemental air



A monk who uses break the stone becomes impervious and immovable, taking on those aspects of elemental earth

Stone Juggernaut

Monk Attack 9

Attuning your mind to elemental earth triggers your transformation into a stone juggernaut. Your every strike causes the earth to fracture and enemies to fall.

Daily ♦ **Polymorph, Psionic**

Minor Action **Personal**

Effect: You assume the form of the stone juggernaut until the end of the encounter. While in this form, you have a +2 power bonus to all defenses and can make saving throws against slowing, immobilizing, or restraining effects at the start of your turn as well as the end of your turn. The form also enables you to ignore difficult terrain and use the secondary power at will.

Secondary Power (Implement, Psionic)

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier damage, and the target falls prone.

Tsunami Throw Mastering the secrets of the Eternal Tide enables you to invert an enemy's aggression so that it becomes an asset you can exploit. When you use *tsunami throw*, an enemy's attack becomes the instrument of its downfall.

Tsunami Throw

Monk Attack 9

You catch one opponent and hurl it away from you with a wave of mental force, sending it crashing into your other enemies.

Daily ♦ **Elemental, Implement, Psionic**

Immediate Reaction **Melee 1**

Trigger: An adjacent enemy hits you with an attack.

Primary Target: The triggering enemy

Primary Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dexterity modifier damage.

Effect: You push the primary target up to 5 squares, knock it prone, and then make the secondary attack.

Close burst 1 centered on the primary target

Secondary Target: Each creature other than the primary target in the burst

Secondary Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dexterity modifier damage, and the secondary target falls prone.

Level 10 Utility Powers

Elemental Resilience You have trained your mind to act instantly when you are hit by an elemental attack. Whether you absorb the energy or repel it does not matter—the important thing is that it does not have its full effect on you.

Elemental Resilience Monk Utility 10

Your reactions are faster than the energy being brought to bear against you. You instantly adjust your body to minimize the effect of all such attacks that target you.

Encounter ♦ **Elemental, Psionic**

Immediate Interrupt Personal

Trigger: You take acid, cold, fire, lightning, or thunder damage.

Effect: You gain resist 5 to the triggering damage type until the start of your next turn.

Aftereffect: You gain resist 3 to the triggering damage type until the end of the encounter.

Flame's Blessing By achieving a certain state of mind, you can draw upon the quickness of flickering fire at the same time that you hone in on the enemies you are trying to burn.

Flame's Blessing Monk Utility 10

The pale flames dancing across your body do not harm you, but instead turn you into a faster and more accurate attacker.

Daily ♦ **Elemental, Psionic, Stance**

Minor Action Personal

Effect: You assume the flame's blessing stance. Until the stance ends, you gain a +2 power bonus to speed and a +1 power bonus to fire attack rolls.

Mirrored Pursuit Synchronizing your movements with an enemy's enables you to keep pace with your foe. There is nowhere it can go where you can't follow.

Mirrored Pursuit Monk Utility 10

You match your enemy's movements as if you were a reflection in a still pool.

Daily ♦ **Psionic**

No Action Special

Trigger: You hit an enemy with a melee attack.

Effect: You mark the enemy until it drops to 0 hit points or until the end of the encounter. Until the mark ends, you can use the secondary power at will.

Secondary Power

Immediate Reaction Personal

Trigger: The marked enemy moves willingly on its turn.

Effect: You shift up to your speed, and you must end this shift adjacent to the enemy. You don't get your normal move action on your next turn.

Level 13 Encounter Powers

Break the Stone Your ability to protect yourself reaches a new plateau when you learn *break the stone*. The same energy that makes you almost invulnerable helps you cripple an enemy's defenses.

Break the Stone Monk Attack 13

The ground trembles as you step forward to smash your foe. So great is the concussion that your opponent finds itself disoriented and vulnerable.

Encounter ♦ **Elemental, Full Discipline, Implement, Psionic**

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier damage. Until the end of your next turn, the target is slowed and has vulnerability to all damage equal to your Strength modifier.

Movement Technique

Move Action Personal

Effect: You shift up to 2 squares. Until the start of your next turn, you gain resistance to all damage equal to 3 + your Strength modifier, and you cannot be subjected to forced movement unless you choose to be.

Skirling Grasp As your fury grows, the winds respond and bear down on your enemies to hurl them where you want them to go.

Skirling Grasp Monk Attack 13

A mighty wind howls around you, punishing your foes and giving you incredible mobility.

Encounter ♦ **Elemental, Full Discipline, Implement, Psionic**

Attack Technique

Standard Action Close blast 3

Target: Each creature in the blast

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier damage and the target is immobilized until the end of your next turn.

Effect: You slide each target up to 2 squares.

Movement Technique

Move Action Personal

Effect: You move up to your speed + 2, ignoring difficult terrain.

ELEMENTARY VIEWPOINT: ERZAHAN, DESERT WIND MASTER

You are more than mere flesh and blood, my young friend. You are one with the grains of sand beneath your feet and the currents of air that tease your hair, one with the warmth of the sun, one with all things living and unliving that surround you.

All that exists is energy, you see, energy born ages ago in the making of the world and frozen for a time in this shape or that. This is the metaphor of the elements, young one: There is no permanence, only change that has not yet happened. I will teach you how to shape your world with nothing more than a thought . . . if you are ready.

Stoke the Flames You visibly manifest an impressive display of flames, which causes burns and raises blisters on anyone or anything that comes near you.

Stoke the Flames Monk Attack 13

Calling on a great quantity of elemental fire to aid your attacks causes you to emanate hungry flames that scorch anything in their path.

Encounter ♦ **Aura, Elemental, Fire, Full Discipline, Implement, Psionic**

Attack Technique

Standard Action Close burst 1

Target: Each creature in the burst

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier fire damage.

Effect: You activate an aura 1 that lasts until the end of your next turn. Any creature that enters the aura or ends its turn there takes fire damage equal to 5 + your Charisma modifier. A creature can take this damage only once per turn.

Movement Technique

Move Action Personal

Effect: You shift up to 3 squares.

Level 15 Daily Powers

Breath of the Storm Lord This discipline helps you strike with great effect, and also move more quickly than an ordinary mortal. This abrupt movement disturbs your environment, causing winds to pick up and batter the enemies you strike.

Breath of the Storm Lord Monk Attack 15

You execute a series of kicks and thrusts that calls forth a column of storm clouds to hamper and brutalize your foe.

Daily ♦ **Elemental, Implement, Psionic, Thunder, Zone**

Standard Action Close blast 3

Target: Each enemy in the blast

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier thunder damage, and the target is slowed (save ends).

Miss: Half damage.

Effect: You shift up to 4 squares to a square adjacent to the blast. The blast then creates a zone that lasts until the end of your next turn. The zone is difficult terrain for creatures other than you, and any creature other than you that ends its turn in the zone falls prone. You can move the zone up to 3 squares as a move action.

Sustain Minor: The zone persists until the end of your next turn.

Dragon's Flame Your ability to call upon this discipline is further proof of your growing skill at manipulating fire. Not only does each of your attacks sear both body and mind, any enemy you hit remains subject to your will until it can shake off the effect.

Dragon's Flame Monk Attack 15

You surge through your enemies' ranks with a flurry of blazing attacks, and as your strikes fall, fire radiates out from you.

Daily ♦ **Aura, Elemental, Fire, Implement, Psionic, Psychic**

Standard Action Close blast 5

Target: Each enemy in the blast

Attack: Dexterity vs. Will

Hit: 2d8 + Dexterity modifier fire and psychic damage, and ongoing 10 fire and psychic damage (save ends).

Each Failed Saving Throw: You can slide the target up to 2 squares as a free action.

Miss: Half damage.

Effect: You activate an aura 1 that lasts until the end of your next turn. Any enemy that enters the aura or ends its turn there takes fire and psychic damage equal to your Dexterity modifier. An enemy can take this damage only once per turn.

Sundered Mountain This discipline makes your enemy a slave to pain—every step it takes sends agony coursing through its body.

Sundered Mountain Monk Attack 15

A cracking noise sounds when you strike your foe, and the creature's staggering, pain-wracked steps are evidence of the extent of its injuries.

Daily ♦ **Implement, Psionic**

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 4d10 + Dexterity modifier damage.

Miss: Half damage.

Effect: The target is subjected to sundering (save ends). Until this effect ends, the target takes 5 damage for each square it willingly enters. If the target moves more than half its speed willingly, it falls prone at the end of its movement. While you are adjacent to the target, it cannot make saving throws to end this effect.

Level 16 Utility Powers

Catch the Wind Monks prefer hand-to-hand combat, and most have few options when faced with enemies at a distance. *Catch the wind* lets you respond to a ranged attacker by partially deflecting its missile, and speeding you to the foe's side so you can wreak your vengeance.

Catch the Wind Monk Utility 16

Spinning away from an enemy's missile sends you on a giant leap through the air that brings you close to your attacker.

Daily ♦ **Psionic**

Immediate Interrupt Personal

Trigger: An enemy within 10 squares of you damages you with a ranged or an area attack.

Effect: You take only half damage from the attack. After the attack is resolved, you fly up to 10 squares to a square adjacent to the triggering enemy.

One Hundred Steps A subtle discipline of defense, often incredibly frustrating to your enemies, *one hundred steps* turns you into an ominous, blurry threat. You become a target that is both hard to see and difficult to keep up with.

One Hundred Steps Monk Utility 16

You attune your mind to concentrate on keeping yourself safe, and you can effortlessly flit away from any attack mounted against you.

Daily ♦ Psionic, Stance

Minor Action Personal

Effect: You assume the one hundred steps stance. Until the stance ends, you have partial concealment, and you can use the secondary power at will.

Secondary Power (Psionic, Teleportation)

Immediate Reaction Personal

Trigger: An enemy attacks you.

Effect: You teleport up to 2 squares.

Roots of the Mountain Your combat prowess ensures that your place in a fight is on the front lines. *Roots of the mountain* uses your mental energy to reinforce your body, enabling it to withstand the most punishing strikes.

Roots of the Mountain Monk Utility 16

Rooting yourself in place helps you deflect an enemy's attack and knock the foe out of your way.

Encounter ♦ Psionic

Immediate Interrupt Personal

Trigger: An adjacent enemy attacks your AC or Fortitude.

Effect: You gain a +4 power bonus to AC and Fortitude until the start of your next turn. If the triggering attack misses, you can push the triggering enemy up to 2 squares.

Level 17 Encounter Powers

Bitter Stasis Eternal Tide monks often draw force from the Elemental Chaos, deploying elemental cold to keep an enemy where you want it.

Bitter Stasis Monk Attack 17

The elemental cold released through your attack traps you and an enemy in ice. The cold is more than your enemy can bear, but it offers you protection from outside interference.

Encounter ♦ Cold, Elemental, Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier cold damage, and the target is restrained until the end of your next turn.

Movement Technique

Move Action Personal

Effect: Until the end of your next turn, you are immobilized, you are immune to forced movement, and you gain resistance to all damage equal to 5 + your Strength modifier.

Fist of the Whirling Tempest The thunderstorm reflects the turmoil in your heart, and training your focus on this upheaval helps you use this destructive power to your advantage.

Fist of the Whirling Tempest Monk Attack 17

You reach out with your thoughts to the sky and call down a thunderbolt to destroy your enemies. Echoing thunder follows you as you maneuver into position.

Encounter ♦ Aura, Elemental, Full Discipline, Implement, Lightning, Psionic, Thunder

Attack Technique

Standard Action Ranged 5

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3d6 + Dexterity modifier lightning damage, and the target is dazed until the end of your next turn.

Effect: You activate an aura 1 that lasts until the start of your next turn. Any creature that enters the aura or ends its turn there takes 1d6 thunder damage. A creature can take this damage only once per turn.

Movement Technique

Move Action Personal

Effect: You shift up to your speed.

Living Torch The flames this discipline draws from the Elemental Chaos seem almost eager to feast on your enemies, building in intensity in answer to the violence they engender.

Living Torch Monk Attack 17

Black smoke roils around you, obscuring you from sight. When you strike a foe, heat shimmers appear and explode with renewed flames each time your target sustains further injury.

Encounter ♦ Elemental, Fire, Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier damage.

Effect: Until the end of your next turn, whenever the target takes damage from an attack, each of your enemies adjacent to it takes 10 fire damage. An enemy can take this damage only once per turn.

Movement Technique

Move Action Personal

Effect: You move up to your speed + 2. During this movement, you have total concealment.



A band of goblins is about to be consumed by the wildfire left behind as a monk moves out of harm's way

Level 19 Daily Powers

Duel of Fates By issuing a challenge to a particular enemy, you prevent it from escaping you. While subject to your *duel of fates*, the foe you single out finds it has no choice but to take you on.

Duel of Fates Monk Attack 19

You zero in on an enemy and commit yourself to its defeat by creating a field to keep it close and hedge out interference.

Daily ♦ **Implement, Psionic, Psychic, Zone**
Standard Action Close burst 2

Target: One creature in the burst

Attack: Dexterity vs. Reflex

Hit: 4d8 + Dexterity modifier damage, and the target grants combat advantage (save ends).

Miss: Half damage.

Effect: The squares adjacent to the burst become a zone that lasts until the target drops to 0 hit points or until you leave the zone. Nothing can teleport into or out of the area enclosed by the zone. The target treats the zone as blocking terrain, and any creature other than you or the target that enters the zone or starts its turn there takes 10 psychic damage. A creature can take this damage only once per turn.

Fire-Snake Dance This discipline reflects your growing mastery over elemental fire. As you channel it through your psionic pathways, you can shape it into fiery serpents that entwine your enemies and hold them in place.

Fire-Snake Dance Monk Attack 19

The fires erupting from your body burn so brightly that none dare stop you. As you move across the battlefield, you deliver strikes that constrict your enemies with coils of flame.

Daily ♦ **Elemental, Fire, Implement, Psionic**
Standard Action Melee 1

Effect: You shift up to your speed + 4. You make the following attack each time you first enter a square adjacent to an enemy during this movement. You can attack a given enemy only once with each use of this power.

Attack: Dexterity vs. Reflex

Hit: 3d6 + Dexterity modifier fire damage, and the target is immobilized until the end of your next turn.

Miss: Half damage, and the target is slowed until the end of your next turn.

Neutralizing Strike Even a hydra, with all its snapping jaws, is left reeling when struck by this debilitating attack. It leaves your opponent struggling just to stay upright, let alone react with an offensive of its own.

Neutralizing Strike Monk Attack 19

The disruptive force of your mentally enhanced strike renders your target virtually helpless and ready to be finished off.

Daily ♦ **Implement, Psionic**

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3d8 + Dexterity modifier damage, and the target is stunned until the end of your next turn.

Miss: Half damage, and the target is weakened until the end of your next turn.

Level 22 Utility Powers

Everywhere at Once Distance and time are concoctions the mind creates to make sense of the world outside. You can free your consciousness from such limitations, so you can be in one place and all places at the same time.

Everywhere at Once Monk Utility 22

Your enlightened mind collapses all points in an area to one, so you can be wherever you wish.

Daily ♦ **Psionic, Teleportation, Zone**

Minor Action **Close burst 5**

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that starts its turn in the zone grants combat advantage to you until the start of its next turn. In addition, whenever an enemy misses you with an attack while you are in the zone, you can teleport to another square in the zone as an immediate reaction.

Hastened Effort This discipline unlocks deeper reservoirs of power to help you push yourself farther than normal limits allow. You move too quickly to be able to line up an attack, but you can use the surge to move a greater distance or perform some other maneuver.

Hastened Effort Monk Utility 22

Psionic energy rushes through you, helping you to do more than what should be possible.

Daily ♦ **Psionic**

Minor Action **Personal**

Effect: You shift up to 2 squares and take a standard action. You cannot use this action to make an attack.

Perfect Motion With an instant's thought, you see routes once hidden to you. A turned back, a quick distraction, even simple positioning can grant opportunities for you to move without drawing attacks.

Perfect Motion Monk Utility 22

Expanding your mind lets you see pathways across the battlefield that you can exploit to move with impunity.

Daily ♦ **Psionic, Stance**

Minor Action **Personal**

Effect: You assume the perfect motion stance. Until the stance ends, your movement does not provoke opportunity attacks.

Level 23 Encounter Powers

Blazing Scourge The more you study and work with elemental fire, the more versatile your applications of it become. Now, the flares you send out can entrap multiple foes at the same time.

Blazing Scourge Monk Attack 23

Hot tendrils unfurl from your outstretched hand to ensnare your foes. The fire you command makes enemies think twice about stopping you and adds intensity to your other fire attacks.

Encounter ♦ **Elemental, Fire, Full Discipline, Implement, Psionic**

Attack Technique

Standard Action **Ranged 5**

Target: One, two, or three creatures

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier fire damage, and the target is immobilized until the end of your next turn.

Movement Technique

Move Action **Personal**

Effect: You shift up to your speed. Until the end of your next turn, you gain a +4 power bonus to fire damage rolls.

Lightning in the Clouds This power lets you channel the elemental fury found in storms, and infuses you with lightning and thunder to use against your enemies. Soaring above them, you rain destruction down upon their heads.

Lightning in the Clouds Monk Attack 23

You leap into the air and hurl lightning and thunder against your foes.

Encounter ♦ **Elemental, Full Discipline, Implement, Lightning, Psionic, Thunder**

Attack Technique

Standard Action **Ranged 5**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3d6 + Dexterity modifier lightning damage, and the target is dazed until the end of your next turn.

Effect: Each creature adjacent to the target takes 10 thunder damage.

Movement Technique

Move Action **Personal**

Effect: You fly up to your speed + 2. If you do not land at the end of this movement, you hover until the start of your next turn, when you descend without taking falling damage.

Order Unbound The greatest disciplines taught by masters of the Eternal Tide help students soften or even shed the structure imposed on their bodies. *Order unbound* releases you from the bonds of physicality and lets you move with impunity to strike from a direction your enemies don't expect.

Order Unbound Monk Attack 23

You shed order's hold on your body and become pure energy, if only for a few moments. Your rapid strikes wreak havoc on your foes.

Encounter ♦ Elemental, Full Discipline, Implement, Psionic, Teleportation

Attack Technique

Standard Action Close burst 2

Target: Each creature in the burst

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier damage, and you slide the target up to a number of squares equal to 1 + your Strength modifier.

Effect: The first time the target makes an attack before the start of your next turn, it falls prone after resolving the attack.

Movement Technique

Move Action Personal

Effect: You become insubstantial until the start of your next turn and teleport up to a number of squares equal to your speed.

Level 25 Daily Powers

Crushing Anger This discipline combines defense and offense in a brutally effective way, harming the enemy that provokes you and burying it under a mental oppression so great that it must either flee from you or crumple beneath your slightest touch.

Crushing Anger Monk Attack 25

An enemy's strike awakens dreadful rage in you, which you turn into a mental onslaught that leaves the creature unable to continue facing you.

Daily ♦ Implement, Psionic

Immediate Reaction Melee 1

Trigger: An adjacent enemy hits you with an attack.

Target: The triggering enemy

Attack: Dexterity vs. Fortitude

Hit: 4d8 + Dexterity modifier damage.

Miss: Half damage.

Effect: The target is subjected to crushing anger (save ends). While the target is within 2 squares of you, it takes a -2 penalty to saving throws to end this effect. Until the effect ends, you can use a minor action once during each of your turns to deal 10 damage to the target and knock it prone.

Enduring Boulder When you use this discipline, you manifest all the might of elemental earth without sacrificing speed or agility. Your rocky hide protects you from attacks, but each time an attack lands, some of your exterior breaks away to reveal your true form underneath.

Enduring Boulder Monk Attack 25

You become a creature not unlike stone, capable of bringing great physical force to bear and proving almost invulnerable to attacks for a time.

Daily ♦ Elemental, Implement, Polymorph, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 5d10 + Dexterity modifier damage.

Miss: Half damage.

Effect: You assume the form of the enduring boulder.

While in this form, you gain resist 30 to all damage and a +3 power bonus to melee damage rolls. Each time you are hit by an attack, reduce the resistance by 5. When the resistance drops to 0, the form ends.

Living Lightning Many followers of the Sublime Way develop elemental characteristics in time. *Living lightning* is one way in which these traits might manifest. Using this power gives you the appearance and destructive nature of the worst tempests that rage across the Elemental Chaos.

Living Lightning Monk Attack 25

Launching yourself at an enemy causes psionic energy to crackle around you so that when you land, you deliver a thunderbolt that can shatter your target's body and mind.

Daily ♦ Elemental, Implement, Lightning, Psionic, Thunder

Standard Action Melee touch

Effect: Before the attack, you can fly up to your speed. Any creature that hits you with an opportunity attack provoked by this movement takes 10 lightning damage.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier lightning and thunder damage, and the target is stunned until the end of your next turn.

Miss: Half damage, and the target loses its standard action on its next turn.

Level 27 Encounter Powers

Get Away, Stay Away When enemies have the audacity to close upon you in a group, you can wound them and scatter them at the same time. Foes that don't learn to keep their distance will get a second lesson.

Get Away, Stay Away Monk Attack 27

By waiting until several enemies converge on you, you can drive home to all of them at once the folly of daring to confront you head-on.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier damage, and you push the target up to a number of squares equal to your Strength modifier.

Movement Technique

Move Action Personal

Effect: You shift up to 2 squares. Until the start of your next turn, when an adjacent enemy damages you with an attack, you can use an immediate reaction to push that enemy up to 3 squares and knock it prone.

Loose the Screaming Gale The winds you call forth with *loose the screaming gale* originate from beyond the natural world, and they owe their strength and fury to elemental air. Your connection to that force empowers this discipline, which batters and buffets your enemies while it sets you free to soar upon the same winds.

Loose the Screaming Gale Monk Attack 27

An unnatural wind comes to life, following on the heels of your swift attacks and hammering into your foes. The same gale lifts you into the air.

Encounter ♦ Elemental, Full Discipline, Implement, Psionic

Attack Technique

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Dexterity vs. Fortitude

Hit: 3d8 + Dexterity modifier damage, you slide the target up to 3 squares, and it is immobilized until the end of your next turn.

Movement Technique

Move Action Personal

Effect: You fly up to a number of squares equal to your speed + 4. If you do not land at the end of this movement, you land safely in the nearest unoccupied square at the start of your next turn.

Wildfire Unleashed Your expertise with elemental fire culminates in *wildfire unleashed*. This power momentarily transforms you into a creature of flame, so that fire burns in the tracks you leave behind you and flows before you where you direct it. This power is useful for isolating a powerful foe while blasting its underlings.

Wildfire Unleashed Monk Attack 27

Elemental fire crawls up your arms and spreads across your body. Wherever you go, fire follows, and at your command savage heat washes out ahead of you to incinerate your enemies.

Encounter ♦ Elemental, Fire, Full Discipline, Implement, Psionic, Zone

Attack Technique

Standard Action Close blast 3

Target: Each creature in the blast

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier fire damage.

Effect: The blast creates a zone that lasts until the end of your next turn. Any creature that enters the zone or ends its turn there takes fire damage equal to 3 + your Charisma modifier. A creature can take damage from a zone created by this power only once per turn.

Movement Technique

Move Action Personal

Effect: You shift up to half your speed. The squares you leave become a zone that lasts until the end of your next turn. Any creature that enters the zone or ends its turn there takes fire damage equal to 3 + your Charisma modifier. A creature can take damage from a zone created by this power only once per turn.

Level 29 Daily Powers

Bones of the Mountain King A potent attack when you need to lock down several enemies at once, *bones of the mountain king* causes your opponents' skeletons or other internal structures to calcify, causing barbs to push out from inside. Although you can affect several enemies at once, the fact that they are immobilized by this power ensures that they focus their attacks on you until freed from the power's effects.

Bones of the Mountain King Monk Attack 29

Each foe exposed to your rapid assault finds its mobility suddenly curtailed. The longer you remain at hand to threaten an enemy, the more it suffers.

Daily ♦ Implement, Psionic

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Dexterity vs. Fortitude

Hit: 5d6 + Dexterity modifier damage.

Miss: Half damage.

Effect: The target is immobilized and takes ongoing 10 damage (save ends both). While you are adjacent to the target, it takes a penalty to saving throws against this effect. The penalty equals half your Dexterity modifier.

Rising Phoenix Your emotions are wild, raging forces that reach their apex when you are on the brink of your demise. If an attack delivers a grievous injury, your emotions take over, rousing you as a creature of fiery devastation.

Rising Phoenix

Monk Attack 29

Death's proximity awakens the fires within you, causing them to flow out from you in a blazing torrent to burn your enemies and lift you above the battlefield.

Daily ♦ **Aura, Elemental, Fire, Healing, Implement, Psionic**

Immediate Interrupt **Close burst 3**

Trigger: An attack bloodies you or drops you below 1 hit point.

Target: Each enemy in the burst

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier fire damage, and the target is marked and takes ongoing 10 fire damage (save ends both).

Each Failed Saving Throw: The ongoing fire damage increases by 5.

Miss: Half damage.

Effect: You can spend a healing surge. Until the end of the encounter, you have a fly speed of 6 (altitude limit 2). You also activate an aura 1 that lasts until the end of the encounter. Any enemy that enters the aura or ends its turn there takes fire damage equal to your Dexterity modifier. A creature can take this damage only once per turn.

Tormenting Mirage Attuning your senses to be especially sensitive to your enemies helps you to assail them with a withering attack, then distort their perceptions. You make yourself harder to hit, and any enemy that tries to hurt you pays.

Tormenting Mirage

Monk Attack 29

Clouding your enemies' thoughts with doubt and fear, you use their failures to press your own attacks.

Daily ♦ **Implement, Psionic, Psychic, Stance**

Standard Action **Close burst 1**

Target: Each enemy in the burst

Attack: Dexterity vs. Reflex

Hit: 6d6 + Dexterity modifier psychic damage.

Miss: Half damage.

Effect: You assume the tormenting mirage stance. Until the stance ends, you gain a +2 power bonus to all defenses against attacks made by enemies adjacent to you, you grant combat advantage to all other enemies, and you can use the secondary power at will.

Secondary Power (Fear, Psionic, Psychic)

Immediate Reaction **Melee 1**

Trigger: An enemy adjacent to you misses you with an attack.

Target: The triggering enemy

Effect: The target takes psychic damage equal to your Dexterity modifier. You and the target swap positions (it slides 1 square, and you shift 1 square), and you gain combat advantage against it until the end of your next turn.

HIDDEN TRADITIONS

Desert Wind and Eternal Tide are the monastic traditions most commonly practiced by adventuring monks, but not the only elemental traditions that monks study. Three others, much less prevalent in the world, are described here.

Cloud Tiger: A tradition inspired by the element of air, the Cloud Tiger style employs jumps, kicks, and sudden whirlwind attacks, buffeting foes with blasts of wind as well as strikes of foot and fist. The most accomplished Cloud Tiger masters are said to catch lightning in their hands and turn it against their enemies. This tradition eschews the contemplative life of a typical monastery; Cloud Tiger masters believe that, like the wind, they are meant to roam the wide world. They pass their philosophy along one student at a time, choosing young aspirants to share their travels and study at their side. As a consequence, Cloud Tiger practitioners are few in number and widely scattered.

Diamond Mind: This rare tradition arose among a mysterious race known as the xephs, who dwell in a remote region of the Elemental Chaos. This philosophy is based on the power of a living mind to impose order on the surrounding elements, and it regards all things as expressions of elemental energy. Masters of the Diamond Mind tradition are known for uncanny perception and awareness, combined with the ability to move and react in slivers of time that others can barely perceive. However, very few have ever fully mastered these powers.

Stone Dragon: An old and conservative monastic tradition, Stone Dragon emphasizes the strength and endurance of elemental earth. Stone Dragon masters can shrug off blows that would stun an ogre, and crumple iron plate with their fists. Various grapples and holds are also prominent in the Stone Dragon tradition. Stone Dragon monasteries are the most widespread after those of Desert Wind and Eternal Tide, but Stone Dragon practitioners rarely seek lives of adventure. They are patient and imperturbable to a fault, and see little reason to interfere in worldly affairs.

Sorcerer

Sorcerers are born to wield magic. While wizards study old spellbooks for years and warlocks seek out perilous entities to forge their pacts, sorcerers need no special training or patron to become powerful; they need only unlock the seething arcane potential hidden within themselves. They tend to be flamboyant, proud, wild, and untamed, shaping spells through emotion and intuition.

Although many sorcerers approach their magic through the medium of ancient bloodlines or by seeking to embody concepts such as chaos, storms, or cosmic motion, others are drawn to the raw power of the elements. These sorcerers are known as elementalists.

This section includes new powers for all sorcerers, as well as the elementalist subclass.

ELEMENTALIST

Arcane Striker: Elementalists who specialize in air or fire magic scour their foes with destructive energy, hurling blasts of flame or bolts of lightning. Those who specialize in earth or water magic hinder enemies, catching them in tides and quakes. Few can withstand an elementalist's wrath for long.

Key Abilities: Charisma, Constitution

Disdaining the framework of theories of magic and sympathetic principles, elementalists seize the raw stuff of creation with simple force of will, bending the elements to their whim. Elementalists might fashion whips or darts out of fire, create shields and armor from living rock, or inundate their enemies beneath torrents of water.

Since elementalists arise from very different magic-using traditions, other users of arcane power shun them. These sorcerers practice their arts in isolated monasteries, secretive cabals, and occasionally elemental cults. Often accused of being more reckless and destructive than other kinds of sorcerers, elementalists in turn sneer at spellcasters who seek to create tools and systems for shaping magic at a safe distance. To elementalists, the only right way to wield magic is to dive in headlong and seize power with both hands. Some believe that elementalists are prone to evil or that they revel in reckless destruction, but neither assertion is necessarily true. Like more conventional arcane magic, the elementalist's magic is a tool—and like any tool, it can be turned to evil ends or to good.

TYLER JACOBSON



This half-elf fire elementalist has an affinity with flame that comes from his very core



Elementalist Traits

Hit Points: You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

Bonus to Defenses: +2 Will

Healing Surges per Day: 6 + your Constitution modifier

Armor Proficiencies: Cloth

Weapon Proficiencies: Simple melee, simple ranged

Implement Proficiencies: Daggers, staves

Class Skills: Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis)

Trained Skills: Arcana, plus three more from the list of class skills

Creating an Elementalist

An elementalist is a type of sorcerer, a class introduced in *Player's Handbook 2*. To create an elementalist, use the character creation rules in the *Rules Compendium* or the *Player's Handbook*. The Character Advancement table (page 159) summarizes how many feats and utility powers your sorcerer should gain at each level, as well as when ability scores increase.

An elementalist has the Elemental Magic spell source as a class feature (which works like spell sources from *Player's Handbook 2*) and gains other class features related to an affinity for a particular element. Elementalists gain no encounter or daily attack powers from their class, but instead rely on at-will attack powers that have additional effects activated with the *elemental escalation* power.

Ability Scores

Your elementalist sorcerer requires a superior Charisma score, since all your attacks are based on that ability. Constitution is a very important secondary score, contributing to your ability to channel dangerous bursts of elemental energy.

Your other ability scores help to complete the portrait of your character and round out your talents. A good Dexterity or Intelligence makes sense as your third-best ability score, providing you with a solid Reflex defense. If you favor Dexterity, you might be a physically oriented elementalist who communes with the elements through rigorous physical exercises. If Intelligence is your choice, you could instead be an elemental sage, a student of the elemental planes and their denizens.

Class Features

An elementalist has the following class features, starting at level 1.

Elemental Bolt You can call forth elemental energy, infuse it with the element closest to your soul, and launch the resulting projectile at an enemy.

Benefit: You gain the *elemental bolt* power.

Elemental Bolt

Sorcerer Attack

You hurl a spear of elemental energy at your foe.

At-Will ♦ Arcane, Elemental, Implement; Varies

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d12 + Charisma modifier damage.

Level 21: 2d12 + Charisma modifier damage.

Special: This power can be used as a ranged basic attack.

Elemental Magic As you open yourself to the fury of the Plane Below, you learn that physical hardiness and mental versatility are essential for you to channel elemental power and avoid destruction.

Benefit: You gain the following benefits.

Elemental Power: You gain a bonus to the damage rolls of arcane powers equal to your Constitution modifier. This bonus increases to 2 + your Constitution modifier at 5th level, 5 + your Constitution modifier at 15th level, and 8 + your Constitution modifier at 25th level.

Elemental Resilience: While you are not wearing heavy armor, you can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.

Elemental Versatility: At 9th level and 19th level, you gain a sorcerer at-will attack power of your choice.

Elemental Specialty The most important step in a novice elementalist's early days is realizing his or her favored element: air, earth, fire, or water. Your specialty shapes your identity as an elementalist, and it strongly influences other choices you make throughout your career.

Benefit: Choose an elemental specialty. You gain the benefits of that specialty.

Air Elementalist You wield the howl of the storm. Wild gales and raging lightning are your weapons. With time and experience, you master powers of weather and flight. You dislike spending too much time with a roof over your head; you are most comfortable in wide-open spaces and in high places, where the winds are strong and free.

Air elementalists generally dislike wielding spells of elemental earth. Elemental air is the essence of

movement and change. Earth feels too immobile and inflexible to an air elementalist.

Benefit: You gain the following features.

Attack Power: You gain either the *howling zephyr* or the *static charge* power (see page 90).

Enhanced Elemental Bolt: Your *elemental bolt* deals lightning damage. On a hit, its target gains vulnerable 3 to your elemental attacks until the end of your next turn.

Elemental Soul: At 5th level, you gain resist 10 lightning. At 15th level, you gain a +2 bonus to saving throws against ongoing lightning damage. At 25th level, choose either cold or thunder. You gain resist 10 to the chosen damage type and a +2 bonus to saving throws against ongoing damage of that type.

Fly: At 23rd level, you can fly up to half your speed as a move action.

Earth Elementalist You are a master of the solid and unyielding powers of elemental earth. At your command, stone armors your body, and rock and earth erupt from the ground or materialize from thin air to batter or bury your enemies. As you gain

experience, you develop the ability to shape the earth around you or even pass through solid rock.

Elemental air is the antithesis of earth, so you probably dislike learning spells of air. That element lacks solidity, substance, and permanence—the very qualities that lend you power over elemental earth.

Benefit: You gain the following features.

Attack Power: You gain either the *erupting earth* or the *seismic shock* power (see page 90).

Enhanced Elemental Bolt: Your *elemental bolt* deals acid damage. On a hit, its target is slowed until the end of your next turn.

Elemental Soul: At 5th level, you gain resist 10 acid. At 15th level, you gain a +2 bonus to saving throws against ongoing acid damage. At 25th level, choose either fire or thunder. You gain resist 10 to the chosen damage type and a +2 bonus to saving throws against ongoing damage of that type.

Burrow: At 23rd level, you can burrow up to half your speed as a move action. You have tremorsense 5 while burrowing.

ELEMENTALIST RACE CHOICES

The following races are excellent choices for elementalist sorcerers.

Human: Humans have the potential to excel in just about any class or career they set their minds to. However, it's not just a good match of native talent (as demonstrated by choosing a bonus to Charisma or Constitution) and racial features. The sheer diversity of human cultures scattered throughout the world means that there are many places where learning and philosophy view the world through the lens of the four classic elements. Monasteries, dojos, and mystic orders devoted to one or more of the elements are common in some human lands, providing the human elementalist with a grounding in the beliefs and traditions of his or her people.

As a human elementalist, you probably began your adventuring career by studying in a small, isolated place of learning. Unlike with mage academies or wizard apprenticeships, your lessons did not come from reading musty tomes and performing tedious chores. Instead, you learned through doing, slowly mastering the art of summoning your favored elements from the elemental plane and shaping them to suit your will. Common folk see you and those who follow similar paths as wandering ascetics, travelers who seek wisdom in life's simple truths.

Human elementalists are more devoted to their philosophy than to specific deities, but they sometimes follow gods of travel and striving. Avandra and Kord are good choices.

Genasi: As incarnations of elemental energy, genasi are naturally drawn to the elementalist's path. Though a number of genasi are highly intelligent and formally study the arcane arts as wizards or swordmages, many others eschew techniques and constructions such as spellbooks or pacts. They prefer to channel the raw, unfiltered energy of the Elemental Chaos; genasi who choose a bonus in Constitution possess an extra reserve of the fortitude and endurance needed to control these unpredictable powers. Many genasi elementalists have a specialty that matches their elemental manifestation, but this is far from universally true—after all, genasi often manifest different elements over the courses of their lives, or even two or more elements at once.

Most genasi elementalists are self-taught. Your magical talent most likely became apparent when you were only a child, and at first it seemed like an unusually strong capacity for the elemental manifestation that every genasi possesses. If you were raised among other genasi, they quickly recognized your innate gifts and encouraged you to exercise them, much as a champion athlete would be encouraged to exercise and compete. You never chose an elemental specialty as you mastered your powers—your elemental specialty is the form in which your gift for magic appeared when you first began to show promise as a sorcerer.

Like human elementalists, genasi elementalists rarely choose to follow patron deities. When they do, they usually prefer elemental deities such as Akadi, Grumbar, or Kossuth, or they venerate some of the more benevolent primordials, such as the archmentals Ben-hadar, Sunnis, or Zaaman Rul.



A water elemental is at home among the denizens of the deep

Fire Elementalist You are a living conflagration, a master of the most spectacular and destructive of all the elements. Yours is the power of the raging forest fire, the burning sun, and incinerating heat. Subtlety is not your strong suit; in battle you seek to burn down all who oppose you.

Fire elementalist tend to disdain powers of elemental water, which is often calming and cooling.

Benefit: You gain the following features.

Attack Power: You gain either the *blazing cloud* or the *ignition* power (see page 90).

Enhanced Elemental Bolt: Your *elemental bolt* deals fire damage. On a hit, its damage increases by 1d6.

Elemental Soul: At 5th level, you gain resist 10 fire. At 15th level, you gain a +2 bonus to saving throws against ongoing fire damage. At 25th level, choose either lightning or thunder. You gain resist 10 to the chosen damage type and a +2 bonus to saving throws against ongoing damage of that type.

Teleport: At 23rd level, you can teleport up to half your speed as a move action.

Water Elementalist You command the most subtle and mutable of the four elements. Water transforms easily to ice, mist, and steam. In the form of a gentle rain it nourishes and sustains, but as a raging flood it can scour channels through solid rock and sweep away all before it. You are especially drawn to water in motion—the ocean with its pounding surf and seething tides, and rivers and streams as they wind their way across the land to the sea.

You likely prefer not to use fire powers. That element burns the moisture from all it touches.

Benefit: You gain the following features.

Attack Power: You gain either the *deluge* or the *ice prison* power (see page 90).

Enhanced Elemental Bolt: Your *elemental bolt* deals cold damage. On a hit, you can slide each creature adjacent to its target 1 square.

Elemental Soul: At 5th level, you gain resist 10 cold. At 15th level, you gain a +2 bonus to saving throws against ongoing cold damage. At 25th level, choose either acid or thunder. You gain resist 10 to the chosen damage type and a +2 bonus to saving throws against ongoing damage of that type.

Swim: At 23rd level, you gain a swim speed equal to your speed + 2. You also gain the aquatic trait; you can breathe underwater, and in aquatic combat, you gain a +2 bonus to attack rolls against nonaquatic creatures.

Escalating Elements

By reaching deep into your reserves of arcane strength, you can manifest spectacular bursts of elemental power. When you escalate one of your sorcerer powers, you might be able to expand the power's area, increase its intensity to deal more damage, or channel a more persistent expression of your element that affects your enemies for a longer time. At higher levels, your control over the elements improves. They respond more readily to your commands, giving you the ability to manifest exceptional bursts of elemental energy more frequently.

Benefit: You gain the *elemental escalation* power associated with your Elemental Specialty: air, earth, fire, or water.

At 3rd, 7th, and 13th level, you gain an additional use of the power each encounter, but you can still use the power only once per round.

Elemental Escalation (Air)

Sorcerer Attack

The tempest's power surges through you, wrathfully striking your enemies and lifting you aloft.

Encounter ♦ Arcane, Elemental; **Varies**

Free Action

Personal

Trigger: You use a sorcerer at-will attack power.

Effect: You can make one additional creature a target of the triggering attack. If the attack's range is melee or ranged, the additional target must be within 5 squares of you. If the attack's range is area or close, the additional target must be adjacent to the burst or blast.

Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack. In addition, you fly up to half your speed as a free action.

Level 17: 2d10 extra damage, and you also slide the target up to 2 squares.

Level 27: 3d10 extra damage, and the target is also blinded until the end of your next turn.

Special: You can use this power only once per round.

Elemental Escalation (Earth) Sorcerer Attack

Earth energy infuses you with resilience. It allows you to deliver mighty blows and great hindrances to your foes.

Encounter ♦ Arcane, Elemental; **Varies**

Free Action Personal

Trigger: You use a sorcerer at-will attack power.

Effect: You can make one additional creature a target of the triggering attack. If the attack's range is melee or ranged, the additional target must be within 5 squares of you. If the attack's range is area or close, the additional target must be adjacent to the burst or blast.

Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack. In addition, you gain temporary hit points equal to your Charisma modifier.

Level 17: 2d10 extra damage, and the target is also immobilized until the end of your next turn.

Level 27: 3d10 extra damage, and you also gain resistance to all damage equal to one-half your level until the end of your next turn.

Special: You can use this power only once per round.

Elemental Escalation (Fire) Sorcerer Attack

As elemental energy flows through you, the rage of your internal inferno infuses it, and you move like a wildfire.

Encounter ♦ Arcane, Elemental; **Varies**

Free Action Personal

Trigger: You use a sorcerer at-will attack power.

Effect: You can make one additional creature a target of the triggering attack. If the attack's range is melee or ranged, the additional target must be within 5 squares of you. If the attack's range is area or close, the additional target must be adjacent to the burst or blast.

Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack. In addition, you shift up to half your speed as a free action.

Level 17: 2d10 extra damage, and ongoing 10 fire damage (save ends).

Level 27: 3d10 extra damage, and the attack also deals half damage on a miss.

Special: You can use this power only once per round.

Elemental Escalation (Water) Sorcerer Attack

A whirlpool wells up within, deflecting harm from you and overwhelming your enemies.

Encounter ♦ Arcane, Elemental; **Varies**

Free Action Personal

Trigger: You use a sorcerer at-will attack power.

Effect: You can make one additional creature a target of the triggering attack. If the attack's range is melee or ranged, the additional target must be within 5 squares of you. If the attack's range is area or close, the additional target must be adjacent to the burst or blast.

Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack. In addition, you gain a +2 power bonus to all defenses until the end of your next turn.

Level 17: 2d10 extra damage, and the target is also dazed until the end of your next turn.

Level 27: 3d10 extra damage, and the target also falls prone.

Special: You can use this power only once per round.

Powers

Your elementalist starts with *elemental bolt*, *elemental escalation*, and a power associated with his or her Elemental Specialty. See the Character Advancement table (page 159) for the utility powers you gain as you advance in level.

When you select powers at higher levels, consider the sorcerer powers introduced in this book, which are tailored for the elementalist. *Player's Handbook 2*, *Arcane Power*, and other sources present a variety of other sorcerer powers to choose from.

Skills

Sorcerers of any kind are people of extraordinary willfulness and force of personality. Few are content to allow anyone else to speak for them. If you see yourself as a leader in the adventuring party, you should choose one of the three interaction skills (Bluff, Diplomacy, or Intimidate). Intimidate is an obvious choice for an elementalist, since elementalists are not particularly subtle. However, you might prefer to use reason or guile in your dealings with others. After all, not all the beings you interact with are human; trickery or persuasion might be more useful than threats in breaking through the native stubbornness of an elder earth elemental.

The second theme represented in your skill list is rare and unusual lore. Arcana, Dungeoneering, History, and Nature all provide you with the ability to make knowledge checks when confronted with strange phenomena or creatures. All sorcerers have training in Arcana, but you should consider choosing a second knowledge skill in order to expand your learning. No one expects sorcerers to have the same devotion to scholarship that wizards do, but you are certainly more conversant about magical matters and distant planes than the typical fighter or rogue is.

Feats

Your primary role in battle is to contribute offense, not defense; it's important to get the most out of your attack powers. Since your sorcerer attack powers are all implement powers, Implement Focus and either Staff Expertise or Implement Expertise (dagger) are feats you should consider early in your career.

Feats that improve your reaction time by boosting your initiative or giving you an edge at the start of a battle are also useful for improving your offensive abilities. These are especially useful for elementalists who favor control powers, since it's always better to slow down or immobilize an enemy before it can close in on the party. Improved Initiative and Aggressive Advantage are good choices for getting the most out of your first strike.

Finally, feats that help you shrug off or resist crippling conditions are always useful. It's important for

you to be able to open the range when enemies press you closely, and feats such as Defensive Mobility and Resilient Focus can help you preserve your ability to maneuver.

Equipment

The only type of armor you have proficiency with is cloth armor. You have proficiency with simple melee and simple ranged weapons. Magic is really your primary weapon and your chief defense, but you never know when you might be confronted by an enemy that is immune or resistant to your preferred element or caught up in a melee where using ranged spells would be too risky.

You start with 100 gp to buy your starting equipment. Choose a dagger or a staff as your implement, which can double as a melee weapon. Don't bother to purchase a ranged weapon unless you have a lot of money left over or you think it suits your character concept; your sorcerer attack powers are much more accurate and damaging than a stray shot from a crossbow or a sling.

Elementalist Powers

Elementalists have a collection of sorcerer at-will attack powers all their own. The source of their spells is the awesome power of the elements, untamed and unstoppable.

Blazing Cloud By concentrating your blistering flames in a sphere around yourself, you can attack numerous close-up foes at once. Better yet, this spell's effects linger, creating a ring of fire that helps to turn away incoming attacks.

Blazing Cloud Sorcerer Attack

You surround yourself in a nimbus of roaring flames.

At-Will ♦ Arcane, Elemental, Fire, Implement

Standard Action Close burst 1

Target: Each creature in the burst

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier fire damage.

Level 21: 2d8 + Charisma modifier fire damage.

Effect: You gain a +2 power bonus to AC and Reflex until the start of your next turn.

Deluge Water is the lifeblood of living creatures. It is a subtle element, one able to sustain life, dissolve solids, and scour worlds over thousands of years to create amazing terrain. It can also be used as a blunt attack when an area is suddenly flooded with it.

Deluge Sorcerer Attack

You pull a mass of water from the elemental plane, hammering your enemies and sweeping them off their feet.

At-Will ♦ Arcane, Elemental, Implement

Standard Action Close blast 3

Target: Each creature in the blast

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier damage, and you push the target 1 square.

Level 21: 2d8 + Charisma modifier damage.

Erupting Earth Wherever you stand, you can call up stones, pebbles, and slabs of rock, and smash your enemies from below, and perhaps pin them beneath earthy debris.

Erupting Earth Sorcerer Attack

You bring forth a mass of earth and rock from the elemental plane, battering your enemies and pinning them in place.

At-Will ♦ Arcane, Elemental, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: 1d6 + Charisma modifier damage.

Level 21: 2d6 + Charisma modifier damage.

Effect: The area becomes difficult terrain until the end of your next turn.

Howling Zephyr A sorcerer of the air knows how to summon screaming winds from the Elemental Chaos and send them against foes. Creatures caught in the zephyr are moved every which way.

Howling Zephyr Sorcerer Attack

You command the air to swirl violently, creating a short-lived zephyr of thunderous wind that sweeps away your enemy.

At-Will ♦ Arcane, Elemental, Implement, Thunder

Standard Action Close burst 1

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier thunder damage, and you can slide the target 1 square.

Level 21: 2d8 + Charisma modifier thunder damage.

Ice Prison A lethal swirl of icicles forms out of the air when you cast this spell. The icicles partially encase creatures in the area for a short time, slowing their movements.

Ice Prison Sorcerer Attack

You create a cloud of intense cold and swift-growing icicles that chills your foes for a time.

At-Will ♦ Arcane, Cold, Elemental, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier cold damage, and the target is slowed until the end of your next turn.

Level 21: 2d8 + Charisma modifier cold damage.



A dwarf sorcerer uses erupting earth to throw an obstacle in the way of her foes

Ignition The fires that burn in the Elemental Chaos are so hot that they can radiate even across dimensional walls when you stoke them. When an area begins to smolder, the roar of catching fire soon follows.

Ignition Sorcerer Attack

You hurl a concussive blast, causing everything in the area to smoke, smolder, and then burst into flame.

At-Will ♦ Arcane, Elemental, Implement, Fire, Zone
Standard Action Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier damage.

Level 21: 2d10 + Charisma modifier damage.

Effect: The burst creates a zone that lasts until the start of your next turn. Any creature that enters the zone or ends its turn there takes fire damage equal to your Constitution modifier. A creature can take this damage only once per turn.

Seismic Shock This spell unleashes intense vibrations all around you, shaking the ground and disorienting your foes. Even if you aren't in contact with the ground, you can channel the seismic energy through almost any medium.

Seismic Shock Sorcerer Attack

You strike the ground, creating an abrupt tremor of seismic activity. Enemies in the area are disoriented.

At-Will ♦ Arcane, Elemental, Implement, Thunder
Standard Action Close burst 1

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier thunder damage, and the target grants combat advantage until the end of your next turn.

Level 21: 2d8 + Charisma modifier thunder damage.

Static Charge Lightning arcs from one conductor to another. You take advantage of that characteristic with this spell.

Static Charge Sorcerer Attack

You create a shaped pulse of lightning that shocks foes standing near you, arcing to additional enemies near them.

At-Will ♦ Arcane, Elemental, Implement, Lightning
Standard Action Close blast 3

Target: Each enemy in the blast

Attack: Charisma vs. Reflex

Hit: 1d8 lightning damage, and one enemy adjacent to the target takes lightning damage equal to your Charisma modifier.

Level 21: 2d8 lightning damage.

NEW SORCERER POWERS

The powers in this section expand on those found in *Player's Handbook 2* and other sources. These powers are among your options when you choose sorcerer powers of the given levels.

Level 2 Utility Powers

Rock Armor The element of earth embodies endurance, solidity, and stability. This spell epitomizes those qualities. You cover yourself with loose-fitting armor made from stones, pebbles, and slabs of rock, held in place by your elemental magic.

Rock Armor Sorcerer Utility 2

You shield yourself with armor shaped from the rock, pebbles, and earth around you.

Daily ♦ Arcane, Elemental, Stance

Minor Action Personal

Effect: You assume the rock armor stance. Until the stance ends, you are slowed and gain resistance to all damage equal to your Charisma modifier.

Shield of Flames This spell invokes elemental fire and wraps it around your body, deterring your enemies from attacking you or even remaining nearby. You look like you are standing in the heart of a conflagration, but the flames do not harm you in the least.

Shield of Flames Sorcerer Utility 2

You conjure a sphere of blazing hot flames, obscuring your form and damaging enemies who tarry too close.

Encounter ♦ Arcane, Aura, Elemental, Fire

Minor Action Personal

Effect: You activate an aura 1 that lasts until the end of your next turn. You have partial concealment against enemies in the aura, and any creature that makes a melee attack against you or ends its turn in the aura takes fire damage equal to your Charisma modifier. A creature can take this damage only once per turn.

Wall of Water You bring a volume of water from the elemental plane and shape it into a short-lived barrier. The wall is permeable, but it slows and deflects attacks and requires a substantial effort to push through. In addition, creatures passing through the wall are soaked to the skin.

Wall of Water Sorcerer Utility 2

You shape water into a foot-thick vertical wall that interferes with attacks and movement for a short time.

Daily ♦ Arcane, Elemental

Minor Action Area wall 5 within 10 squares

Effect: You create a wall of water that lasts until the end of your next turn. The wall provides superior cover against attacks made through it. A creature must swim to move through the wall (Athletics DC 10). In addition, a creature passing through the wall gains vulnerable 5 cold until the end of its next turn.

Sustain Minor: The wall persists until the end of your next turn.

Special: If any part of the wall meets an area of liquid water at least 5 squares in size, you can increase the area to a wall 10.

Whirling Wind You summon a strong blast of wind, which blows away from you. Any creature in the area has a difficult time pushing itself upwind and is hampered by blowing dust and light debris in the air. Small, light objects—for example, paper, cloth, and baskets—are swept out of the area.

Whirling Wind Sorcerer Utility 2

Whirling air surrounds you, protecting you and obscuring your position.

Encounter ♦ Arcane, Elemental, Zone

Minor Action Close burst 1

Effect: The burst creates a zone of lightly obscured squares that lasts until the end of your next turn. Creatures in the zone must spend 1 extra square for each square of movement toward you.

Level 6 Utility Powers

Raise Stone This spell causes a 5-foot-wide column of stone to grow or subside beneath a nearby patch of ground, giving you the ability to change its elevation. Though it is difficult to employ as an attack, you could block a 5-foot-wide passageway, lift a square containing a helpless comrade out of the reach of enemies, sink a boulder out of your way, or provide yourself with an elevator to reach a high ledge.

Raise Stone Sorcerer Utility 6

You raise or lower a column of rock from the ground.

Encounter ♦ Arcane, Elemental

Minor Action Ranged 5

Target: One square of stone, mud, or dirt

Effect: You cause the target square to rise up to 20 feet or sink up to 10 feet. If you raise the square, the area below it is filled with solid rock and becomes blocking terrain. Creatures in the target square can shift 1 square as a free action to avoid being raised or lowered. This power cannot be used to harm a creature, and any such use causes the power to fail. The target square remains at its new elevation until the end of the encounter.

Fire Stride This spell grants you the ability to move between two nearby fires with a single step. A clever fire elemental can become extremely elusive in a place where numerous fires are burning in close proximity—for example, the hearth-fires of a town or village, the campfires of an army, or the burning trees of a forest fire.

Fire Stride Sorcerer Utility 6

You step into a blazing fire and instantly teleport to another nearby fire without harm.

At-Will ♦ Arcane, Elemental, Teleportation

Move Action Personal

Requirement: You must be adjacent to a fire of campfire size or larger.

Effect: You teleport up to 10 squares to a square adjacent to a fire of campfire size or larger.

Water to Ice The energy most often associated with elemental water is cold, which is useful in battle and also when defeating the right sort of obstacle or preparing a battleground. This spell instantly causes water in the area to freeze, becoming slick, hard ice. Large bodies of water freeze to a depth of only 6 inches, but that is more than enough to form an impromptu bridge or raft.

Water to Ice Sorcerer Utility 6

Using cold to directly harm your enemies is one thing. You can also turn it to your advantage by using cold against water, freezing the area around you.

Encounter ♦ Arcane, Elemental

Standard Action Area burst 3 within 10 squares

Effect: You cause nonliving water in the burst to freeze to a depth of 6 inches. Mud or swamp freezes, becoming normal terrain. Wet floors change to slick ice, becoming difficult terrain. Ice covers bodies of water in the area, which can now be walked on (although the ice is difficult terrain). A creature that enters a square of this ice or starts its turn there must make a DC 11 Acrobatics check or fall prone. The transformed ice remains frozen until it melts naturally.

Wind Rider Many air elementalists naturally long to take wing, but other elementalists find the ability to fly useful as well. This spell grants you the ability to surf on powerful but unpredictable updrafts. Balancing on an unseen column of wind is strenuous, but you can remain airborne indefinitely.

Wind Rider Sorcerer Utility 6

Powerful winds bear you aloft by pushing against the ground beneath you.

Encounter ♦ Arcane, Elemental

Minor Action Personal

Effect: Until the end of your next turn, you can fly up to your speed as a move action (altitude limit 4). You grant combat advantage while aloft.

Sustain Standard: The effect persists until the end of your next turn.

Level 10 Utility Powers

Control Flame At your command, fires die down or leap up and blaze with renewed fury. You can also cause a fire to leave its fuel source and burn in another spot altogether.

Control Flame Sorcerer Utility 10

You command a fire to burn more fiercely, or move it to a new location.

Encounter ♦ Arcane, Elemental

Standard Action Close burst 3

Effect: You take control of each nonliving fire in the burst that is not controlled by a creature. Choose one of the following options for each fire.

Expand: The fire expands to a square adjacent to it.

Extinguish: The fire is extinguished.

Relocate: You move the fire up to 2 squares.

Expanded or relocated flames return to their normal size and location at the end of your next turn.

Sustain Minor: The effect persists until the end of your next turn, and you can expand, extinguish, or relocate the controlled flames again.

Earth Passage This spell allows you to pass through earth, rock, or worked stone as easily as you stride across a room. You can traverse a wall made of stone and rubble, stride through a cave-in, or escape a jail cell by walking through the floor.

Earth Passage Sorcerer Utility 10

You stride through earth or stone as if it isn't there.

Encounter ♦ Arcane, Elemental

Move Action Personal

Effect: You move up to your speed. During this movement, you can pass through stone, rock, sand, or earth, and you have tremorsense 1. If you end this movement inside solid earth, you immediately move to an unoccupied square nearest your entry point.

Elemental Shield In natural manifestations or in the hands of your enemies, elemental power can be a deadly threat. This spell lets you counter an enemy that is attacking with acid, cold, fire, lightning, or thunder, shielding the party from the worst effects for a short time.

Elemental Shield Sorcerer Utility 10

You block a dangerous manifestation of the elements with an immediate counterspell, protecting yourself and your allies.

Daily ♦ Arcane, Elemental

Immediate Interrupt Close burst 2

Trigger: You or an ally within 2 squares of you takes acid, cold, fire, lightning, or thunder damage.

Target: You and each ally in the burst

Effect: Until the end of your next turn, each target gains resist 10 to the triggering damage type.



Elemental warding puts a barrier of lightning between a sorcerer and a displacer beast

Elemental Warding This spell creates a barrier of elemental energy in a small area. An ally that ventures into the area feels a coruscating bubble of your chosen element surrounding his or her position.

Elemental Warding Sorcerer Utility 10

You ward an area with seething elemental power.

Encounter ♦ Arcane, Elemental, Zone

Minor Action Close burst 10

Target: One, two, or three squares in the burst

Effect: Choose acid, cold, fire, lightning, or thunder. Each target square becomes a zone that lasts until the end of the encounter. You or an ally gains resist 10 to damage of the chosen type while in the zone.

Level 16 Utility Powers

Elemental Translation This spell opens a gate to the Elemental Chaos, shifting a large mass of raw elemental material from that plane to yours. The material comes into existence too slowly to be effective as an attack, but it provides you with many options for altering your environment. The material you bring forth is real and permanent, although air quickly disperses and fire burns out if it has no fuel.

Elemental Translation Sorcerer Utility 16

You create a large volume of elemental material.

Daily ♦ Arcane, Elemental

Minor Action Close blast 3

Target: Each creature in the blast

Effect: You push each target to a square adjacent to the blast. If a target can't be pushed, its space is excluded from the blast. Choose air, earth, fire, or water to determine the blast's effect.

Air: Normal fires in the blast are extinguished, and gases or vapors are dispersed.

Earth: The blast is filled with firmly packed dirt and is blocking terrain.

Fire (Zone): Burning embers and flames create a zone that lasts until the end of the encounter. Any creature in the zone has vulnerable 10 fire.

Water: A mass of water appears in the blast and collapses into a pool 2 feet deep and 10 squares in diameter centered on the blast, becoming difficult terrain until the end of your next turn. It then becomes 6 inches deep and 20 squares in diameter, and has no effect on movement.

Icy Integument This spell covers you in armor made of ice, which radiates intense cold all around you. Not only does the integument provide excellent protection, but long, jagged icicles growing from your icy armor also endanger any enemy who tries to strike you.

Icy Integument Sorcerer Utility 16

You armor yourself with ice covered in sharp icicles. You radiate bitter cold, slowing your attackers.

Encounter ♦ Arcane, Aura, Cold, Elemental

Minor Action Personal

Effect: You activate an aura 1 that lasts until the end of your next turn. Any creature in the aura that makes a melee attack against you takes cold damage equal to 10 + your Charisma modifier, and it is slowed until the end of its next turn. While the aura is active, you have partial cover.

Tornado Leap Winds that would batter and scour any other creature are your servants. This spectacular spell flings you across the battlefield in a cyclone of air. As the cyclone slows, you retain the ability to fly at a more sedate pace for a short time.

Tornado Leap Sorcerer Utility 16

You leap into the air in a violent cyclone.

Encounter ♦ Arcane, Elemental

Move Action Personal

Effect: You fly up to your speed + 2. You also gain a fly speed equal to your speed and can hover until the end of your next turn.

Level 22 Utility Powers

Elemental Rift This spell creates a swirling vortex leading to the Elemental Chaos. Any creature that enters the area is sucked toward the rift; if it fails to exit the area, it is banished to the Elemental Chaos for a time. *Elemental rift* is a powerful deterrent to most foes, and it can make a wide area virtually impassable.

Elemental Rift Sorcerer Utility 22

You open a vortex leading to the elemental planes. Any creature that ventures too close is sucked inside it.

Encounter ♦ Arcane, Elemental, Zone

Standard Action Area burst 2 within 10 squares

Effect: The burst creates a zone that lasts until the end of your next turn. When an enemy enters the zone or starts its turn there, it is slowed until the end of its next turn and pulled 1 square toward the center of the zone. If a creature ends its turn in the zone, it is removed from play (save ends).

Sustain Minor: The zone persists until the end of your next turn.

Suppress Element With this spell, a powerful elemental can suppress the strength of other elements in his or her vicinity. For example, a fire elemental might choose to suppress elemental water, reducing cold damage and hindering water creatures that remain close by.

Suppress Element Sorcerer Utility 22

You weaken the strength of effects and creatures affiliated with one of the elements.

Encounter ♦ Arcane, Aura, Elemental

Minor Action Personal

Effect: You activate an aura 3 that lasts until the end of the encounter. Choose air, earth, fire, or water to determine the aura's effect.

Air: Lightning damage is halved against you and your allies in the aura. If an enemy that has the air subtype ends its turn in the aura, that enemy is dazed until the end of its next turn.

Earth: Thunder damage is halved against you and your allies in the aura. If an enemy that has the earth subtype ends its turn in the aura, that enemy is dazed until the end of its next turn.

Fire: Fire damage is halved against you and your allies in the aura. If an enemy that has the fire subtype ends its turn in the aura, that enemy is dazed until the end of its next turn.

Water: Cold damage is halved against you and your allies in the aura. If an enemy that has the water subtype ends its turn in the aura, that enemy is dazed until the end of its next turn.

Warlock

The warlock's world is one shaped by mysterious relationships—trafficking with dark powers from beyond mortal ken that offer secrets of magical knowledge in exchange for service, information, souls, or some other inscrutable end.

A warlock might forge a pact with a mercurial fey creature, a calculating devil, or a being from the darkness between the stars. There are warlocks bound to great magical kings, and those who draw power out of vestiges from beyond time. Perhaps the most feared of all, however, are those who risk the world's annihilation by consorting with the primordial that strain against their chains and rattle their cages in a desperate attempt to escape their ages-old exile.

Under most circumstances, primordials care nothing for mortals and barely acknowledge their existence. Elemental pact warlocks thus go about bargaining with these powers in different ways. They often absorb magic from different entities at different times, calling forth elemental fire from Imix at one moment and then borrowing from Ben-hadar the next. A primordial's moral predilections, if the entity has any, rarely play a part in the warlock's worldview,

since an elemental pact warlock doesn't serve an individual primordial but rather serves them all.

PACTS WITH PRIMORDIALS

Primordials are restless. They strain against the adamantine chains placed upon them. They fight to rouse themselves from the slumber to which they were consigned. They dream of vengeance, they hunger for freedom, and they pine for a day when they can reclaim what is theirs. Primordials are unmoved by mortal matters, unconcerned with other creatures' trivial triumphs and defeats.

As such, a warlock seeking a relationship with a primordial does not make a bargain in the traditional sense of the word. No negotiation occurs. An offering of one's fealty is all that is needed. This opening of oneself creates a connection, forged between an uncaring patron and an infinitesimal speck. The bond comes to shape the mortal's identity, warping his or her nature, until the warlock becomes a mighty extension of his or her unknowable benefactor.

As an elemental pact warlock, you have dared to open the floodgates to elemental power. Your prize



This warlock's elemental ability, known as Yan-C-Bin's breath, is a potent weapon against a carrion crawler

for approaching the providers of this power is the ability to incorporate their destructive and capricious energy into your spells. Regardless of the kind of warlock you are, a strong personality is crucial for shaping and controlling elemental foes, so be sure to make your Charisma your highest score. Elemental magic is taxing and demands much from your body. Constitution should be your next highest ability score.

The elemental pacts presented here are for warlocks created using the *Player's Handbook* or *Heroes of the Forgotten Kingdoms*.

NEW ELDRITCH PACT

When you choose the Eldritch Pact for your *Player's Handbook* warlock, the elemental pact is among your options.

Elemental Pact

The Elemental Chaos's power lured you into forging a pact with one of the inscrutable primordials. You reached into the roiling Plane Below and stole its power. Your magic is wild and random, changing to suit the powers you serve. The elemental power fueling your spells surprises your enemies with the seemingly random energy you can loose against them.

Elemental Affinity: After each rest, roll a d10 to determine your current elemental affinity. You can choose the damage type when you use your second wind, but the type changes again when you rest.

d10	Affinity
1-2	Acid
3-4	Cold
5-6	Fire
7-8	Lightning
9-10	Thunder

On your turn, when you use an arcane attack power that deals force, necrotic, poison, or psychic damage, you can change the damage type to match that of

your current elemental affinity. Your elemental affinity's damage type replaces each instance of force, necrotic, poison, and psychic damage that the power deals.

Chromatic Bolt: You gain the *chromatic bolt* power (page 102).

Accursed Affinity: You have the Accursed Affinity pact boon. When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, the next enemy you place your Warlock's Curse on gains vulnerable 5 to the damage type matching your current elemental affinity. This vulnerability is cumulative with the enemy's existing vulnerability to the same damage type, if any, and lasts until the curse ends. The vulnerability increases to 10 at 11th level and 15 at 21st level.

NEW HEXBLADE PACT

When you choose the pact for your hexblade warlock (see *Heroes of the Forgotten Kingdoms*), the elemental pact is among your options.

Elemental Pact

Your pact is an unusual one, since you might have made it with unwilling or unaware primordial partners. Inviting elemental power into your soul affects a subtle transformation that gives you access to elemental magic's raw, destructive potential. You venture into the wider world as a champion of destruction, a force for upheaval, armed with the power of chaos.

Level 1: Elemental Pact Reward

Your primordial connections keep you supplied with elemental power that you can release through your magical attacks.

Benefit: You gain proficiency with scale armor. In addition, you gain a bonus to the damage rolls of your warlock and warlock paragon path attack powers.

ELEMENTARY VIEWPOINT: BEY AD-AZAZIN, FLAME OF SHAHI

You name us tyrants? Despots? Cruel taskmasters who bend all to our will to feed our appetites? How little you mortals know. What did you think would happen when the primordials fell? Did you imagine the Abyss would be free to expand, to consume the entirety of the Elemental Chaos unchecked? I understand how the nature of my homeland might suggest that we elementals are of a single mind—wild and free, reckless, random in our violence, like untamed savages hungry to rend flesh and crack bones. Nothing could be further from the truth. I shall grant you a reprieve for holding to such beliefs. No need to thank me.

You see, mortal, we are the bulwark holding back chaos. We are order. We are law. We rule because it is proper and right. We rule because without us, the Abyss would consume everything—and then where would you be?

The noble efreets learned the lessons of this plane early. A firm hand is needed to ensure obedience and to repel the chaotic forces chipping away at our achievements. You might call the laws of this fair city harsh, perhaps draconian, and you would be right. But we have next to no crime, and all who live under our laws are safe and secure from the world without. Now tell me, worm, which of your mortal cities can say the same?

The bonus equals your Constitution modifier. The bonus increases to 2 + your Constitution modifier at 5th level, 4 + your Constitution modifier at 15th level, and 6 + your Constitution modifier at 25th level.

At 9th level, you also gain this bonus to the damage rolls of the creature you summon with *summon warlock's ally*.

Level 1: Elemental Pact Boon

Souls wriggling free from those slain on the battlefield excite the chaos flowing from your pact. Elemental energy rushes out and protects you from harm. The fading life force enables you to become a creature of chaos, if only for a few moments.

Benefit: You gain the *warding chaos* power.

Warding Chaos Warlock Utility

Energy flares from a dying enemy, warding you against elemental damage.

At-Will ♦ Arcane, Elemental

Free Action **Personal**

Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.

Effect: You gain resist 5 acid, cold, fire, lightning, and thunder until the end of your next turn. You can shift up to a number of squares equal to your Constitution modifier.

Special: You can use this power only once per round.

Level 1: Elemental Pact Weapon

The original *blade of chaos* was forged from a broken piece of panoply belonging to Miska the Wolf-Spider that was lost when the fabled Wind Dukes of Aqaa defeated him. A fouled bit of steel, nearly overlooked as mere debris, it contained a fragment of the primordial's essence. Other blades of this sort have been crafted over the years, each one channeling raw, chaotic force and enabling the wielder to turn it to advantage.

A curved chopping sword with a single serrated edge, a *blade of chaos* is a physical manifestation of a warlock's elemental pact. Although it appears heavy and unwieldy, the blade is easily wielded in one hand. One can feel elemental power roiling in the steel, as if the weapon were alive.

The blade's bearer can call forth its wrath with two powers born in chaos. *Unraveling strike* breaks down a creature's natural resistances to elemental magic, and *elemental wrath* releases a flood of destructive energy in whatever form the wielder chooses, to blast a foe and destroy anyone else who comes too close.

Blade of Chaos Warlock Item

This large, curved blade has a single serrated edge.

Weapon Category: One-handed military melee weapon

Weapon Group: Heavy blade

Proficiency Bonus: +3

Damage: 2d4

Property: High crit

Unraveling Strike Warlock Attack

Brilliant colors flare around your blade, rending your enemy's defenses to create an opening for your next attack.

At-Will ♦ Arcane, Elemental, Implement, Weapon

Standard Action **Melee weapon**

Requirement: You must use this power with your *blade of chaos*.

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. Choose acid, cold, fire, lightning or thunder. The target gains vulnerable 3 to that damage type until the end of your next turn.

Level 21: 2[W] + Charisma modifier damage.

Special: You can use this power as a melee basic attack.

Elemental Wrath Warlock Attack

Your serrated blade shreds an enemy's resistances to the elements while surrounding you with destructive energy.

Encounter ♦ Arcane, Aura, Elemental, Implement, Weapon; **Varies**

Standard Action **Melee weapon**

Requirement: You must use this power with your *blade of chaos*.

Special: Each time you use this power, choose acid, cold, fire, lightning, or thunder. The power's damage is that type.

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2[W] + Charisma modifier damage, and the target loses any resistance or immunity to this power's damage type until the end of your next turn.

Level 13: 3[W] + Charisma modifier damage.

Level 23: 4[W] + Charisma modifier damage.

Effect: You activate an aura 1 that lasts until the end of your next turn. Any creature that enters the aura or starts its turn there takes damage equal to your Constitution modifier. A creature can take this damage only once per turn.

Level 7: Elemental Pact Weapon Retribution

Enemies realize their error in attacking you when you instantly blast their thoughts with a psychic scream fueled by the chaos residing in your serrated blade.

Benefit: You gain the *elemental roar* power.

Elemental Roar**Warlock Attack**

A terrible howling tears into your enemy's mind in retribution for its attack.

Encounter ♦ Arcane, Elemental, Psychic

Immediate Reaction Melee 1

Requirement: You must be holding your *blade of chaos*.

Trigger: An adjacent enemy attacks you.

Target: The triggering enemy

Effect: 5 + your Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn.

Level 17: 10 + your Charisma modifier psychic damage.

Level 27: 15 + your Charisma modifier psychic damage.

Level 9: Summon Warlock's Ally (Elemental)

The archons first appeared during the Dawn War as an answer to the angelic legions making up the gods' armies. Forged in vast numbers from elemental materials, the archons had keen intellects and an abiding hatred for their immortal foes. You can call upon an archon to aid you in battle. Although the archon has little reason to aid you, the blade you bear bends it to your will, and thus the archon fights at your side.

Benefit: You can use *summon warlock's ally* to summon an archon grunt. When you use this power, roll a d4 to determine the type of archon grunt you summon: 1, air; 2, earth; 3, fire; or 4, water.

Air Archon Grunt **Level 9 Summoned Creature**

Medium elemental humanoid (air)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the archon if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 6, fly 6

☼ **Gift of Wind** ♦ **Aura 2**

You gain a +2 power bonus to Acrobatics checks while you are in the aura.

Fluttering Form

Whenever the archon takes damage from a melee attack, the attacker can slide the archon 1 square.

‡ **Standard Action** ♦ **At-Will**

Attack: Melee 1 (one creature); your level + 7 vs. AC

Hit: 2d8 + your Charisma modifier damage, and the target is immobilized until the end of your next turn.

⚡ **Minor Action** ♦ **At-Will** (1/round)

Effect: The archon walks, shifts, runs, stands up, squeezes, or crawls.

Opportunity Action ♦ **At-Will**

Trigger: An enemy hits you with a melee attack while you are adjacent to the archon.

Effect: The archon pushes the triggering enemy up to 3 squares.

Earth Archon Grunt **Level 9 Summoned Creature**

Medium elemental humanoid (earth)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the archon if an effect allows it to spend one

Defenses your defenses (+2 to AC and Fortitude), not including any temporary bonuses or penalties

Speed 6 (earth walk)

☼ **Gift of Stone** ♦ **Aura 2**

You gain a +2 power bonus to Endurance checks while you are in the aura.

Shattering Tremors

Whenever the archon takes thunder damage, it is slowed until the end of its next turn.

‡ **Standard Action** ♦ **At-Will**

Attack: Melee 1 (one creature); your level + 7 vs. AC

Hit: 2d10 + your Charisma modifier damage, and the archon pushes the target up to a number of squares equal to your Constitution modifier.

⚡ **Minor Action** ♦ **At-Will** (1/round)

Effect: The archon walks, shifts, runs, stands up, squeezes, or crawls.

Opportunity Action ♦ **At-Will**

Trigger: An enemy hits you with a melee attack while you are adjacent to the archon.

Effect: The triggering enemy falls prone.

Fire Archon Grunt **Level 9 Summoned Creature**

Medium elemental humanoid (fire)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the archon if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 7

Resist 10 fire

☼ **Gift of Fire** ♦ **Aura 2**

You gain a +2 power bonus to Intimidate checks while you are in the aura.

Guttering Flames

Whenever the archon takes cold damage, it cannot shift until the end of its next turn.

‡ **Standard Action** (fire) ♦ **At-Will**

Attack: Melee 1 (one creature); your level + 7 vs. AC

Hit: 2d8 + your Charisma modifier fire damage, and the target gains vulnerable 5 fire until the end of your next turn.

⚡ **Minor Action** ♦ **At-Will** (1/round)

Effect: The archon walks, shifts up to 3 squares, runs, stands up, squeezes, or crawls.

Opportunity Action (fire) ♦ **At-Will**

Trigger: An enemy hits you with a melee attack while it is within 7 squares of the archon.

Effect: The archon shifts up to 7 squares to a square adjacent to the triggering enemy. The enemy then takes 5 fire damage.



A tiefling hexblade prepares to turn and fight before an ogre can finish its onrushing assault

Water Archon Grunt Level 9 Summoned Creature

Medium elemental humanoid (aquatic, water)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the archon if an effect allows it to spend one

Defenses your defenses (+2 to AC and Reflex), not including any temporary bonuses or penalties

Speed 6, swim 6

☀ Gift of Water ♦ Aura 2

You gain a +2 power bonus to Athletics checks while you are in the aura.

Aquatic

The archon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Frozen Waves

Whenever the archon takes cold damage, it is slowed until the end of its next turn.

⚔ Standard Action ♦ At-Will

Attack: Melee 1 (one creature); your level + 7 vs. AC

Hit: 1d10 + your Charisma modifier damage, and ongoing 5 damage (save ends).

Minor Action ♦ At-Will (1/round)

Effect: The archon walks, shifts, runs, stands up, squeezes, or crawls.

Opportunity Action ♦ At-Will

Trigger: An enemy hits you with a melee attack while you are adjacent to the archon.

Effect: The archon slides the triggering enemy up to 2 squares.

Level 25: Greater Summon Warlock's Ally (Elemental)

The primordials' firstborn, the titans witnessed and aided in the world's creation. Each titan is a vast being armed with elemental power reflecting its maker's nature and temperament. Hate drives these creatures, and they rule as petty tyrants over domains populated by giants and lesser creatures. Not even you, with all your magical power, can compel these creatures to serve you, so when you summon a titan, you are calling forth a mere fragment of its essence in whatever elemental substance is at hand.

Benefit: You can use *summon warlock's ally* to summon a titan warrior. When you use this power, roll a d4 to determine the type of titan warrior you summon: 1, air; 2, earth; 3, fire; or 4, water.

**Earth Titan Warrior Level 25 Summoned Creature**

Huge elemental humanoid (earth, giant)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the titan if an effect allows it to spend one**Defenses** your defenses, not including any temporary bonuses or penalties**Speed** 6 (earth walk)**Immune** petrification☀ **Stone Body** ◆ **Aura 2**

You gain a +4 power bonus to Endurance checks while you are in the aura.

⚔ **Standard Action** ◆ **At-Will****Attack:** Melee 3 (one creature); your level + 7 vs. AC
Hit: 4d10 + your Charisma modifier damage.**Minor Action** ◆ **At-Will** (1/round)**Effect:** The titan walks, shifts, runs, stands up, squeezes, or crawls.**Minor Action** ◆ **Encounter****Effect:** Until the end of your next turn, each enemy that enters the titan's aura or starts its turn there falls prone.⚔ **Opportunity Action** ◆ **At-Will****Trigger:** An enemy adjacent to you and within 3 squares of the titan willingly moves without shifting.**Attack:** Melee 3 (triggering enemy); your level + 5 vs. Reflex
Hit: 5 damage, and the target is dazed (save ends).**Fire Titan Warrior Level 25 Summoned Creature**

Huge elemental humanoid (fire, giant)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the titan if an effect allows it to spend one**Defenses** your defenses, not including any temporary bonuses or penalties**Speed** 8☀ **Agile Flames** ◆ **Aura 2**

You gain a +4 power bonus to Acrobatics checks while you are in the aura.

⚔ **Standard Action** (fire) ◆ **At-Will****Attack:** Melee 3 (one creature); your level + 7 vs. AC
Hit: 4d10 + your Charisma modifier fire damage.**Minor Action** ◆ **At-Will** (1/round)**Effect:** The titan walks, shifts, runs, stands up, squeezes, or crawls.**Minor Action** (fire) ◆ **Encounter****Effect:** Until the end of your next turn, each enemy that ends its turn in the titan's aura takes 10 fire damage.⚔ **Opportunity Action** (fire) ◆ **At-Will****Trigger:** An enemy ends its turn adjacent to you and within 5 squares of the titan.**Attack:** Ranged 5 (triggering enemy); your level + 5 vs. Reflex
Hit: 10 damage, and ongoing 10 fire damage (save ends).**Frost Titan Warrior Level 25 Summoned Creature**

Huge elemental humanoid (cold, giant)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the titan if an effect allows it to spend one**Defenses** your defenses, not including any temporary bonuses or penalties**Speed** 8 (ice walk)☀ **Icy Strength** ◆ **Aura 2**

You gain a +4 power bonus to Athletics checks while you are in the aura.

⚔ **Standard Action** (cold) ◆ **At-Will****Attack:** Melee 3 (one creature); your level + 7 vs. AC
Hit: 4d10 + your Charisma modifier cold damage.**Minor Action** ◆ **At-Will** (1/round)**Effect:** The titan walks, shifts, runs, stands up, squeezes, or crawls.**Minor Action** (cold) ◆ **Encounter****Effect:** Until the end of your next turn, the titan's aura is difficult terrain for enemies that lack ice walk, and each enemy that ends its turn in the aura takes 10 cold damage.⚔ **Opportunity Action** ◆ **At-Will****Trigger:** An enemy adjacent to you and within 3 squares of the titan willingly moves without shifting.**Attack:** Melee 3 (triggering enemy); your level + 5 vs. Fortitude
Hit: 5 damage, the titan pushes the target up to 3 squares, and the target is immobilized (save ends).**Storm Titan Warrior Level 25 Summoned Creature**

Huge elemental humanoid (aquatic, giant)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the titan if an effect allows it to spend one**Defenses** your defenses, not including any temporary bonuses or penalties**Speed** 8, fly 4, swim 8☀ **Storm Sight** ◆ **Aura 2**

You gain a +4 power bonus to Perception checks while you are in the aura.

Aquatic

The titan can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

⚔ **Standard Action** (lightning, thunder) ◆ **At-Will****Attack:** Melee 3 (one creature); your level + 7 vs. AC
Hit: 4d10 + your Charisma modifier lightning and thunder damage.**Minor Action** ◆ **At-Will** (1/round)**Effect:** The titan walks, shifts, runs, stands up, squeezes, or crawls.**Minor Action** (lightning, thunder) ◆ **Encounter****Effect:** Until the end of your next turn, each enemy that ends its turn in the titan's aura takes 10 lightning and thunder damage.⚔ **Opportunity Action** (lightning) ◆ **At-Will****Trigger:** An enemy ends its turn adjacent to you and within 5 squares of the titan.**Attack:** Ranged 5 (triggering enemy); your level + 5 vs. Reflex
Hit: 5 lightning damage, and the target is dazed (save ends).

NEW WARLOCK POWERS

The powers in this section expand on those found in the *Player's Handbook* and other sources. These powers are among your options when you choose warlock powers of the given levels. These powers are especially appropriate for a warlock who has an elemental pact.

Level 1 At-Will Power

Chromatic Bolt Raw, unformed chaos wreaks havoc with the mind. Few creatures can comprehend the raw potential lurking within elemental energy. When you loose a *chromatic bolt*, you hurl an undulating missile created from unformed substance that can send agony lancing through your opponent's mind.

Chromatic Bolt Warlock Attack 1

You loose a crackling bolt of raw chaos against your foes.

At-Will ♦ Arcane, Elemental, Implement, Psychic
Standard Action Ranged 10

Target: One creature
Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier psychic damage, and one creature within 5 squares of the target takes psychic damage equal to your Constitution modifier.

Level 21: 2d8 + Charisma modifier psychic damage, and psychic damage equal to 3 + your Constitution modifier.

Level 1 Daily Power

Yan-C-Bin's Breath The evil prince of elemental water stirs in his watery prison, plotting the downfall of the gods and extending the influence of the Elder Elemental Eye across the world. Calling to Yan-C-Bin is perilous, since the monstrous primordial uses any excuse to extend a sliver of himself out from his prison.

Yan-C-Bin's Breath Warlock Attack 1

You exhale a cloud of roiling green vapor that melts anything it touches.

Daily ♦ Acid, Arcane, Elemental, Implement, Zone
Standard Action Close blast 3

Target: Each creature in the blast
Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier acid damage, and ongoing 5 acid damage (save ends).

Miss: Half damage.

Effect: The blast creates a zone that lasts until the end of your next turn. The zone is difficult terrain for creatures other than you. Each creature other than you that ends its turn in the zone takes 5 acid damage.

Sustain Minor: Roll a d6. On an odd result, reduce the zone's size by 1 square. On an even result, increase the zone's size by 1 square. If the zone occupies 0 squares, it ends. Otherwise, the zone persists until the end of your next turn.

Level 2 Utility Power

Stony Roots Arcane magic makes it possible for you to tie yourself to the earth, thus grounding you and preventing enemies from removing you from their path.

Stony Roots Warlock Utility 2

You draw elemental earth through your body to ensure that nothing can dislodge you from your position.

Daily ♦ Arcane, Elemental

Minor Action Personal

Effect: Until the end of the encounter, you can ignore forced movement, and you can make a saving throw when an attack would knock you prone. On a save, you don't fall prone.

Level 5 Daily Power

Tentacles of Cryonax The fallen primordial Cryonax is a monstrous power, his name whispered for fear of attracting his attention. This spell emulates his presence, causing tentacles to reach out from Cryonax's realm to crush anything they can.

Tentacles of Cryonax Warlock Attack 5

The temperature plummets as two ghastly, white tentacles emerge from out of nowhere to grab your enemies.

Daily ♦ Arcane, Cold, Conjunction, Elemental
Standard Action Close burst 10

Effect: You conjure two icy tentacles, each in an unoccupied square in the burst. The tentacles persist until the end of your next turn. Each creature other than you that starts its turn adjacent to a tentacle takes 5 cold damage, and it is slowed until the end of its next turn. While a tentacle persists, you can use the secondary power through it.

Secondary Power (Arcane, Cold, Elemental, Implement)

Standard Action Melee 2

Target: One enemy

Attack: Charisma vs. Reflex

Hit: 3d6 + Charisma modifier cold damage, the tentacle pulls the target 1 square, and the target is grabbed (save ends).

Each Failed Saving Throw: 5 cold damage.

Miss: Half damage.

Sustain Minor: Roll a d6. On a 1, remove one tentacle. On a 6, add one tentacle to an unoccupied square within 10 squares of you. If you have one or more tentacles remaining, the effect persists until the end of your next turn. Otherwise, the effect ends.

Level 6 Utility Power

Chaos Armor This spell draws energy from the Elemental Chaos and gathers it about you in a protective field. The field warps and crackles, and energy lashes out from you at opportune times.

Chaos Armor Warlock Utility 6

Power flows around you, girding you against the elements and lashing your enemies.

Daily ♦ Arcane, Elemental; **Varies**

Minor Action Personal

Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 10 to the chosen damage type. In addition, whenever an enemy hits you with an attack during your turn, one enemy within 5 squares of you takes damage of the chosen type equal to your Constitution modifier.

Level 10 Utility Power

Murky Deep A defensive spell, *murky deep* calls forth elemental water on the battlefield. Your connection to the Elemental Chaos lets you move safely through the area with great speed while your enemies flounder and struggle to advance through the dark waters.

Murky Deep Warlock Utility 10

A bead of moisture appears above your head and expands into great shimmering strands of befouled water.

Daily ♦ Arcane, Elemental, Zone

Minor Action Close burst 3

Effect: The burst creates a zone of lightly obscured squares that lasts until the end of your next turn. When you shift without leaving the zone, you can shift up to 2 additional squares in the zone. Any enemy that enters the zone or starts its turn there is slowed until the start of its next turn. A creature that has a swim speed ignores this effect.

Sustain Minor: The zone persists until the end of your next turn.

Level 15 Daily Power

Dream of Mual-Tar The primordial Mual-Tar, the Thunder Spirit, strains against its chains, demanding release from the divine bonds placed upon it. This spell draws forth a speck of its monstrous attention and invites its consciousness to join the struggle.

Dream of Mual-Tar Warlock Attack 15

A horrific serpent of lightning and thunder uncoils before you.

Daily ♦ Arcane, Elemental, Implement, Lightning, Thunder, Zone

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Charisma vs. Reflex

Hit: 3d6 + Charisma modifier lightning damage, and ongoing 5 thunder damage (save ends).

Each Failed Saving Throw: Each creature adjacent to the target takes thunder damage equal to your Charisma modifier.

Miss: Half damage.

Effect: The blast creates a zone that lasts until the end of your next turn. While in the zone, creatures other than you have vulnerable 5 lightning and vulnerable 5 thunder.

Sustain Minor: The zone persists until the end of your next turn. Roll a d6. On a 1, each creature in the zone can shift 1 square as a free action. On a 6, each creature other than you in the zone is slowed until the end of your next turn.

Level 16 Utility Power

Heart of the Storm The storms raging across the Elemental Chaos are almost beyond description. Violet lightning dances amid boiling clouds, while deafening thunder wracks the landscape for miles. Carried by winds that screech and moan, these storms rush about the plane to vent their wrath. This spell opens a tiny passage to one of these storms, letting the wind clear a path for you to escape.

Heart of the Storm Warlock Utility 16

A forceful wind shoves back the creatures around you to provide you an exit.

Encounter ♦ Arcane, Elemental

Move Action Close burst 2

Target: Each creature in the burst

Effect: You push each target 1 square. You then fly up to 8 squares.

ELEMENTAL VIEWPOINT: SARSIENE, TIEFLING HEXBLADE

Do I dabble in dangerous powers? Of course I do. I do not deny it, although I must say that I “dabble” in nothing. I am quite deliberate and single-minded in my work, especially because my rites—if not performed perfectly—might anger beings that could burn me to ash with a flick of a finger or level a city, should I inadvertently provide a door through which they might escape.

Before you pass judgment on me, however, consider this: No lesser power could arm me so well against the nightmarish foes I battle in the service of those who scorn and distrust me. I and my comrades willingly stand between you and monstrous horrors you could hardly imagine. How much more at risk would your life be if I were not here to protect you? Remember, all power has inherent danger. The magic I wield is simply a little more obvious than most in its potential peril.



The Fire Lord approves as another group of victims falls to the baleful eye of Imix

Level 19 Daily Power

Baleful Eye of Imix The infinitely ancient primordial Imix claims dominion over elemental fire. Believed to be chief among the Elder Elemental Eye's servants, Imix is favored for his malice and the great gains he provides cultists in their efforts to recruit followers in the natural world. This horrid spell bestirs the Flame Prince, so that Imix himself looks onto your struggles.

Baleful Eye of Imix Warlock Attack 19

A great fiery eye opens, and as the eye winks, it erupts in a burst of flames.

Daily ♦ Arcane, Conjunction, Elemental, Fire, Teleportation

Minor Action Ranged 10

Effect: You conjure a Large eye of Imix in an unoccupied space in range. The eye persists until the end of your next turn. Each creature other than you that starts its turn adjacent to the eye takes ongoing 10 fire damage (save ends). Any creature that enters the eye's space takes 10 fire damage and can then teleport up to 5 squares as a free action. Until the effect ends, you can use the secondary power.

Secondary Power (Arcane, Elemental, Fire, Implement) **Standard Action** Close burst 3 centered on the eye

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: 4d6 + Charisma modifier fire damage, and the eye pulls the target up to 2 squares.

Sustain Minor: The eye persists until the end of your next turn. Roll a d6. On a 1, you cannot use the secondary power on your next turn. On a 6, creatures within 3 squares of the eye take fire damage equal to your Charisma modifier.

Level 29 Daily Power

Fury of Ogrémoch The Lord of the Black Earth has nursed a grudge against the natural world since the gods first ripped it from his grasp. He craves the world's annihilation, if only to deny his enemies what they stole from him. Calling on Ogrémoch brings forth his malign presence in a whirling storm that petrifies creatures in its presence.

Fury of Ogrémoch Warlock Attack 29

The ground trembles and dust chokes the air as Ogrémoch's wrath encases your enemies and then explodes each stony casing in a spray of jagged shards.

Daily ♦ Arcane, Elemental, Implement **Standard Action** Close blast 5

Target: Each enemy in the blast

Effect: The target is immobilized (save ends).

First Failed Saving Throw: The target is instead restrained (save ends).

Second Failed Saving Throw: The target is instead petrified (save ends).

Aftereffect: As a free action, make the following attack, which is a close burst 2 centered on the target.

Target: Each creature in the burst

Attack: Charisma vs. Reflex

Hit: 3d6 + Charisma modifier damage. If the target was restrained by this power, this attack deals 1d6 extra damage to it. If the target was petrified by this power, this attack deals 2d6 extra damage to it.

Miss: Half damage.

Wizard

The roads to magical mastery are many and varied. Sorcerers call forth the power from within and bards channel arcane magic through story and song, but the wizard defines what magic is. For most wizards, magic is something learned and studied, a complex arrangement of formulas and mystical techniques buried in thick tomes, written in cramped hands using occult diagrams and strange symbols. After years spent in study and concentration, often under a stern master who guides his or her development, a wizard is free to use this scholarly training in pursuit of whatever objectives are important to the individual.

Scholarship is the most common path for the wizard—a dangerous route reserved for the brightest minds in the world—yet it is not the only one. The spells a wizard learns are things in the cosmos, complicated and often elusive, but they are things to be found, discovered, and used. Even though many wizards dredge up spells from old spellbooks, other sources provide this sort of magic. Great entities, mighty wizards in their own right, can lend magical knowledge to mortals in exchange for some inscrutable service. Other avenues might exist as well.

The following section presents new powers for wizards with a strong elemental theme, as well as a new wizard subclass, the sha'ir.

SHA'IR

Arcane Controller: Using magic granted by your gen servant, you take control of the battlefield with the raw forces of elemental energy.

Key Abilities: Intelligence, Constitution

Sha'irs cull magical energy from the Elemental Chaos to power their spells. Rather than pore over ancient formulas and techniques, these wizards bargain with elemental powers for the magical knowledge they need. Sha'irs do not deal directly with these powers; instead, they rely on proxies, elemental spirits called gen servants, to negotiate on their behalf. Dispatching these servants to the Elemental Chaos each day, a sha'ir replenishes the necessary power and information to wield the forces of creation.

Their unconventional methods, combined with their reputation for consorting with dangerous, often violent, powers, place sha'irs on the fringes of the magical world. Other wizards regard sha'irs with scorn and distrust, believing that they cheat by circumventing the arduous training and research wizards must typically undergo. This mistrust stems from ignorance, however, for even though a sha'ir

draws magic from a gen servant, a foundation in arcane training is necessary to wield the power he or she gains.

Since sha'irs do not clutter their minds with mystical formulas and arcane utterances, they have wider access to spells than other wizards enjoy. They need only know a spell's basic structure to request it from their gen servants. The gen servant then vanishes into the Elemental Chaos, where it bargains with more powerful elemental lords and creatures to acquire the spell the sha'ir seeks and then returns without fail to provide its master with the energy and means to cast the spell. So even though sha'irs do not employ spellbooks, they have access to the full expanse of wizards' most powerful and versatile spells.

The elemental powers that lend magical knowledge and energy to sha'irs do not do so without an expectation of recompense. Sha'irs often take up the adventurer's life for this reason. They work in the world and beyond as representatives, agents, and servants of their elemental masters. Many times a sha'ir does not even realize that his or her actions are furthering some elemental being's designs, and what might seem to be a normal expedition into the unknown could have consequences not realized for years to come.

Creating a Sha'ir

A sha'ir is a type of wizard, a class introduced in the *Player's Handbook*. To create a sha'ir, use the character creation rules in the *Rules Compendium* or the *Player's Handbook*. The Character Advancement table (page 159) summarizes how many powers and feats your sha'ir should have at each level, as well as when ability scores increase.

A sha'ir lacks these wizard class features from the *Player's Handbook*: Arcane Implement Mastery, Ritual Casting, and Spellbook. A sha'ir instead gains the class features Gen Servant and Elemental Resistance.

Sha'ir Traits

Hit Points: You start with hit points equal to 10 + your Constitution score. You gain 4 hit points each time you gain a level.

Bonus to Defenses: +2 to Will

Healing Surges per Day: 6 + your Constitution modifier

Armor Proficiencies: Cloth

Weapon Proficiencies: Dagger, quarterstaff

Implement Proficiencies: Orbs, staves, wands

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

Trained Skills: Arcana, plus three more from the list of class skills



A sha'ir and her djinnling servant

Ability Scores

When you determine your ability scores, Intelligence should be your highest score, since a keen intellect is needed to master the intricacies of magic and also determines the accuracy and potency of your spells. Constitution should be your next highest score. Channeling the elemental energy that powers your spells is physically demanding, especially when you summon creatures to serve you.

Your other abilities can reveal a great deal about your character's history and personality. A high Strength or Dexterity hints at physical hardships, perhaps faced in a barren or otherwise dangerous homeland. A low Strength could mean you lived a pampered life and gained your training from a classroom or tutor. A high Charisma could mean you won over the genies with your words, while a low Charisma could suggest that you were an outcast and dabbled in forbidden lore on your own.

Class Features

A sha'ir has the following class features, starting at level 1.

Gen Servant Elemental magic bows to no mortal master. Only those steeped in elemental energy or who can broker with the elemental powers can coax forth its magic. You enlist the aid of a minor elemental spirit, a gen servant, to keep you supplied with the magical energy you need to cast your spells. Each day, you dispatch this servant to the Elemental Chaos to steal, beg, or borrow this energy from the greater powers residing there. When the servant returns, the energy it brings back floods into your mind.

A gen servant is an arcane familiar forged from your own essence and that of elemental substance until it adopts a fixed and permanent form. As with any familiar, the characteristics that your gen servant takes on depend on you. The familiar might just be an extension of your magical abilities, or it might develop a distinctive personality, aiding you with knowledge from the Plane Below. How large a part your servant plays in your adventures is up to you.

Benefit: You gain the Arcane Familiar feat (page 142) as a bonus feat. You can choose any familiar normally available to a wizard or one of the familiars available only to sha'irs, which are described below.

At the end of each extended rest, when your familiar returns from its venture into the Elemental Chaos, you can replace one of your wizard daily attack powers or wizard utility powers with another wizard power of the same type. The new power must have a level, and its level must be the same as the old power's level.

Daolanin Stoic to the point of rudeness, daolanin tend to be dour and ill-tempered companions. They

prefer the truth, even when that truth cuts like a knife. Daolanin are squat creatures with brown or gray skin, dark hair, and brutish features. They are strong and fierce in battle and prove adept at keeping enemies at bay.

Daolanin	Familiar
<i>The crude and abrasive daolanin compensates for its unpleasant disposition through the command it displays over elemental earth.</i>	
Prerequisite: You must be a wizard (sha'ir).	
Speed 6	
CONSTANT BENEFITS	
Earth's Upheaval	
The ground adjacent to you and the daolanin is difficult terrain for enemies that lack earth walk.	
ACTIVE BENEFITS	
Gift of Stone	
When you use an arcane daily attack power, the daolanin pushes one enemy adjacent to it up to a number of squares equal to your Constitution modifier.	
Elemental Conduit	
Once per encounter, you can use your familiar's space as the origin for a close arcane attack power.	

Djinnling The mercurial djinnlings often have unpredictable personalities. They are quick to anger, but quicker to forget, tending to drift through many moods with little warning or reason. Djinnlings are short, thin humanoids with blue skin and tousled white hair. They are swift servants, and they can use the winds as weapons to disperse your enemies.

Djinnling	Familiar
<i>The djinnling's changeable nature does little to interfere with its willingness and ability to aid your cause.</i>	
Prerequisite: You must be a wizard (sha'ir).	
Speed 6, fly 4 (hover)	
CONSTANT BENEFITS	
Forceful Gusts	
You can slide one ally adjacent to you or to the djinnling 1 square as a minor action.	
ACTIVE BENEFITS	
Gift of Wind	
When you use an arcane daily attack power, you slide one creature adjacent to the djinnling up to 2 squares, and the djinnling shifts up to 2 squares.	
Elemental Conduit	
Once per encounter, you can use your familiar's space as the origin for a close arcane attack power.	

Efreetkin The aggressive and malicious efreetkin resemble their larger cousins in both appearance and temperament. With fiery hair, ruddy skin, and small horns sprouting from their brows, they look like little devils and often behave as such. They delight in causing mischief and are famous for causing trouble for their masters. Despite this tendency, efreetkin are potent allies in battle, and many sha'irs tolerate their wickedness because of the power they offer.

SHA'IR RACE CHOICES

The following races make good choices for a sha'ir character.

Genasi: The first sha'irs, according to most legends concerning these wizards, were genasi. Or, at least, they were the humans who eventually became the genasi when they ventured into the Elemental Chaos. As elemental creatures and sometime allies of the genie races, genasi excel at manipulating elemental power and easily weave chaos energy into their arcane spells to great effect. Furthermore, genasi can tap into their own elemental nature to manifest destructive energy or alter their forms to escape danger.

The genies look favorably upon the genasi, regarding them as distant cousins or perhaps children when they are condescending. For this reason, the genies readily aid genasi allies. They magnify the talent the genasi already possess. Sha'irs among genasi communities are highly respected and valued as leaders and envoys.

The gods have little place in the lives of genasi sha'irs. Even gods who oversee arcane magic, such as Corellon, are accorded little respect, since sha'irs circumvent the methods he taught to the mortal races. If a sha'ir showed any favor to a particular god, it would be either Ioun or Vecna.

Githzerai: The githzerai withdrew to the Elemental Chaos to escape the escalating war with the githyanki. Finding the Plane Below to be a suitable haven, its shifting, changing landscape covering their retreat, they established outposts and monasteries from which they could study their new home. Though many githzerai found that the chaos reflected the upheaval in their hearts and used the insights gained from their scrutiny to unlock their minds' power, a few found the energy itself tempting and bent their wills to mastering it as wizards and warlocks.

Settling in the Elemental Chaos brought the githzerai into conflict with demons and slaads almost at once. In answer, the githzerai made alliances with the more peaceful genies, and from those alliances the first sha'irs were created. Githzerai sha'irs most often operate as diplomats and envoys to djinns and efreetks. Within their communities, they might act as community leaders and advisors. Most githzerai sha'irs quit their communities altogether to explore the planes and increase their understanding of elemental magic.

Githzerai do not deal with gods often, and their sha'irs are no different. These people meet their spiritual needs by seeking enlightenment and evolving their minds beyond the limitations imposed by their bodies.

Efreetkin**Familiar**

The fires glowing from within an efreetkin's blackened flesh hint at the malice these servants hold for natural creatures.

Prerequisite: You must be a wizard (sha'ir).

Speed 8

CONSTANT BENEFITS**Friend of Flames**

You gain resist 5 fire.

STANDARD ACTIONS**Gift of Flame** (fire)

When you use an arcane daily attack power, one enemy adjacent to the efreetkin takes fire damage equal to 3 + your Constitution modifier.

Elemental Conduit

Once per encounter, you can use your familiar's space as the origin for a close arcane attack power.

Maridan The playful maridans are a good-natured servants, friendly and personable. They are creatures of elemental water, and their green skin and blue hair help them blend into the depths. Though their spirits are often high, maridans are easily dismayed and might become uncooperative or angry when threatened. Maridans are thought to be the most reliable of allies, and their influence on the battlefield can slow enemies and interfere with their attacks.

Maridan**Familiar**

The playful maridan brings levity to the most trying situations, yet its jocular nature never interferes with the performance of its duty.

Prerequisite: You must be a wizard (sha'ir).

Speed 6, swim 6

CONSTANT BENEFIT**Aquatic**

You and the maridan can breathe underwater. In aquatic combat, you gain a +2 bonus to attack rolls against nonaquatic creatures.

ACTIVE BENEFIT**Gift of Water**

When you use an arcane daily attack power, each enemy adjacent to the maridan is slowed, and you (if you are adjacent to the maridan) and each ally adjacent to it gain partial concealment. These effects last until the end of your next turn.

Elemental Conduit

Once per encounter, you can use your familiar's space as the origin for a close arcane attack power.

Sha'ir Cantrips The magic provided by a sha'ir's gen servant hints at the power to come, yet the sha'ir must first master the elementary, minor spells before attempting greater feats.

Benefit: You gain four cantrips of your choice. (This book includes cantrip options. See *Heroes of the Fallen Lands* or the *Player's Handbook* for others.)

Elemental Resistance As you and your familiar harvest magic from the Elemental Chaos, you learn to protect yourselves and your companions from elemental damage.

Benefit: At the end of each extended rest, choose acid, cold, fire, lightning, or thunder. Until the end

of your next extended rest, you and your allies have resistance to that damage type while adjacent to the familiar when it is in active mode. The resistance equals your Constitution modifier. At level 21, the resistance increases to twice your Constitution modifier.

Powers

Your sha'ir starts with eight wizard powers of your choice:

- ◆ Two 1st-level wizard at-will attack powers
- ◆ One 1st-level wizard encounter attack power
- ◆ One 1st-level wizard daily attack power
- ◆ Four wizard cantrips granted by the feature Sha'ir Cantrips

When choosing your powers, consider the wizard powers introduced in this book, which include magical effects that have strong thematic ties to the Elemental Chaos. The *Player's Handbook*, *Arcane Power*, *Heroes of the Fallen Lands*, and other sources present a variety of other wizard powers to choose from.

Skills

Your skills can reveal much about your character's past and upbringing, hinting at the circumstances that led to your character's becoming an adventurer and also what your character hopes to achieve. Interaction skills such as Bluff, Diplomacy, and Insight all improve your ability to negotiate, forge alliances, and manipulate others. Training in Bluff could mean you deceived an elemental entity into helping you, and Diplomacy might suggest that you won over the entity and gained its help through honest means.

Arcana might be the foundation for your magical training, but other knowledge skills such as Dungeoneering, History, Nature, and Religion demonstrate a broader education. Training in Dungeoneering could reflect some previous contact with Far Realm forces,

DEFINING YOUR GEN

Your gen servant is your most distinctive class feature and the one that sets you apart from other wizards. Not only does it keep you supplied with magical energy and help you overcome enemies in battle, it is a constant companion. You might see your gen servant as nothing more than a mechanical asset, a class feature you can use to get the upper hand in battle. Your gen servant can be much more, however, than just a notation on your character sheet. A gen can be a friend, confidant, or advisor.

When you imagine your gen, consider how you recruited it to your service. How did you meet? Did you help the gen through a difficulty? Or did you negotiate service with it, offering something in return for its aid? If you negotiated, what did you offer?



Her maridan companion looks apprehensive as an eladrin sha'ir holds a tome aloft invisibly

perhaps driving you to seek out an unconventional source of power to combat them. History suggests an academic origin; perhaps you learned your techniques in a grand academy, a concept further supported by training in Religion. Training in Nature might mean that you encountered an elemental entity in the wilderness, perhaps at a place steeped in chaos magic or where the planar boundaries are thin.

Feats

Certain feats are more useful to you at the start. As an implement user, any feat designed to increase your accuracy while also enhancing your ability to control enemies can serve you well. Orb Expertise, or a similar feat from the implement training category, improves your chance to hit while also letting you exert greater influence over your enemies. If you prefer damage, you can't go wrong with the Implement Focus feat.

Although implement training feats can benefit you in battle, other feats can serve your needs as well. Quick reaction feats, such as Aggressive Advantage and Improved Initiative, help you take control of the battlefield before your enemies have a chance to react.

Toughness, Durable, Resilient Focus, and other enduring stamina feats ensure that you keep your feet.

As tempting as it might be to choose your feat based on combat needs, you can also use your feat choice to reinforce your character's personality and background. Learning and lore feats such as Elemental Synergy and Jack of All Trades demonstrate increased applications for your knowledge skills. Elemental feats, Child of Wind for example, open up a wide range of possibilities to explore your unusual heritage.

Equipment

You have proficiency with cloth armor. Since you rely on magic to serve as your weapon, you have little need to arm yourself beyond a backup weapon for the rare occasion when you find yourself cornered.

Like all starting characters, you have 100 gp with which you can purchase your starting equipment. You should purchase an implement first. Orbs help wizards who favor strong control spells, while wands are good for expanding your spellcasting options and increasing your accuracy. Finally, a staff is a worthwhile choice if you favor defense over offense.

NEW WIZARD POWERS

The powers in this section expand on those found in the *Player's Handbook*, *Heroes of the Fallen Lands*, *Arcane Power*, and other sources. These powers are among your options when you choose wizard powers of the given levels.

Cantrips

Water Stride This cantrip emulates the Water Walking ritual, giving you the short-lived ability to pass across liquid obstacles such as streams or ponds.

Water Stride Wizard Utility

You speed across a liquid surface as if it were solid ground.

Encounter ♦ **Arcane**

Minor Action **Personal**

Effect: Until the end of your next turn, you can treat liquid surfaces as if they were solid ground but difficult terrain.

Whispering Wind A perfect spell for transmitting messages over short distances, you can use

whispering wind to warn allies of danger or to coordinate an attack.

Whispering Wind Wizard Utility

You speak a message to the wind and let it carry your words to an audience you choose.

Encounter ♦ **Arcane**

Standard Action **Personal**

Effect: You cause a breeze to carry a message of up to 25 words or a sound up to 6 seconds long to a place you choose. The destination must be within a number of miles equal to your Intelligence modifier and must be familiar to you, and it must be a location that the wind can reach. Once you complete the message or the sound, the wind travels at speed 5 (or 1 mile per hour) until it reaches the destination, where it conveys the message or the sound regardless of whether anyone hears it.

Special: You can have one *whispering wind* active at a time.

Level 1 At-Will Powers

Flame Arrow The war wizard Melf, also called Prince Brightflame, created *flame arrow* to ignite missiles with elemental flame. Although the spell was intended for use with projectiles such as arrows or bolts, any ranged weapon will do.

SOCIETY OF SHIFTING SANDS

The Society of Shifting Sands is an organization of sha'irs devoted to discovering and claiming artifacts lost beneath the desert sands. The society believes there was an ancient race of planar travelers who dwelt in deserts, and relics of the race's ancient magic lie hidden within their lost cities.

The society endears itself to desert settlements by setting up secret outposts for a time, bringing in new coin while chasing across the desert in search of artifacts. However, many of these settlements also become embittered when the society picks up and leaves.

Desert rulers are not happy with the Society of Shifting Sands, because these wizards tend to go where they want and dig up ancient cities, possibly unleashing who knows what in the way of curses. This conflict has led to all manner of unpleasantness in the past and has forced some members of the group underground. The society is extremely leery of making its goals and intentions known, and members rarely approach anyone directly for admission. Instead, they spread rumors that they are in an area and wait to see who seeks them out. Protective rituals and reliable informants help to keep the Shifting Sands out of trouble. In large part because the group keeps its activities secret, the number of newcomers to the society is necessarily limited. Over the last few years, the roster of membership has steadily declined, and still, only a handful of new members are recruited each year.

A schism has formed within the group. Some of its members would like to bring the society out of the shadows and make peace with local rulers. This would give them a freer hand in operations and allow them to swell their numbers. Other members of the society are happy with the group's low profile. For the most part, the society runs smoothly and doesn't draw undue attention to itself. By operating in this way, it has managed to gain quite a few prized artifacts without making enemies. At the current time, the society is in a state of indecision as both sides wait to see how and when the power struggle will begin in earnest.

At the head of the Shifting Sands is the Triumvirate, a group made up of the society's three most esteemed sha'irs. Once a year, the Triumvirate brings together all the society's members and gives them assignments. Most members take the assignments they are given without complaint and devote as much time as is reasonable to finishing their tasks, and they are free to use whatever resources are at their disposal.

Though somewhat haphazard in their record keeping, the members of the Shifting Sands are dedicated to their cause, and they rally to the defense of one of their own should the need arise. This is not a group to be feared, precisely, but respect is definitely in order.

Flame Arrow

Wizard Attack 1

By pointing at a projectile or a ranged weapon, you cause it to be wreathed in flame.

At-Will ♦ Arcane, Evocation, Fire, Implement

Standard Action Close burst 1

Target: You and each ally in the burst

Effect: The next ranged weapon attack that each target makes before the end of your next turn deals 1d6 extra fire damage.

Level 21: 2d6 extra fire damage.

Howling Wall Some wizards believe that wailing air elementals make the dreadful noise *howling wall* produces. Aside from the din, the spell is useful for spreading out your enemies since you can shape it in any way you wish.

Howling Wall

Wizard Attack 1

A screaming wind gusts across the battlefield, buffeting creatures in its path.

At-Will ♦ Arcane, Evocation, Implement

Standard Action Area wall 6 within 10 squares

Target: Each creature in the wall

Attack: Intelligence vs. Fortitude

Hit: You slide the target up to 2 squares, and it is slowed until the end of your next turn.

Level 1 Daily Powers

Watery Sphere Calling forth elemental water and shaping it into a sphere helps protect you while also giving you a powerful weapon to ensnare your enemies.

Watery Sphere

Wizard Attack 1

A single water droplet expands to overtake your enemies, trapping them inside an enormous watery sphere.

Daily ♦ Arcane, Implement, Transmutation, Zone

Standard Action Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: The target is immobilized and grants combat advantage (save ends both).

Miss: You must slide the target up to 3 squares to a square adjacent to the burst.

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain, and it grants partial cover to creatures on opposite sides of it. You can use a move action to move the zone up to 3 squares. If you do so, any creatures immobilized by this power and in the zone slide up to 3 squares, staying inside the zone. When a creature enters the zone or starts its turn there, you can use an immediate reaction to make the attack against that creature.

Sustain Minor: The zone persists until the end of your next turn.



A howling wall spell repels would-be assailants as well as any solid obstruction does

Wind Blade This spell gathers elemental air and compresses it into a razor-sharp blade. At your command, the blade flies through the air to slice your opponent to ribbons.

Wind Blade Wizard Attack 1

The moaning wind becomes a shrill whistle as you turn it into a blade perfect for slashing through your foes.

Daily ♦ Arcane, Conjunction, Force, Implement, Transmutation

Standard Action Ranged 5

Effect: You conjure a blade of solid wind in an unoccupied square within range. The blade lasts until the end of your next turn. Enemies adjacent to the blade grant combat advantage. You can use a move action to move the blade to a square within range. When the blade appears, it makes the following attack, and while the blade persists, you can repeat the attack as a standard action.

Target: One creature adjacent to the blade

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier force damage, and you can slide the target 1 square.

Sustain Minor: The blade persists until the end of your next turn.

Flare Wizard Utility 2

Multicolored sparks, sizzles, and sparks erupt from the fire and provide a momentary distraction.

Encounter ♦ Arcane, Zone

Minor Action Area burst 1 within 10 squares

Effect: The burst creates a zone of bright light that lasts until the end of your next turn. Creatures in the zone have partial concealment.

Protection from Missiles Most wizards prefer to fight from behind the front ranks. The biggest danger these wizards face is from ranged fire. *Protection from missiles* shields you and your nearby companions from arrows and bolts.

Protection from Missiles Wizard Utility 2

A wave of your hand calls forth a protective wind to disperse arrows and other missiles headed your way.

Daily ♦ Arcane, Zone

Minor Action Close burst 2

Effect: The burst creates a zone that lasts until the end of the encounter. While in the zone, you and your allies gain a +4 power bonus to all defenses against ranged weapon attacks.

Level 2 Utility Powers

Flare Flooding arcane energy into a small area can create a pyrotechnic display to impress and dazzle those who behold it.

Level 5 Daily Powers

Fire Mantle The obvious and destructive uses for elemental fire exist in many spells—yet, with proper finesse, fire can do more than destroy. *Fire mantle* protects a person from attacks by exacting a price from an enemy that comes too close.

RENOWNED ELEMENTAL MAGES

Mages have studied the schools of magic for thousands of years, and many of the most well-known spells were worked out long ago by wizards who lived and died in ancient times. However, the schools of the elements—pyromancy and its as yet unnamed equivalents in cold magic, earth magic, wind magic, and water magic—are recent innovations in the arcane arts.

Some of the leading theorists and spell inventors in the schools of the elements continue to pursue their researches to this day, and can be found by those who seek their knowledge . . . although it is not always wise to press an archmage for his or her secrets.

The adventurer Maximilian is the inventor of many spells of earth manipulation, including the well-known *earthen grasp*. A brilliant, flamboyant human nobleman, Maximilian was a rakehell and iconoclast who upended several wizards' guilds with his elemental theories twenty years ago. He disappeared in the Underdark while experimenting with what he referred to as node magic, but his apprentice Gerard carries on his work and now serves as a royal advisor in Therund.

Alamaera, an eladrin sage, is widely regarded as the creator of the school of elemental air. A subtle and patient individual, her interest in defensive magic led her to devise spells such as *howling wall* and *cloud form*. She is now a powerful elemental anchorite who dwells in a castle on a drifting earthmote in the Elemental Chaos. She is rumored to command the allegiance of powerful djinns.

Perhaps the most notorious of these elemental mages is the despicable Abi Dalzim. A student of rare and unusual water magic, Abi Dalzim devised the *watery double* spell as well as the vile incantation known as *horrid wilting*. Abi Dalzim is a short, wizened human of advanced years, with a long, white beard and a bejeweled turban. Cruel, imperious, and hungry for ever greater magical power, Abi Dalzim makes his home in a half-buried necropolis lost in the sands of the great southern deserts. He pays close attention to other wizards, whom he views as potential rivals, and has been known to ambush heroes after they have recovered rare magical treasures, taking what he wants from their desiccated corpses.

Fire Mantle Wizard Attack 5

You wreath yourself or an ally in protective fire, which punishes nearby foes.

Daily ♦ Arcane, Aura, Evocation, Fire
Standard Action Ranged 10

Target: You or one ally

Effect: You activate an aura 1 on the target that lasts until the end of the encounter or until the target dismisses it as a minor action. When any enemy enters the aura or ends its turn there, that enemy takes fire damage equal to your Intelligence modifier. An enemy can take this damage only once per turn.

In addition, until the aura ends, the target has partial concealment and resist 10 fire.

Ice Knife By freezing elemental water into ice, you create a weapon able to punch through armor or thick hide.

Ice Knife Wizard Attack 5

Hurling a blade of ice against your foe causes the ice to explode into jagged shards that tear through anything they hit.

Daily ♦ Arcane, Cold, Evocation, Implement
Standard Action Ranged 20

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier cold damage, and the primary target is immobilized (save ends).

Miss: Half damage.

Effect: Make the secondary attack.

Secondary Attack

Area burst 2 centered on the primary target

Secondary Target: Each creature in the burst other than the primary target

Secondary Attack: Intelligence vs. Fortitude

Hit: 5 cold damage, and the secondary target takes a -2 penalty to AC (save ends).

Level 6 Utility Powers

Conjure Fortification This spell was created to provide a hasty defense against a charging enemy or shore up an existing defense. Cunning wizards have also used it to create bridges across chasms, rivers, and other impediments.

Conjure Fortification Wizard Utility 6

A low stone wall rises from the ground, offering cover against attack or passage over an obstacle.

Daily ♦ Arcane, Conjunction

Standard Action Area wall 5 within 10 squares

Effect: You conjure a wall of stone. The wall can be up to 1 square high, and at least 2 squares of it must rest on a solid surface. The wall lasts until the end of the encounter. The wall is blocking terrain. A creature can climb the wall with a DC 15 Athletics check.



The ice knife spell is elemental water at its deadliest

Watery Double Calling forth elemental water and imbuing it with your essence gives you a temporary, though potent, advantage in combat. Whenever you cast a spell, you can choose to cast it yourself or have your double cast it for you.

Watery Double Wizard Utility 6

Creating a duplicate of yourself from elemental water lets you cast spells from unexpected directions.

Encounter ♦ Arcane, Conjunction

Minor Action Ranged 10

Effect: You conjure a watery double of yourself in an unoccupied square within range. The double occupies its space, and it lasts until the end of your next turn. Until the conjuration ends, you can use your space or the double's space as the origin for your wizard attack powers.

Level 9 Daily Powers

Death Smoke Calling forth the Shadowfell's unhealthy atmosphere and lacing it with ribbons of elemental air lets you inundate an area with killing smoke. Your hold on the cloud is tenuous at best; it fights your control, trying to drift around the battlefield.

Death Smoke Wizard Attack 9

Great, billowing clouds of noxious smoke spread death and decay to your enemies.

Daily ♦ Arcane, Implement, Necrotic, Necromancy, Poison, Shadow, Zone

Standard Action Area burst 2 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier necrotic and poison damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Squares in the zone are lightly obscured. Any creature that enters the zone or ends its turn there takes 5 necrotic and poison damage. A creature can take this damage only once per turn. You can move the zone up to 3 squares as a move action.

Sustain Minor: The zone moves 1d4 squares in a random direction, and it persists until the end of your next turn.

Earthen Grasp This spell forms a massive fist out of stone and animates it long enough to bludgeon any enemy it can reach.

Earthen Grasp Wizard Attack 9

A great fist rises from the ground to smash your enemies flat.

Daily ♦ Arcane, Conjuration

Minor Action Ranged 20

Effect: You conjure a Large earthen fist on the ground in an unoccupied space within range. The fist lasts until the end of your next turn. The fist occupies its space, and you and your allies can flank with it. While the fist persists, you can use the secondary power at will.

Secondary Power (Arcane, Implement)

Standard Action Close blast 2 from the fist

Target: Each enemy in the blast

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier damage, and the target falls prone.

Sustain Minor: The fist persists until the end of your next turn.

Melf's Minute Meteors Among the many battle spells Melf created, *Melf's minute meteors* might be the most famous. The spell brings forth fiery spheres that you can launch with minimal effort or keep around you to protect you from attacks.

Melf's Minute Meteors Wizard Attack 9

Tiny balls of fire wink into existence around your head, awaiting your command to streak toward a foe and detonate.

Daily ♦ Arcane, Evocation, Fire

Standard Action Personal

Effect: Five fiery globes appear in the air around your head and hover there until they are expended or until the end of the encounter. While at least one globe remains, you can use the secondary power once per round, and any adjacent enemy that hits you with an attack takes 3 fire damage for each globe remaining.

Secondary Power (Arcane, Evocation, Fire, Implement)

Minor Action Ranged 20

Target: One enemy

Attack: Intelligence vs. Reflex

Hit: 2d4 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5. One globe is expended.

Level 10 Utility Powers

Dig You can use this spell to excavate a pit, clear a rubble-strewn hallway, or burrow a slanting passage up or down to reach another dungeon level.

Dig Wizard Utility 10

You cause earth and stone to pull apart, creating a deep pit or a shortcut to a different location.

Daily ♦ Arcane

Minor Action Ranged 10

Effect: You create a hole on an unoccupied horizontal or vertical surface within range. The hole's opening can be up to 2 squares on a side. The hole's depth is up to a number of squares equal to twice your Intelligence modifier. Unless the DM rules otherwise, the hole does not destabilize the material around it. A creature can climb the hole's walls with a DC 20 Athletics check.

Flowing Evasion This spell works by flooding arcane magic into the water found in a target's body, thus letting the creature assume a liquid form. While in this form, the target can flow through and around enemies.

Flowing Evasion Wizard Utility 10

Assuming a watery form lets your target slither through the enemy ranks to get into position to make an attack or to escape.

Encounter ♦ Arcane

Move Action Close burst 5

Target: You or one ally in the burst

Effect: The target can use a free action to shift up to a number of squares equal to your Intelligence modifier. The target can shift through enemy spaces.

Gale Wall Unlike many spells that create walls, *gale wall* does not need to stand on a flat surface and can hover in the air to inhibit flying enemies.

Gale Wall Wizard Utility 10

A wall of gusting wind slows movement and deflects missiles.

Daily ♦ Arcane, Conjunction

Minor Action Area wall 8 within 10 squares

Effect: You conjure a wall of wind that lasts until the end of your next turn. The wall can be up to 4 squares high. Any creature that starts its turn in the wall or adjacent to it is pushed 1d4 squares away from it. Moving through a square of the wall costs 2 extra squares of movement. In addition, a creature has superior cover against any ranged weapon attack that passes through the wall.

Sustain Minor: The wall persists until the end of your next turn.

Level 15 Daily Powers

Fiery Constrictor Arcane magic animates elemental fire you call forth, fixing it into a serpentine shape that seems almost alive. The shape slithers between your allies to ensnare the enemies they face.

Fiery Constrictor Wizard Attack 15

Elemental fire flows out from a single point to form into a slithering serpent that coils about your enemies and crushes them in its fiery embrace.

Daily ♦ Arcane, Evocation, Fire, Implement

Standard Action Area wall 8 within 10 squares

Target: Each creature in the wall

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier fire damage, and the target is restrained and takes ongoing 10 fire damage (save ends both).

Miss: Half damage, and ongoing 5 fire damage (save ends).



Summon Invisible Stalker Invisible stalkers are air elementals warped by ancient magic for the sole purpose of hunting and killing enemies. You can call forth one of these predators to fight for your cause.

Summon Invisible Stalker Wizard Attack 15

A relentless killer emerges from the Elemental Chaos to stalk your foe and strangle it to death.

Daily ♦ Arcane, Summoning

Minor Action Ranged 5

Effect: You summon an invisible stalker in an unoccupied space within range. The creature is an ally to you and your allies.

The invisible stalker lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the creature's description. You must have line of effect to the creature to command it. When you command the creature, you and the creature share knowledge but not senses.

When the creature makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Invisible Stalker Level 15 Summoned Creature

Large elemental humanoid (air)

HP your bloodied value; **Healing Surges** none, but you can expend a healing surge for the invisible stalker if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 6, fly 6 (hover)

☼ **Keen Senses** ♦ **Aura** 5

You gain a +5 power bonus to Perception checks while in the aura.

Natural Invisibility

The invisible stalker is invisible to creatures more than 1 square away from it.

‡ **Standard Action** ♦ **At-Will**

Requirement: The invisible stalker must not be grabbing a creature.

Attack: Melee 2 (one creature); your level + 5 vs. AC

Hit: 2d10 + your Intelligence modifier damage, and the target is grabbed (escape DC 24). Until the grab ends, the target takes ongoing 5 damage and grants combat advantage.

Minor Action ♦ **At-Will** (1/round)

Effect: The invisible stalker either walks, shifts, runs, stands up, squeezes, crawls, or flies.

Opportunity Action ♦ **At-Will**

Trigger: An adjacent enemy misses the invisible stalker with an attack.

Effect: The invisible stalker can shift 1 square.



A halfling wizard protected by living iron fears no spears

Vitriolic Sphere The corrosive fluids created by *vitriolic sphere* burn so fiercely that your enemies cannot protect themselves from the attacks that follow.

Vitriolic Sphere Wizard Attack 15

The orb of acid you hurl against your opponent burns your target severely and splashes out to catch anyone nearby.

Daily ♦ Acid, Arcane, Evocation, Implement

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier acid damage, and the target grants combat advantage and takes ongoing 10 acid damage (save ends both).

Miss: Half damage, and the target grants combat advantage until the end of your next turn.

Effect: Each creature adjacent to the target grants combat advantage until the end of your next turn and takes acid damage equal to your Intelligence modifier.

Level 16 Utility Powers

Alter Self Many hydromancers maintain their youthful appearance by manipulating the water in their bodies. You can use these same techniques to appear as anyone you wish.

Alter Self Wizard Utility 16

You alter your features until you become a stranger to all who know you.

Daily ♦ Arcane, Polymorph

Minor Action Personal

Effect: You alter your physical form to take on the appearance of any humanoid of your size category. You retain your game statistics in your new form. Your clothing and other equipment are unchanged. To impersonate a specific individual, you must have seen that individual. Your new form lasts until you use this power again or until you end it as a minor action.

Any creature can discern that your form is a disguise by making an Insight check opposed by your Bluff check. You gain a +5 power bonus to your check.

Cloud Form When you need to scout an area or to slip away from a vicious enemy, this spell transforms you into mist so you can float through the air and drift through the tiniest cracks.

Cloud Form Wizard Utility 16

Your body and equipment dissolve into a misty cloud. While in this form, you can move through any opening.

Daily ♦ Arcane, Polymorph

Minor Action Personal

Effect: You assume a cloudy form until the end of the encounter or you use a minor action to dismiss it. While in this form, you are insubstantial, you have a fly speed of 6 (hover), and you gain a +5 power bonus to Stealth checks. In addition, you cannot attack and you cannot use any of your equipment. You can move through small holes or narrow openings large enough to permit smoke or air.

Level 19 Daily Powers

Horrid Wilting The best hydromancers can not only create water but destroy it. *Horrid wilting* removes all the water from a creature's body until only a withered husk remains.

Horrid Wilting Wizard Attack 19

Crimson droplets fly from the target as your spell pulls the moisture from its body. Flesh withers, bones creak, and a dry whistle escapes from your opponent as its pain mounts.

Daily ♦ Arcane, Implement, Transmutation

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 9d4 + Intelligence modifier damage, and the target is slowed and weakened (save ends both). If the target has the aquatic or the water keyword, it takes 10 extra damage.

Miss: Half damage, and the target is slowed (save ends).

Landslide This spell tears up and flings forward the landscape, creating a wave of destruction that crashes into your enemies. The churning debris can stay in place or tumble away from you to drive your foes back.

Landslide Wizard Attack 19

Stones, pebbles, and debris tumble away from you in a tremendous flood of earth that sweeps through everything in its path.

Daily ♦ Arcane, Evocation, Implement, Zone

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier damage, and the target falls prone.

Miss: Half damage.

Effect: The blast creates a zone that lasts until the end of your next turn. The ground of the zone is difficult terrain. You can take a move action to push the zone and each creature in it up to 3 squares.

Sustain Minor: The zone persists until the end of your next turn, and each creature in the zone takes 5 damage.

Level 22 Utility Powers

Command Water By stopping briefly near a body of water and casting this spell, you can manipulate that water in any way you like.

Command Water Wizard Utility 22

The waters froth and tumble in response to your command, rising, falling, or parting to create a dry path.

Daily ♦ Arcane

Standard Action

Ranged 10

Requirement: You must use this power during a short or an extended rest.

Target: A lake or a stretch of river that has a diameter in miles of your Intelligence modifier or less.

Effect: Choose one of the following effects. The effect lasts until your next extended rest or until you dismiss it as a standard action.

- ♦ You reduce or increase the water's depth by a number of feet up to your Intelligence modifier.
- ♦ You create a dry path through the water. The path is up to 30 feet wide and extends from one shore to the other shore by the shortest distance, from your side of the water to the opposite side.

Living Iron This spell turns a creature's body to iron. Although slower and vulnerable to lightning, the affected creature can shrug off most damage, and its attacks strike with terrible force.

Living Iron Wizard Utility 22

As the spell takes effect, the target's body screeches as its flesh darkens to polished black iron.

Daily ♦ Arcane, Polymorph

Minor Action

Melee 1

Target: You or one ally

Effect: The target assumes the form of living iron. The form lasts until the target is affected by another polymorph effect, until you take a minor action to dismiss it, or until the end of the encounter. While in this form, the target gains vulnerable 20 lightning and is slowed. In addition, the target gains the following benefits.

- ♦ Resist 10 to all damage.
- ♦ Immunity to blindness, deafness, disease, and poison.
- ♦ No need to breathe, and thus cannot suffocate.
- ♦ +6 power bonus to melee damage rolls.

ELEMENTAL VIEWPOINT: JENDA-SHAN, GENASI SHA'IR

How do you find Threshold now? You have been here for two Portals and you've adapted well—well for a human, that is. When we last spoke, you explained you came to my city in search of magic. I can tell you have found something, though maybe not what you thought you would, eh?

Friend, be at ease. The Elemental Chaos does not give up its boons without a price. You will grow accustomed to your new nature in time. You are one of us now. Oh, you are not genasi. Make no mistake about that. But the elemental energies are in you now. They fill you with power you can use to shape the world around you. It was magic you sought and magic you have found. Be patient and let go of your fragile nature.

The air gen you bound is restless. I can see it in your eyes. The gen is fickle and willful now, but do not fear—the gen will settle. You and your gen are one now, and once you become accustomed to each other, you will both be greater than you were apart.

Level 25 Daily Powers

Reverse Gravity This spell's name is thought by some to be misleading. You do not, in fact, reverse gravity, but the effect is the same—you cause elemental air to hurl your target skyward. Fortunate targets find something to grab to arrest their movement. The unlucky ones keep rising until the spell wears off, only to fall to their doom.

Reverse Gravity Wizard Attack 25

A ferocious wind snatches your foes and wrenches them up into the air, carrying them so high that they almost vanish from view.

Daily ♦ Arcane, Evocation, Implement

Standard Action Area burst 2 within 20 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Fortitude

Hit: The target rises 40 feet off the ground, and it hovers there immobilized (save ends). If the target cannot rise the full distance (due to a ceiling or some other blocking terrain), it takes 1d10 damage for every 10 feet it is prevented from rising.

Each Failed Saving Throw: The target rises 20 more feet, and it takes 1d10 damage for every 10 feet it is prevented from rising.

Miss: The target falls prone, and it cannot stand up (save ends).

Rime Beasts Forming magical beasts from elemental cold bolsters your numbers with powerful allies. Their mere presence drains heat from the air, and when they sink their fangs into your foes, the beasts trap them in ice.

Rime Beasts Wizard Attack 25

Elemental water bubbles up from the ground and freezes into monstrous shapes that obey your every command.

Daily ♦ Arcane, Cold, Conjuration, Implement

Minor Action Ranged 20

Effect: You conjure four Medium rime beasts in unoccupied squares within range. The rime beasts occupy their spaces and last until the end of your next turn. The rime beasts can be attacked. They share your defenses and have 20 hit points each. Any enemy that starts its turn in a square adjacent to a rime beast takes 10 cold damage and is slowed until the start of its next turn. In addition, while the rime beasts remain, you can take the following special actions.

Standard Action: Each rime beast makes the following attack. Melee 1 (one enemy); Intelligence vs. Fortitude; 2d6 + Intelligence modifier cold damage, and the target is restrained until the end of your next turn.

Move Action: You move each rime beast up to 4 squares.

Sustain Minor: The beasts persist until the end of your next turn.

Level 29 Daily Powers

Crack the World What makes this spell so dangerous is that it not only creates a rift to the Elemental Chaos, it causes the earth to rip apart. Creatures that fall into the rift vanish in its black depths until they can find their way out.

Crack the World Wizard Attack 29

The ground shudders and pulls apart to form a deep chasm into which your enemies fall.

Daily ♦ Arcane, Evocation, Implement

Standard Action Area wall 8 within 20 squares

Target: Each creature in the wall

Attack: Intelligence vs. Reflex

Hit: The target is removed from play and takes ongoing 30 damage (save ends both).

Aftereffect: The target returns to play prone in a square adjacent to the wall.

Miss: The target takes 15 damage, and you push it up to 3 squares away from the wall.

Effect: The wall's space on the ground becomes a chasm 80 feet deep. A creature can climb the chasm's walls with a DC 31 Athletics check.

Devastating Whirlwind This destructive spell calls down a tornado to tear through your enemies and carry them away.

Devastating Whirlwind Wizard Attack 29

A whirling column of wind rips across the landscape, hurling creatures into the air.

Daily ♦ Arcane, Implement, Zone

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier damage, and the target is immobilized and takes ongoing 15 damage (save ends both).

Aftereffect: You push the target up to 6 squares away from the burst's origin, and the target falls prone.

Miss: You push the target up to 6 squares away from the burst's origin, and the target falls prone.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that ends its turn in the zone takes 10 damage and falls prone. You can take a move action to move the zone up to 8 squares, and any immobilized or prone creature in it slides with it, remaining in position in the zone.

Sustain Standard: The zone persists until the end of your next turn, and you can repeat the attack against each creature in the zone, although this attack has no effect on a miss.



Crack the world sends a trio of drow to their doom

Flash Freeze This spell calls forth a wind from the coldest regions of the Elemental Chaos and releases it in a lethal blast capable of freezing creatures solid.

Flash Freeze

Wizard Attack 29

An arcane wind blasts elemental cold at your foes and freezes them in their tracks.

Daily ♦ Arcane, Cold, Implement, Zone
Standard Action Close blast 5

Target: Each creature in the blast

Attack: Intelligence vs. Fortitude

Hit: 7d6 + Intelligence modifier cold damage, and the target is petrified until the end of your next turn.

Aftereffect: The target is slowed and takes ongoing 10 cold damage (save ends both).

Miss: Half damage, and the target is restrained until the end of your next turn.

Effect: The blast creates a zone that lasts until the end of your next turn. Squares in the zone are difficult terrain. Any creature knocked prone in the zone takes 10 extra cold damage.

Incendiary Cloud Perhaps the subtlest elemental fire spell, *incendiary cloud* appears to be a normal explosion of fire. Its nature reveals itself when you feed arcane energy into the cloud and cause it to expand until everyone catches fire.

Incendiary Cloud

Wizard Attack 29

A fiery bead rapidly expands into a burning cloud that consumes everything it touches.

Daily ♦ Arcane, Fire, Implement, Zone
Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier fire damage, and ongoing 20 fire damage (save ends).

Miss: Half damage.

Effect: The target's space and each square adjacent to it become a zone that lasts until the end of your next turn. The zone is lightly obscured, and any creature that ends its turn in the zone takes ongoing 10 fire damage (save ends).

Sustain Minor: The zone's size increases by 1, and the zone persists until the end of your next turn.

Elemental Options

MANY ROADS lead to elemental mastery. A path might reveal itself through a chance encounter with a primordial shard, or exposure to a breach along one of the planar boundaries. Other heroes might spend their lives chasing after rumors, scouring the planes for any scrap of lore, to uncover the secrets needed to use even the most basic form of elemental magic. Then there are those who look inside themselves, peering into their souls for the elemental threads that exist in all mortal creatures, seeking to coax their ability to life with sheer willpower. There is no one true path to mastering such power; anyone has the potential to become an elemental hero.

This chapter highlights routes to elemental magic that involve aspects of a character other than theme or class. New paragon paths reinforce existing connections to the Elemental Chaos, or reflect new discoveries made on reaching the paragon tier. For those fully committed to mastering elemental power, two epic destinies describe possible futures. New feats explore ways characters can become more elemental in nature. A hero might form a bond with an elemental companion, or gain an elemental reward. All of these options add flavorful details to your character's story and help you realize his or her place in the DUNGEONS & DRAGONS world.

This chapter includes the following sections.

- ◆ **Paragon Paths:** Ten new paragon paths reveal new methods and expressions of elemental magic.
- ◆ **Epic Destinies:** Two epic destinies reward characters for harnessing power from the Elemental Chaos and explore their final fates.
- ◆ **Feats:** New feats offer ways to become a creature of the Elemental Chaos and ways to better harness its power.
- ◆ **Elemental Companions:** Any character can add some elemental abilities to his or her portfolio by learning how to summon an elemental companion.
- ◆ **Elemental Rewards:** Wreckage from the Dawn War litters the planes still. Finding these trinkets and earning these boons can put the power of creation in a hero's hands.



STEVE ELLIS



Paragon Paths

The following paragon paths are available to any character who meets the prerequisites.

DEMON-BOUND

Prerequisite: Demon spawn theme or any non-good alignment

The darkness of the Abyss is a deep wound in the center of the Elemental Chaos, a bleak vortex that births the planes' myriad evils. Corruption flows out from this darkening pit to infect the land and creatures and twist them to evil. During your adventures, you encountered abyssal energy—perhaps when you slew a demon or after you explored a tainted site. The corruption changed you, infected you, and exposed you to horrid evil. Now it is all you can do to hold that evil at bay.

Level 11: Abyssal Action

Demonic energy supplements your personal power when circumstances demand more from you.



Demon-bound

Benefit: When you spend an action point to make an extra attack, you gain temporary hit points equal to one-half your level. You also gain a +2 bonus to attack rolls until the end of your next turn.

Level 11: Abyssal Frenzy

The demonic influence that contaminates your soul responds instantly to violence and escalates the carnage you create.

Abyssal Frenzy

Demon-Bound Attack 11

Striking one enemy triggers a wild outburst that pushes everyone in reach away from you.

Encounter ♦ Elemental

Free Action

Close burst 1

Trigger: You hit with a melee attack.

Target: Each creature in the burst

Effect: Each target takes 10 damage, and you can push it 1 square.

Level 11: Demonic Bloodlust

A ferocious attack can shatter both an enemy's body and its ability to protect itself.

Benefit: When you bloody an enemy with a melee attack, that enemy grants combat advantage to you until the end of your next turn.

Level 12: Demonic Resilience

Your demonic presence wants you to live and intercedes on your behalf when you find yourself in peril.

Demonic Resilience

Demon-Bound Utility 12

Profane runes flare on your body to protect you and give you strength.

Encounter ♦ Elemental

Immediate Interrupt

Personal

Trigger: You are bloodied by an attack or are hit while bloodied.

Effect: Reduce the damage from the triggering attack by 10. Until the end of your next turn, your melee attacks deal 1d6 extra damage.

Level 16: Vile Possession

The consciousness of another lurks inside you, filling your head with evil thoughts. Most times, you control this corrupting pulse, but pain or stress can free the fiend within.

Benefit: While you are bloodied, you gain a +2 bonus to melee damage rolls, and your allies provoke opportunity attacks from you. When anyone provokes an opportunity attack from you while you are bloodied, you take 5 damage if you do not make the attack. This damage cannot be prevented in any way.

Level 20: Demonic Stigmata

By surrendering to the demon within, you take on not only its killing power but its actual appearance.

Demonic Stigmata Demon-Bound Attack 20

You become a horrid demon. Horns break through your brow, your skin turns red, and unholy runes form on your skin.

Daily ♦ Elemental, Polymorph

Minor Action Personal

Effect: You gain temporary hit points equal to one-half your level, and you assume the demonic stigmata form until the end of the encounter or until you end this effect as a minor action. While in this form, you gain the following benefits.

- ♦ Darkvision
- ♦ An additional use of *demonic resilience* during this encounter
- ♦ Use of the secondary power once per round

Secondary Power

Minor Action Melee 1

Requirement: You must have hit with a melee attack during this turn.

Target: One creature

Attack: Highest ability modifier + 5 vs. Fortitude

Hit: 1d12 + your highest ability modifier damage.

DOOMLORD

Prerequisite: Ironguard theme, or proficiency with scale armor and a military melee weapon

From brooding fortresses in the Elemental Chaos, the Doomguard watches the decay of the cosmos and its unstoppable slide into dissolution. These stoic warriors believe the universe's fate was sealed when the gods defeated the primordials, because imprisoning these entities kept them from sustaining the world and thus doomed it. The Doomlords are the Doomguard's champions, warriors aligned against those who espouse order and perpetuate corrupt and tyrannical regimes. As is true of their cousins, the Doomguard Marauders (*Manual of the Planes*), the ranks of the Doomlords include both valiant champions of freedom and murderous anarchists.

Level 11: Doomlord's Action

Channeling entropic forces causes reality to bend and groan around you until everything blackens and crumbles away around you.

Benefit: You can spend an action point to deal 1d10 + your highest ability modifier necrotic damage to each creature adjacent to you, instead of taking an extra action. Each creature damaged in this way then gains vulnerable 5 necrotic until the end of your next turn.



Doomlord

Level 11: Entropic Surge

Rather than fully restore your vigor, you can channel some of your innate healing energy and release it in the form of wrath. For a few moments, your attacks fall with incredible accuracy.

Benefit: Whenever you spend a healing surge to regain hit points, you can choose to reduce the hit points regained by half your surge value to instead gain a +2 bonus to attack rolls until the end of your next turn.

Level 11: Entropy Strike

Your weapon is a tool of entropy. With the aid of this power, your strikes undo the work of creation, one enemy at a time.

Entropy Strike Doomlord Attack 11

A ruinous attack ravages an enemy and delays its ability to recover from its injuries.

Encounter ♦ Elemental, Necrotic
No Action Special

Trigger: You hit an enemy with a melee weapon attack.

Effect: The attack deals 1[W] extra necrotic damage, and the target cannot regain hit points or gain temporary hit points until the end of your next turn.

Level 12: Doomlord's Advance

Entropy can cause reality to splinter or break apart. You sense the cracks around you and leap through them to ambush your foes.

Doomlord's Advance Doomlord Utility 12

Reality decays at your word, letting you slip through time and space in an instant.

Encounter ♦ **Elemental, Teleportation, Zone**

Move Action **Personal**

Effect: You teleport up to 5 squares, and the space you leave becomes a zone that lasts until the end of your next turn.

Creatures in the zone or adjacent to it take a -2 penalty to attack rolls and saving throws.

Level 16: Entropic Harbinger

The more creatures you defeat, the more the cosmos withers. Your destructive nature manifests as a field that prevents creatures from staving off death.

Entropic Harbinger Doomlord Utility 16

Dispatching an enemy releases entropic forces to rend and ruin your foes.

At-Will ♦ **Aura, Elemental**

Free Action **Personal**

Trigger: You reduce a nonminion enemy to 0 hit points.

Effect: You activate an aura 2 that lasts until the end of your next turn. Enemies in the aura cannot regain hit points or gain temporary hit points.

Level 20: Hasten the End

The ultimate expression of your power is the ability to dissolve the bonds that hold an enemy together. A successful strike causes your opponent to degenerate until nothing but dust remains.

Hasten the End Doomlord Attack 20

Your weapon turns black when it strikes and causes your target to dissolve before your eyes.

Daily ♦ **Elemental, Necrotic**

No Action **Special**

Trigger: You hit an enemy with a melee weapon attack.

Effect: The enemy takes 2[W] extra damage, and it takes ongoing 20 necrotic damage (save ends). If any of this damage reduces the enemy to 10 hit points or fewer, it dies.

Aftereffect: Ongoing 10 necrotic damage (save ends).

ELEMENTAL ANCHORITE

Prerequisite: Any elemental attack power

The most devoted students of the elements often withdraw from the society of fellow mortals to contemplate the deep truths of existence. You have chosen the lonely path of the elemental anchorite, dedicating yourself to a life of austerity and reflection. When your companions return to home, family, and high honors after their adventures, you instead seek solitude in places of great elemental power. The secrets of the universe are engraved in the stone of mighty mountains and whispered by the winds that sigh across lonely deserts.

Some elemental anchorites seek isolation in order to master ever more formidable abilities, using elemental essence to further whatever purposes they deem important. Others are more philosophical, and view themselves as servants of balance who act to check the excesses of forces, monsters, or villains that disturb the natural equilibrium of the world.

The purpose to which you put your understanding of elemental forces is ultimately up to you.

Level 11: Anchorite's Action

Elemental forces do not exist only in rock, air, or water; they also infuse every being composed of



Elemental anchorite

RANDY GALLECOS

matter. In desperate moments, you can call upon these internal forces for strength and endurance.

Benefit: When you spend an action point, you can end all immobilizing or restraining effects on yourself. In addition, you gain a +2 bonus to elemental attack rolls until the start of your next turn.

Level 11: Anchorite's Stability

You are keenly aware of your surroundings, and of the physical forces at play around you. It is difficult to move you when you don't want to be moved.

Benefit: Whenever you would be knocked prone or subjected to forced movement, you can make a saving throw to remain standing or to negate the forced movement.

Level 11: Force of Balance

You exploit the subtle potential of forces in your environment to lend extra effectiveness to your attack.

Force of Balance Elemental Anchorite Attack 11

You strike with perfectly measured force, using elemental power to maximize the impact of your attack.

Encounter ♦ **Elemental**

No Action

Special

Trigger: You hit an enemy with an elemental attack power.

Effect: The triggering attack deals 1[W] extra damage if it is a weapon attack or 1d8 extra damage if it is not a weapon attack, and the target falls prone.

Level 12: Shielding Element

You can preserve some of the energy of your elemental attacks to protect yourself.

Shielding Element Elemental Anchorite Utility 12

You retain the energy of an elemental attack, shaping it into a short-lived shield to protect yourself.

Encounter ♦ **Elemental; Varies**

Minor Action

Personal

Requirement: You must have hit an enemy with an acid, cold, fire, lightning, or thunder attack during this turn.

Effect: Until the end of your next turn, you gain resist 10 to one damage type of the attack (one of the types noted above). In addition, any enemy that hits you with a melee attack before the end of your next turn takes 10 damage of that type.

Level 16: Elemental Sustenance

The power of the elements sustains and fortifies you. The endless endurance of the earth or the burning vigor of fire help you to recover from fatigue and injury when you call upon your elemental powers.

Benefit: When you use a daily elemental power, you can spend a healing surge.

Level 20: Elemental Transcendence

Elemental energy sleeps in all things; with this power, you unlock it from pebble, air, plant, or creature. The destructive release of energy leaves a scorched area around you but fuels your elemental powers.

Elemental Transcendence Elemental Anchorite Attack 20

You draw upon the matter surrounding you to increase the intensity of your elemental attacks.

Daily ♦ **Elemental, Stance**

Minor Action

Personal

Effect: You assume the elemental transcendence stance.

Until the stance ends, your elemental weapon attacks deal 1[W] extra damage, and your elemental nonweapon attacks deal 1d8 extra damage. In addition, any enemy that ends its turn adjacent to you takes 10 damage.

ELEMENTAL SAVANT

Prerequisite: Sorcerer (elementalist)

You have grown confident in your ability to shape your chosen element to your will. Winds shift and swirl at your least gesture, and flames brighten and dance in your presence, eager to answer your call.

Having mastered the talent of manipulating your element in the world around you, you now seek to understand its secret essence and bind it to yourself.

Level 11: Elementalist Action

When supreme effort is called for, you can pour your all into your elemental spells to launch an attack of exceptional intensity. Even enemies that manage to elude your attack still feel some of its furious impact.

Benefit: When you spend an action point to take an extra action, the next sorcerer attack power you use before the end of your next turn deals extra damage to one target of the attack. The extra damage equals one-half your level.

Level 11: Savant Focus

Your intensive study of your chosen element reveals new insights. In combat you can wield your favored element with uncanny precision.

Benefit: You gain a +1 power bonus to attack rolls with powers granted by your Elemental Specialty class feature.



Elemental savant

Level 11: Savant Power

Already skilled in the control and manipulation of your favored element, you discover a new way to manifest your powers in battle.

Benefit: You gain an additional sorcerer at-will attack power of your choice.

Level 12: Elemental Form

After exhaustive study and practice, you gain the ability to transpose your body in the natural world with your chosen element. In this form you are a roughly human-sized copy of yourself, insubstantial and amorphous. Though you can't easily attack in this form, it provides you with excellent protection from attack and offers you other advantages.

Elemental Form

Elemental Savant Utility 12

With a thought, you force open your connection to the primordial forces. Enemies shrink back as your body disassociates, reforming as an expression of your elemental nature.

Daily ♦ Arcane, Elemental, Polymorph

Minor Action

Personal

Effect: You assume the form of a living mass of your chosen element: wind, flame, water, or loose earth and sand. This form lasts until the end of the encounter or until you end it as a minor action. While in this form, you are insubstantial, you do not need to breathe, and you can't take standard actions. You can squeeze through any opening at least 1 inch in diameter. In addition, you gain the following benefits based on your chosen element.

Air: You have partial concealment and a fly speed of 6.

Earth: You have tremorsense 5 and a burrow speed of 5.

Fire (Aura, Fire): You activate an aura 1. Any creature that ends its turn in the aura takes 10 fire damage.

Water (Healing): You have regeneration 5 while bloodied, and you have a swim speed of 6.

Level 16: Confer Protection

Your native resistance has made you virtually immune to all but the most powerful manifestations of your chosen element. You can provide your companions with similar resistances to energy you have mastered.

Benefit: While they are adjacent to you, allies share the resistances you gain from your Elemental Specialty class feature.

ELEMENTARY VIEWPOINT: ALHANDRA OF THE SOUTH WIND

It really just is controlled chaos when you get down to brass tacks. My colleagues, those mages and arcanists who claim to wield true magic, are in fact imposing their will, or perhaps the will of those authors who first devised the spells, on the forces of chaos and disorder. Magic disrupts the natural laws. It breaks the rules. With it, mortals can become as gods, altering their reality as they see fit. It sounds very impressive, I know.

Let me dismiss the romance, if you'll allow me. These spells culled from dusty tomes and manuals preserved and guarded by countless wizards over the ages are nothing more than imagination and will. Yes, there are specific formulas, complex gestures, and all the funny little incantations and noises required to produce those effects, but they are all just for show. Hand a spell to a fighter and what do you think will happen? Nothing, of course. The fighter lacks the training to bend his will and imagination to produce the desired effect.

I suppose what I'm driving at is that if all the hoops a wizard must leap through in order to cast even a simple cantrip are nothing but a ritualized system, a crutch if you will, that provides a language for producing a desired effect, then finding other ways to produce the same or similar effects is in no way invalidated by adopting a different system. In effect, even though I learn my spells from powers residing in the Elemental Chaos, I am no less a wizard than any other bespectacled, pointy-hat-wearing fool clutching a book to his chest.

Level 20: Elemental Nature

You are slowly becoming an elemental creature. Your body is no longer mere flesh and blood; you might have a trace of fire in your blood or rock in your very bones. This demi-elemental nature makes you unusually resistant to effects that incapacitate other characters.

Benefit: You gain a +2 bonus to saving throws against ongoing damage and dazing or stunning effects. You also gain an additional use of *elemental form* each day, but you can use the power only once per encounter.

FAVORED SHA'IR

Prerequisite: Wizard (sha'ir)

Your rapport with the elemental powers has grown to such a degree that they regard you as one of their own. Throughout the heroic tier, you established yourself as an able partner, ally, and, perhaps, servant of the elemental powers and in doing so earned greater and greater elemental rewards, including advanced arcane knowledge and more powerful spells. So armed, you stand ready to face even greater threats and reap even greater rewards.

The elemental powers' favor grants you deeper insights into elemental magic. Not only can your gen servant fetch potent spells, but you can pierce the barriers between the planes to draw forth power to serve your needs. Such command over creation's fundamental forces translates into an improved gen servant that, at your command, can manifest the Elemental Chaos's unruly energies in effective and dangerous ways. Not only does your gen servant improve, but when you master all the elemental gifts, you can transform your servant into a powerful elemental monolith.

Level 11: Elemental Retreat

By proving your worth to the genies, you have earned their aid when the situation turns dire. You can manifest the elemental magic that they have bestowed on you to create a doorway through which you can step to gain succor. When you return moments later, you do so charged with the might of the Plane Below.

Elemental Retreat

Favored Sha'ir Utility

With a gesture, you create a magical passage to the Elemental Chaos. Stepping through it, you disappear for a few moments. When you return, crackling energy dances across your body.

Daily ♦ **Arcane, Elemental, Healing**
Standard Action **Personal**

Effect: You are removed from play until the start of your next turn. You reappear in an unoccupied space within 10 squares of the space you last occupied. Then choose one of the following effects.

- ♦ You can spend a healing surge.
- ♦ One ally adjacent to you can spend a healing surge.
- ♦ Each ally adjacent to you when you reappear gains a +2 power bonus to the attack rolls of powers that have the acid, cold, fire, lightning, or thunder keywords. This bonus lasts until the end of your next turn.

Level 11: Gen Action

The bond between you and your familiar strengthens. When you push past your normal limits, a surge of elemental magic transports you both.

Benefit: When you spend an action point to take an extra action, you and your familiar can each teleport up to 5 squares as a free action before or after you take the extra action.

Level 11: Wrath of the Genies

You have risen so far in the genies' esteem that they are ready to lend a hand if you need it. *Wrath of the genies* demonstrates how their interest can manifest in a sudden, destructive burst around your familiar.

Wrath of the Genies

Favored Sha'ir Attack 11

You call forth the genies' anger through your familiar and release a wave of chaotic magic to wash over your foes.

Encounter ♦ **Arcane, Elemental, Implement; Varies**
Standard Action **Area burst 3 centered on your familiar in active mode**

Special: The damage type that you resist today with your Elemental Resistance class feature determines this power's damage type.

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier damage of the specified type. That type determines an additional effect.

Acid: The target takes a -2 penalty to all defenses until the end of your next turn.

Cold: The target is immobilized until the end of your next turn.

Fire: The target takes 1d6 extra fire damage.

Lightning: The target takes a -2 penalty to attack rolls until the end of your next turn.

Thunder: The target falls prone, and it is deafened until the end of your next turn.

Miss: Half damage.

Effect: You gain a +2 power bonus to the attack rolls of powers that have the acid, cold, fire, lightning, or thunder keywords. This bonus lasts until the end of your next turn.

appearance melting away as the towering elemental comes into existence. The monolith obeys your every command and lurches forth to crush your enemies.

Unleash Monolith Favored Sha'ir Attack 20

You familiar swells and breaks apart, releasing an elemental monolith to fight on your behalf. This towering servant wades into battle, smashing and destroying as you command it.

Daily ♦ Arcane, Elemental, Summoning

Minor Action **Ranged 5**

Requirement: Your familiar must be in passive mode.

Effect: Your familiar is removed from play, and you summon an air, an earth, a fire, or a water monolith in an unoccupied space within range. The creature is an ally to you and your allies.

The monolith lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the monolith's description. You must have line of effect to the creature to command it. When you command the creature, you and the creature share knowledge but not senses.

When the creature makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter. When the monolith vanishes, your familiar returns to play in passive mode.

Air Monolith Level 20 Summoned Creature

Large elemental magical beast (air)

HP your bloodied value; **Healing Surges** none, but you can expend a healing surge for the monolith if an effect allows it to spend one

Defenses your defenses + 2, not including any temporary bonuses or penalties

Speed 0, fly 8 (hover)

Vulnerable 5 fire

Phantom on the Wind

The monolith becomes invisible whenever it starts your turn without an enemy adjacent to it. The invisibility lasts until the end of your next turn or until it hits or misses with an attack.

† Standard Action ♦ At-Will

Attack: Melee 2 (one creature); your level + 5 vs. Reflex

Hit: 2d8 + your Intelligence modifier damage, and the monolith can slide the target 1 square.

† Standard Action ♦ Encounter

Attack: Melee 1 (one creature that can't see the monolith); your level + 5 vs. Reflex

Hit: 4d8 + your Intelligence modifier damage, and the monolith grabs the target (escape DC 29) if it does not have a creature grabbed. Until the grab ends, the target takes ongoing 10 damage, and any ranged or melee attacks that hit the monolith deal only half damage to it and the other half to the grabbed target.

Minor Action ♦ At-Will (1/round)

Effect: The monolith either walks, shifts, runs, stands up, squeezes, or crawls.

ELEMENTARY VIEWPOINT: RUAN, FIRST MAGE OF CANTICLE

Elemental magic is dangerous, and for the life of me I cannot fathom why anyone would seek it out. There is a good reason why we wizards use elemental energy through arcane methods. The school of evocation was founded for the express purpose of doing just this. And you know, the school's founders did so because they understood what so-called elemental power was. It's not like the power from the gods, or even that granted by the spirits those savages claim are in every rock and tree and filthy mud pile. Most forms of magic exist outside the user, who must master the tradition, method, or some other process that allows an individual to create an effect that defies nature's laws.

For example, when I cast a spell, I do so through a known formula that combines vocalization and gesture to produce the desired outcome. Though I have little practical experience with primal magic or its practitioners, I do know that those witch doctors evoke their spirits—demons, if you ask me—to accomplish something that their simple, uncivilized minds can imagine. Method is crucial, since expertise in this area requires talent, training, and patience—qualities that most simple folk lack. Elemental magic, by contrast, requires no methodology to employ, and thus is available to any wretch that covets the dangerous power it promises.

I'm sure you think me a reprehensible person for my prejudices, but you must understand that I did not receive the title of First Mage by accident. No. I won my position through hard work, discipline, and, of course, exhibiting talents that set me apart from my fellows. Yet if anyone could access the power in my tomes, then where would I be? And what would happen if some miscreant could call down fire to incinerate a villain in an instant, or wipe out a coastline with a tidal wave born from something as innocent as a sneeze. It's madness! These elementalists must be stopped, and any doors to the secrets of elemental chaos must be sealed shut. To do otherwise is to invite doom upon our heads.

Earth Monolith **Level 20 Summoned Creature**

Large elemental magical beast (earth)

HP your bloodied value; **Healing Surges** none, but you can expend a healing surge for the monolith if an effect allows it to spend one**Defenses** your defenses + 2, not including any temporary bonuses or penalties**Speed** 5, burrow 5**Brittle Skin**

Whenever the monolith takes thunder damage, it takes a -2 penalty to all defenses until the end of your next turn.

↓ **Standard Action** ♦ **At-Will****Attack:** Melee 2 (one creature); your level + 7 vs. AC**Hit:** 2d8 + your Intelligence modifier damage, and the target cannot shift until the end of your next turn.**Minor Action** ♦ **At-Will** (1/round)**Effect:** The monolith either walks, shifts, runs, stands up, squeezes, or crawls.↓ **Immediate Reaction** ♦ **At-Will****Trigger:** An enemy within 2 squares of the monolith attacks you.**Attack:** Melee 2 (triggering enemy); your level + 7 vs. AC**Hit:** 10 damage, and the target falls prone.**Fire Monolith** **Level 20 Summoned Creature**

Large elemental magical beast (fire)

HP your bloodied value; **Healing Surges** none, but you can expend a healing surge for the monolith if an effect allows it to spend one**Defenses** your defenses + 2, not including any temporary bonuses or penalties**Speed** 8, fly 4 (clumsy)**Frozen in Place**

Whenever the monolith takes cold damage, it cannot shift until the end of your next turn.

Heart of Flame (fire)

Whenever an enemy adjacent to the monolith misses you or it with an attack, that enemy takes 10 fire damage.

↓ **Standard Action** (fire) ♦ **At-Will****Attack:** Melee 2 (one creature); your level + 5 vs. Reflex**Hit:** Ongoing 15 fire damage (save ends).**Minor Action** ♦ **At-Will** (1/round)**Effect:** The monolith either walks, shifts, runs, stands up, squeezes, or crawls.**Water Monolith** **Level 20 Summoned Creature**

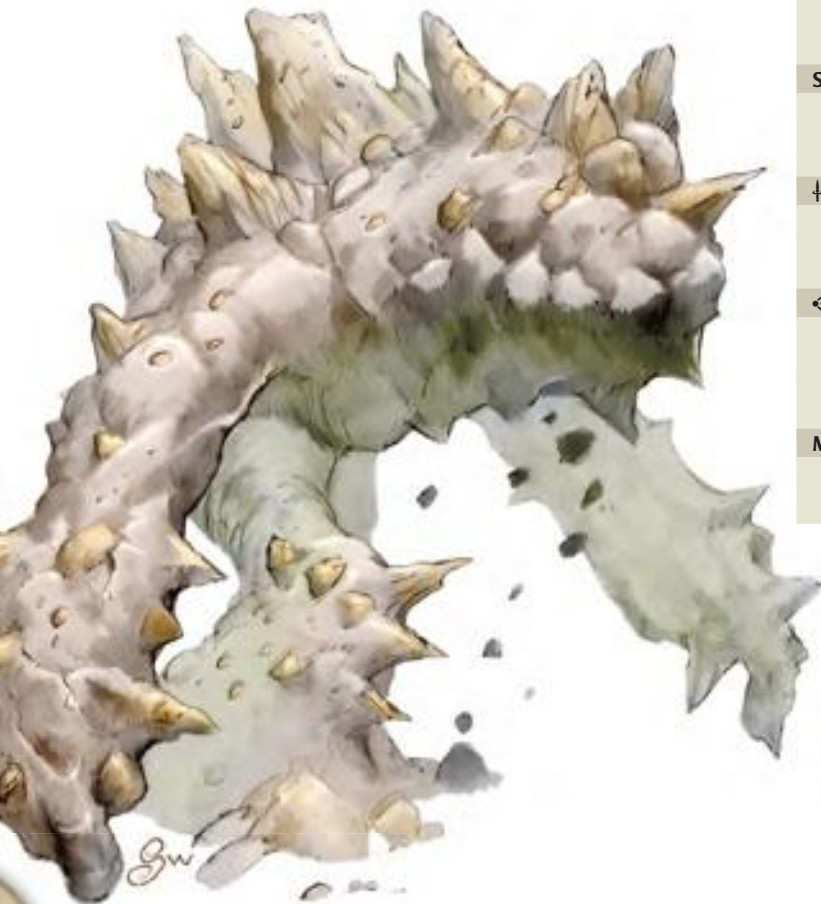
Large elemental magical beast (water)

HP your bloodied value; **Healing Surges** none, but you can expend a healing surge for the monolith if an effect allows it to spend one**Defenses** your defenses + 2, not including any temporary bonuses or penalties**Speed** 6, swim 6**Aquatic**

The monolith can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against creatures that lack the aquatic keyword.

Sensitive to Cold

Whenever the monolith takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of your next turn.

↓ **Standard Action** ♦ **At-Will****Attack:** Melee 2 (one creature); your level + 5 vs. Fortitude**Hit:** 2d6 + your Intelligence modifier damage, and the monolith pushes the target up to 3 squares.↔ **Standard Action** ♦ **Encounter****Attack:** Close blast 3 (creatures in the blast); your level + 5 vs. Fortitude**Hit:** 4d6 + your Intelligence modifier damage, and the monolith pushes the target up to 2 squares and knocks it prone.**Minor Action** ♦ **At-Will** (1/round)**Effect:** The monolith either walks, shifts, runs, stands up, squeezes, or crawls.

Earth monolith

GOD WARDER

Prerequisite: Training in Religion

The gods decreed that the primordials would trouble the planes no more. To make good on this proclamation, they directed their servants to maintain prisons and preserve chains to ensure that these beings never escaped. You have made this cause your own and pledged your implement or weapon to the holy purpose of containing the primordials forever.

Level 11: Exacting Action

The holy cause to which you are pledged lets you call an ally to your side or drag an enemy forward to face you.

Benefit: When you spend an action point to take an extra action, choose one creature within 5 squares of you that you can see. You can pull that creature up to 5 squares.

Level 11: Heaven's Chains

The Astral Sea's enemies cannot escape your wrath. Your attacks bind them with weighty shackles.

Benefit: Immobilized enemies grant combat advantage to you. In addition, when you hit an enemy with a melee or ranged daily attack power and deal damage to it, you can reduce that damage by 10 (and no less than 10) to immobilize the target until the end of your next turn.

Level 11: Righteous Prohibition

You pass judgment on your foe, calling upon godly intervention to punish your enemy for its wicked intent.

Righteous Prohibition God Warder Attack 11

The creature before you quavers at the brilliance of your strike and finds itself unable to respond in kind.

Encounter ♦ **Divine, Implement, Radiant**
Standard Action Ranged 10

Target: One creature

Attack: Highest ability modifier vs. Will. You have combat advantage against an elemental creature for this attack.

Hit: 3d8 + your highest ability modifier radiant damage. Until the end of your next turn, the target is slowed, and the damage of its acid, cold, fire, lightning, or thunder attacks is halved.

Miss: Half damage, and the target is slowed until the end of your next turn.



God warder

Level 12: Warding Advance

The gods invest you with the holy power you need to protect allies from attack and punish your chosen foes in the same maneuver.

Warding Advance God Warder Utility 12

You blunt an enemy's attack with a swift prayer. Your words build confidence to ensure the success of your next strike.

Encounter ♦ **Divine**

Immediate Interrupt Close burst 5

Trigger: An enemy damages an ally of yours with an attack while the ally is within 5 squares of you.

Target: The damaged ally in the burst

Effect: The damage against the target is reduced by 10.

You can then shift 1 square, and you gain a +2 power bonus to attack rolls against the triggering attacker until the end of your next turn.

Level 16: Bind the Wicked

Your justifiable anger binds your foes as securely as if you had wrapped them in chains.

Benefit: Whenever you hit an immobilized enemy with a melee or ranged attack, you can cause the enemy to be restrained instead of immobilized.

Level 20: Chains That Bind

The gods reveal the prayer you need to shackle an enemy as securely as the gods bound the primordials.

Chains That Bind God Warder Attack 20

Brilliant chains erupt from the ground to coil about your enemy, the burning light causing it to shriek in pain and fear.

Daily ♦ **Divine, Implement, Radiant**
Standard Action Ranged 10

Target: One creature

Attack: Highest ability modifier vs. Fortitude. You have combat advantage against an elemental creature for this attack.

Hit: 2d10 + your highest ability modifier radiant damage, and the target is removed from play (save ends).

Third Failed Saving Throw: The effect ends, but the target appears in a random location in the Elemental Chaos.

Miss: Half damage, and the target is restrained until the end of your next turn.

HERALD OF VEZZUVU

Prerequisite: Earthforger theme, firecrafter theme, primordial adept theme, or elemental pact warlock

Many primordials lie unconscious in their bonds, but Vezzuvu, the Queen of the Burning Mountain, still harbors both awareness and reason. Vezzuvu long ago determined that her road to freedom was to win the devotion (or fear) of mortal followers, and thereby become an elemental god. She can no longer stride the world or reign over an elemental domain, but she can still shake the mortal world by exerting her will on places of elemental power or bestowing on others the ability to call upon her essence.

As a herald of Vezzuvu, you have been gifted with a portion of the primordial's awesome abilities. You can wield this talent as you like, since Vezzuvu wants others who see your prowess to be drawn to her worship. The Queen of the Burning Mountain requires little from you most of the time, but her interests are erratic; you might walk the world for years without any messages from her, only to be sent suddenly to quell a volcanic rift, destroy the temple of an evil god, or seek out an artifact held by a frost titan.

Level 11: Volcanic Resistance

Your fervent adherence to Vezzuvu renders you extremely resistant to fire in all its incarnations.

Benefit: You gain resist 10 fire, or resist 5 to any damage that includes fire, whichever causes you to take less damage.

Level 11: Volcanic Action

At times of great need, you draw extraordinary strength from the Queen of the Burning Mountain.

Benefit: When you spend an action point to take an extra action, choose fire or thunder. You deal extra damage of that type with your next attack before the end of your next turn. This damage is equal to one-half your level.

Level 11: Lava Bomb

Vezzuvu is a patron who lends herself to acts of destruction, as you might expect. *Lava bomb* allows you to bring forth a boulder-sized mass of molten lava and hurl it at your enemies.

Lava Bomb Herald of Vezzuvu Attack 11

You translate a heavy molten blob from the Elemental Chaos and drop it on a distant foe. Splatters of lava scorch nearby foes.

Encounter ♦ **Elemental, Fire**
Standard Action Ranged 10

Target: One creature

Attack: Highest ability modifier + 4 vs. Reflex
Level 21: Highest ability modifier + 6 vs. Reflex

Hit: 2d8 + your highest ability modifier fire damage, and ongoing 10 fire damage (save ends).

Effect: Each creature adjacent to the target takes 10 fire damage.



Herald of Vezzuvu

ADAM PAQUETTE

Level 12: Vezzuvu's Balm

When molten rock slumbers in the marrow of your bones, fire can be a powerful restorative. This power allows you to heal yourself with an enemy's fire attack.

Vezzuvu's Balm Herald of Vezzuvu Utility 12

You absorb the heat of a fire attack, converting it into healing and empowering your next attack.

Daily ♦ Elemental, Healing

Immediate Interrupt Personal

Trigger: You take fire damage.

Effect: You don't take the fire damage. Instead, you regain a number of hit points equal to the fire damage you would have taken (don't apply your resistance), and you gain a +2 power bonus to attack rolls until the end of your next turn.

Level 16: Volcanic Walk

Vezzuvu's heralds have a supernatural affinity for volcanic phenomena and easily move in or around terrain that others would not dare to enter.

Benefit: You ignore difficult terrain caused by volcanic conditions (lava, ash, or quaking). You can move on lava as if it were solid ground.

Level 20: Volcanic Wrath

Those who anger Vezzuvu or her chosen servants face the most spectacular and destructive of all natural catastrophes: the searing heat and crushing power of a pyroclastic flow.

Volcanic Wrath Herald of Vezzuvu Attack 20

You open a rift to a volcanic eruption in the Elemental Chaos, blasting nearby foes and producing a flood of lava.

Daily ♦ Elemental, Fire, Zone

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Highest ability modifier + 5 vs. Reflex

Hit: 3d8 + your highest ability modifier damage, and ongoing 10 fire damage (save ends). You push the target up to 3 squares.

Miss: Ongoing 10 fire damage (save ends).

Effect: The blast creates a zone that lasts until the end of the encounter. For creatures other than you the zone is difficult terrain and lightly obscured, and any creature that ends its turn there takes 10 fire damage.

LEGENDARY HEXBLADE (ELEMENTAL)

Prerequisite: Warlock (hexblade), elemental pact

Your pact weapon has claimed many enemies, and with each victory your prowess and confidence grow. You focus your study and practice on your pact and on the primordials whose power you share, hoping to solve more mysteries and master more secrets of elemental magic. With knowledge comes power, and power you shall have—at any cost.

Level 11: Hexblade's Action (Elemental)

You can draw more sustenance from your pact when you need to push past your normal limits. When you do so, elemental essence alters your form to make it more resilient and flexible.

Benefit: When you spend an action point to take an extra action, you gain temporary hit points equal to one-half your level. Until the end of your next turn, your reach with melee weapon attacks increases by 1.

Level 11: Elemental Pact Aspect

Magic that originates in the Elemental Chaos can protect you from the plane's destructive energy and help you withstand the rigors of hostile environments.

Benefit: You gain a +2 bonus to Endurance checks. At the end of each extended rest, choose acid, cold, fire, lightning, or thunder. You gain resist 10 to the chosen damage type until the end of your next extended rest. At 21st level, the resistance increases to 15.

Level 11: Elemental Pact Curse

Although your primordial benefactors might not always be aware of your service, to ensure a steady supply of magical energy you must reinforce your pact with souls harvested from the enemies you defeat. The *chaotic mind curse* spell unhinges an enemy's mind to make the creature into an unwitting accomplice in creating carnage.



Legendary hexblade

Chaotic Mind Curse Legendary Hexblade Attack 11

Swirling multicolored lights attack the mind of your enemy and warp the creature's perceptions.

Encounter ♦ Arcane, Charm, Elemental, Implement, Psychic

Standard Action Ranged 10

Target: One enemy

Attack: Charisma vs. Will

Hit: 3d10 + Charisma modifier psychic damage.

Effect: Until the end of your next turn, the target's allies provoke opportunity attacks from the target, and it must make every opportunity attack it can.

Level 12: Elemental Pact Invocation

Chaos surges into you when you call on your distant source for assistance. Unpredictable and potentially dangerous, the primordials' boon might either protect you from magical attacks or subject to you even greater injury.

Elemental Invocation Legendary Hexblade Utility 12

Chaos power flows from your pact, and its uncontrollable energy might deflect or attract elemental attacks.

Daily ♦ Arcane, Elemental

Minor Action Personal

Effect: Until the end of the encounter, whenever you take acid, cold, fire, lightning, or thunder damage, you can roll a d20. On a 10 or higher, you reduce the damage by 15. On a 1 or a 2, you instead take 10 extra damage of that type.

Level 16: Improved Elemental Pact Boon

Each enemy slain feeds power to the primordials. In exchange, they take notice of you and reward your efforts with a surge of elemental energy.

Benefit: Whenever you use *warding chaos*, the next melee weapon attack you make before the end of your next turn deals extra damage of a type you choose equal to your Constitution modifier. Choose acid, cold, fire, lightning, or thunder damage when you make the attack.

Level 20: Elemental Transformation

The chaos flowing into you triggers a drastic transformation. You become an elemental monstrosity, a living storm of destructive energy that shifts and changes with each attack you make. Your form protects you from those same chaotic forces.

Elemental Transformation Legendary Hexblade Attack 20

You draw upon primordial essence to complete your change into an elemental creature flaring with chaotic energy.

Daily ♦ Arcane, Elemental, Polymorph
Minor Action **Personal**

Effect: Until the end of the encounter, you gain resist 5 acid, cold, fire, lightning, and thunder. This resistance stacks with any other resistance you have. You also gain a +2 power bonus to AC and Fortitude, and you can use the secondary power once per round.

Secondary Power (Arcane, Elemental, Implement; Varies)
Minor Action **Close burst 1**

Effect: Before the attack, roll a d10 to determine the attack's damage type: 1-2, acid; 3-4, cold; 5-6, fire; 7-8, lightning; or 9-10, thunder.

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: The effect is determined by the attack's damage type.
Acid: 10 acid damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Cold: 10 cold damage, and the target is immobilized until the end of your next turn.

Fire: 10 fire damage, and ongoing 5 fire damage (save ends).

Lightning: 10 lightning damage, and the target grants combat advantage until the end of your next turn.

Thunder: 10 thunder damage, and you push the target up to 3 squares.

PRINCE OF GENIES

Prerequisite: Elemental origin or training in Diplomacy

Your life took a turn for the strange when you discovered a minor treasure containing an elemental spirit. The being trapped inside promised you much in exchange for its freedom, offering anything in its power to grant. Freeing the spirit is not so easy, since potent wards keep it imprisoned. So you came to an arrangement with it. You will search for a way to free it, and it will help you complete your quests.

Level 11: Genie in a Bottle

The spirit whispers advice and lends its aid as long as it has the power to do so.

Benefit: You gain a +1 power bonus to skill checks and saving throws.

Level 11: Wishful Action

Drawing on the genie's magic gives you a better chance of succeeding on your next effort.

Benefit: When you spend an action point to take an extra action, you gain a +2 bonus to the next attack roll, saving throw, or skill check you make before the end of your next turn.



Prince of genies

Level 11: Genie's Intercession

It is in your genie's interest to keep you alive. If an enemy manages to get in a successful blow against you, the genie whisks you away after you make a counterstrike.

Genie's Intercession Prince of Genies Attack 11

An elemental spirit rushes forth to punish your attacker and then propels you and a comrade to safer spots.

Encounter ♦ Elemental, Teleportation

Immediate Reaction **Melee 1**

Trigger: You are hit by an enemy adjacent to you.

Target: The triggering enemy

Attack: Highest ability modifier + 4 vs. Reflex

Level 21: Highest ability modifier + 6 vs. Reflex

Hit: 2d6 + your highest ability modifier damage, and you push the target up to 2 squares.

Miss: Half damage.

Effect: You and one ally adjacent to you each teleport up to 5 squares.

Level 12: Limited Wish

Your genie can grant you whatever you wish, within reason, on a daily basis. It's also possible to use this boon to benefit one of your friends.

Limited Wish Prince of Genies Utility 12

Name your desire, and the genie provides it.

Daily ♦ **Elemental**

Minor Action **Close burst 1**

Target: You or one ally in the burst

Effect: Choose one of the following.

- ♦ The target regains the use of an expended encounter utility power.
- ♦ The target treats its next miss before the end of the encounter as a hit.
- ♦ The target gains a +2 power bonus to all defenses until the end of the encounter.
- ♦ The target gains training in one skill of his or her choice until the end of the encounter.

Level 16: Luck of the Genies

The genie blesses you with good fortune and protects you from the most disastrous failures.

Benefit: Whenever you roll a natural 1 on a saving throw or a skill check, you can reroll it.

Level 20: Genie's Gift

At the apex of the paragon tier, you finally learn how to coax your genie from its vessel. When it appears, it erupts with a flash and a bang that leaves your enemies befuddled. While the spirit is free, it grants a benefit to you or an ally you name.

Genie's Gift Prince of Genies Attack 20

The genie's vessel pops open, releasing a powerful elemental spirit that catches your enemies by surprise.

Daily ♦ **Charm, Elemental**

Standard Action **Close burst 2**

Target: Each enemy in the burst

Attack: Highest ability modifier + 5 vs. Will

Hit: The target is dazed (save ends).

Miss: The target is dazed until the end of your next turn.

Effect: You or one ally in the burst gains an action point that must be used before the end of your next turn or it is lost.

REFORGED SOUL

Prerequisite: Elemental origin or Born of the Elements feat

However you came by your elemental nature—by birth or through exposure to elemental magic—you are now an elemental creature. Exploring your heritage and testing its limits increases your personal power as well as your ability to command the magic flowing from the Elemental Chaos. The more you grow in power, the stronger the plane's hold on you becomes.

Level 11: Chaos-Touched

Your elemental nature grants you some control over and resistance to elemental energy.

Benefit: At the end of each extended rest, roll a d10 and consult the following table. You gain resist 10 to the damage type you rolled, and your reformed soul attack powers gain this damage type. The benefit lasts until the end of your next extended rest.

d10	Damage Type
1-2	Acid
3-4	Cold
5-6	Fire
7-8	Lightning
9-10	Thunder

Level 11: Surging Action

When your need is greatest, you can manifest your elemental nature as a surge of chaotic energy.

Benefit: When you spend an action point to make an extra attack, that attack deals 1d6 extra damage if it is a close or area attack, or 1d10 extra damage if it is a melee or ranged attack. This extra damage has a damage type matching the type you rolled for your Chaos-Touched feature. The extra damage increases to 2d6 and 2d10 at 21st level.

Level 11: Elemental Cascade

Calling forth the chaos building inside you lets you release a gout of elemental energy to assail your foes.

Elemental Cascade Reformed Soul Attack 11

You release the potential raging within you as a crackling cascade of untamed energy.

Encounter ♦ **Elemental**

Standard Action **Melee 1 or Ranged 10**

Target: One creature

Attack: Highest ability modifier + 4 vs. Reflex

Level 21: Highest ability modifier + 6 vs. Reflex

Hit: 2d10 + your highest ability modifier damage.

Miss: Half damage.

Effect: Roll a d20. On a 10 or higher, you can repeat this attack once against a different target within range.

Level 12: Flowing Chaos

More and more, you are becoming a conduit to the Elemental Chaos. Now you learn a way to release your inner energy to augment those around you.

Flowing Chaos Reforged Soul Utility 12

You exude the power of the elements to aid your nearby allies by enhancing the lethality of their attacks.

Daily ♦ **Aura, Elemental**

Minor Action **Personal**

Effect: You activate an aura 1 that lasts until the end of the encounter. While in the aura, you and each ally gain a +3 power bonus to damage rolls that include acid, cold, fire, lightning, or thunder.

Level 16: Embraced by Chaos

The Elemental Chaos's influence on you grows, giving you an expanded command of your innate abilities.

Benefit: You roll twice and use both results when you use your Chaos-Touched feature. When you get a duplicate result, choose any other damage type instead.

You are also able to speak, read, and write Primordial fluently.

Level 20: Elemental Flood

You can loose the force raging inside you in an explosion of energy that selectively targets your foes.

Elemental Flood Reforged Soul Attack 20

Energy pours out from you in a terrible flood, burning, freezing, and destroying anything in its path.

Daily ♦ **Elemental, Zone; Varies**

Standard Action **Close burst 3**

Target: Each enemy in the burst

Attack: Highest ability modifier + 5 vs. Reflex

Hit: 3d8 + your highest ability modifier damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any enemy that enters the zone or ends its turn there takes 10 damage of the types rolled for your Chaos-Touched feature (a creature can take this damage only once per turn).

Sustain Minor: The zone persists until the end of your next turn.

SPEAKER OF XAOS

Prerequisite: Training in Arcana

The Speakers of Xaos are a society of sages, wizards, explorers, and priests who study the Elemental Chaos. You are a member in good standing of this fellowship. The Speakers maintain libraries, small colleges, and chapter houses in many elemental domains, including the City of Brass and Zerthadlun,



Reforged soul

and the organization has small chapters in various mortal worlds as well.

The Speakers have no great purpose beyond a shared interest in the magic, secrets, and phenomena of the Elemental Chaos. Members report interesting discoveries to their fellows, consult with each other on difficult problems, and work together to collect and preserve unusual knowledge or resources pertaining to the Plane Below. Individual members are also free to follow their own desires regarding whether to share information or respond to calls for assistance from their fellows. The only rule is to treat your colleagues as you would have them treat you.

Level 11: Xaos Lore

You hold potent secrets of elemental spellcasting; your elemental spells and abilities are especially pernicious and long-lasting.

Benefit: You gain a +1 bonus to attack rolls against creatures that have the elemental origin, and such creatures take a -1 penalty to saving throws against effects you create.



Speaker of Chaos

Level 11: Chaos Action

You command elemental powers with surprising deftness and flexibility, especially when you are under duress.

Benefit: When you spend an action point to take an extra action, you can widen the effect of the next cold, fire, lightning, or thunder attack you make before the end of your next turn. Choose to either add one target within range to a melee or ranged attack or increase the size of a burst or a blast by 1.

Level 11: Elemental Durance

After calling upon a power that makes use of elemental energy, you can retain an echo or remnant of that energy. This power allows you to shape that remnant into a cage of blazing fire, bitter cold, or crackling lightning.

Elemental Durance Speaker of Chaos Attack 11

You shape the elemental energy of an attack into a temporary prison.

Encounter ♦ Elemental; Varies

Free Action **Special**

Trigger: You hit an enemy with a cold, fire, lightning, or thunder attack.

Effect: You push the enemy 1 square. If it moves before the end of its next turn, it takes 3d10 damage of the type dealt by the triggering attack.

Level 12: Repel Elements

Your understanding of the essential nature of elemental creatures and energies provides you with the power to hold them at bay when you wish.

Repel Elements Speaker of Chaos Utility 12

Your mastery of the elements allows you to inscribe a ward against energy of a particular type.

Encounter ♦ Elemental, Zone

Minor Action **Close burst 1**

Target: Each elemental enemy in the burst

Effect: You must push each target 1 square. The burst then creates a zone that lasts until the end of your next turn. Elemental enemies cannot willingly enter the zone, and you and each ally in the zone gain a +2 power bonus to all defenses against attacks that deal cold, fire, lightning, or thunder damage, as well as the attacks of elemental enemies.

Level 16: Power of Chaos

You are so skilled in wielding elemental force that your successful attacks always inflict a significant amount of harm.

Benefit: When you deal damage with a cold, fire, lightning, thunder, or elemental attack, reroll any damage die that results in 1 until you get a 2 or higher.

Level 20: Elemental Chains

You are a master at shaping elemental energy. With this power, you can transform your elemental magic into damaging bonds, pinning your enemies in place.

Elemental Chains Speaker of Chaos Attack 20

The residue of your elemental attacks erupts in light and color, forming chains that wrap around your foe.

Daily ♦ Elemental; Varies

Free Action **Special**

Trigger: You hit one or more enemies with an attack dealing cold, fire, lightning, or thunder damage.

Effect: Each enemy you hit with the triggering attack is restrained and takes ongoing 15 damage of the type dealt by the triggering attack (save ends both). Each enemy you missed with the triggering attack is immobilized until the end of your next turn.

Epic Destinies

The following epic destinies are available to any character wishing to pursue a destiny influenced by the elemental powers.

EMERGENT PRIMORDIAL

You carry the essence of an imprisoned primordial, a being so vast, so terrible, that the gods imprisoned it in the Elemental Chaos.

Prerequisite: 21st level; elemental origin, Born of the Elements feat, or any elemental power

There is no full accounting of the primordials sealed away in the Elemental Chaos and elsewhere in the planes. Their roster is endless, their exploits too terrible to dwell upon. They are too powerful to die, too dangerous to live. The gods sealed them in the deepest depths to ensure that they would trouble the planes no more. During their imprisonment, the primordials have never ceased their efforts to escape and to resume the struggle against the gods they hate.

In exploring elemental magic, you have been touched by a primordial's essence. Perhaps only a dream has settled in your mind, or maybe a shard of a fallen primordial became lodged inside you. When you attain the epic tier, the shard awakens and begins merging its identity with yours until one day you become like a primordial.

Living the Destiny

Although the primordial within you seeks to annihilate your identity, it has no choice but to bend to your will. At the same time, your growing power awakens the primordial in your thoughts, gradually drawing it out from its long slumber until its presence pervades your consciousness. By the time you complete your final quest, you might be ready to surrender your body and soul to the primordial—or descend into the Elemental Chaos to confront and destroy it for good.

Level 21: Primordial Rebirth

An elemental essence awakens inside you and lends you its power. The essence transforms you, turning you into a suitable vessel for its emerging presence.

Benefit: You increase one ability score of your choice by 2.

Your origin changes to elemental if it is not elemental already, and you can speak, read, and write Primordial.



Emergent Primordial

In addition, choose one of the following: acid, cold, fire, lightning, or thunder. You gain resist 15 to the chosen damage type, and you gain a +3 bonus to damage rolls that include that type.

Level 24: Primordial Rebirth

Death cannot claim you as long as the primordial shares your body. If you fall in battle, the primordial awakens to your enemies' detriment.

Benefit: Once per day when you start your turn at 0 hit points or fewer, you regain hit points equal to your bloodied value. When you do so, each ally within 5 squares of you can spend a healing surge. In addition, each ally within 10 squares of you who has this epic destiny gains 20 temporary hit points and can shift 1 square as a free action.

Level 26: Primordial Form

The primordial essence strains against your body's limitations, demanding release and battering your psyche. When you give in to the primordial's demands, you become a monstrous creature, an elemental nightmare towering over the battlefield.



Primordial Form Emergent Primordial Utility 26

You free the primordial within you and transform into a titanic elemental being, like the ancient and terrible forces unseen since the Dawn War.

Daily ♦ Elemental, Polymorph

Minor Action

Personal

Effect: You assume the form of a Huge primordial-like creature until the end of your next turn. Creatures adjacent to you when you assume the form are pushed 1 square, or they fall prone if they cannot be pushed. While in this form, you gain the following benefits.

- ♦ Your reach increases by 2.
- ♦ You gain resist 5 to all damage.
- ♦ You gain a +4 power bonus to melee damage rolls and damage rolls that include acid, cold, fire, lightning, or thunder.

Sustain Minor: The form persists until the end of your next turn.

Level 30: Primordial Ascendance

You and the primordial merge. Now that your elemental nature is unfettered, it might seek to resume its war against the gods or turn its malign attention against other enemies. Your greatest successes renew and embolden your allies.

Benefit: Whenever you score a critical hit or reduce a nonminion enemy to 0 hit points, each ally within 5 squares of you gains 10 temporary hit points, and each one gains a +2 power bonus to attack rolls until the end of your next turn.

LORD OF CHAOS

You incarnate a creative force that can shape the Elemental Chaos into continent-sized wonders and sculpt kingdoms. The multiverse itself is your canvas.

Prerequisite: 21st level

Long ago, an ancient race of mighty sorcerers abandoned the material world for the Elemental Chaos, drawn by the plane's infinite mutability. These were the Reigar, a humanlike people who revered personal freedom, expression, and artistry above all other values. In time they mastered the secrets of immortality and became a race of godlings in mortal form—self-centered, capricious, driven only by the desire to experience new sensations and outdo each other in creative works. Foreseeing that their race would eventually dwindle and stagnate, the Reigar created one last masterwork of cooperative magic: a sentient, self-guiding force that would seek out the most brilliant and worthy souls among mortals and gift them with the powers of the Reigar, thus renewing the race across the ages.

In the course of your mortal adventures, you have developed into that one person in a million

who embodies the exquisitely rare mix of brilliance, beauty, willfulness, and creativity that characterizes the immortal ranks of the Reigar. The ancient lore of the Reigar has revealed itself to you and given you the ability to shape the world to suit your whims.

Living the Destiny

Few of your kind remain anywhere in the multiverse. You and your kindred souls are not mortals, nor gods, nor elemental beings; you are something else. As a Lord of Chaos, you might commit yourself to shaping a vast swath of the elemental plane into a domain of your own. You or your descendants could rule over an extraplanar kingdom forged by your will and imagination. Or you might choose to roam the multiverse, immersing yourself in every interest and experience that catches your eye. Whatever path you take, you eventually leave your adventuring career behind, drawn by the challenge of shaping and ordering your own private universe.



Lord of Chaos

Level 21: Awakening

An intangible mantle of power begins to gather around you, and you awaken to the realization that you are more than the mortal you once were.

Benefit: You increase your Charisma by 2, and your origin becomes immortal.

In addition, you gain a shakti, an ancient tool of the Reigar that takes the form of a small statuette or token that is representative of you. As a minor action, you can transform it into a +5 *magic weapon, magic implement, magic armor, or amulet of protection* (+6 at 26th level). If the shakti leaves your person or is destroyed somehow, it turns to dust. You can create it again as a minor action, and it appears on your person in the desired form.

Level 24: Rapid Reincarnation

You can recover from mortal injury by making your body disincarnate, briefly relinquishing your physical form, and then re-creating it shortly afterward anywhere near where you fell.

Benefit: Once per day when you would make a death saving throw, you can instead choose to become disincarnate. Your body disappears in motes of golden light, and you can then reincarnate anywhere within 1 mile, between 1 minute and 1 hour later. You reincarnate with hit points equal to your bloodied value.

Level 26: Whim of Creation

With sufficient time and concentration, any sentient creature can effect minor changes to its surroundings in the Elemental Chaos. You can achieve much wider results with a moment's thought, regardless of where you happen to be.

Whim of Creation

Lord of Chaos Utility 26

You reshape your surroundings to suit your tastes.

Daily ♦ Elemental

Minor Action

Close burst 5

Effect: Choose one of the following effects. The effect lasts as long as you wish.

Remove Difficult Terrain: You change up to 5 squares of non-magical difficult terrain in the burst into normal terrain.

Create Difficult Terrain: You change up to 5 squares in the burst into difficult terrain.

Create Weather: You create fog, mist, rain, wind, harmless ball lightning, or other nondamaging weather conditions in the burst. The weather can change how heavily obscured the burst is.

Level 30: Master of Chaos

Unseen currents of power surge throughout the Elemental Chaos, and are preserved—frozen—in the matter of the mortal world too. You sense these currents and exploit them in combat by teleporting yourself or your foe along them.

Benefit: When you bloody an enemy or score a critical hit against an enemy, you can teleport yourself or the enemy up to 10 squares as a free action.

ELEMENTAL VIEWPOINT: SCAR, HALF-ORC FIRECRAFTER

The fire has been in me since I was old enough to stand. It is in my blood, a gift of my family that has been passed down through the generations. I am no priest or mage, but I can call fire from my hands to burn my foes or armor myself in living flame. Some say that we are cursed to burn the things we love and consume ourselves with this power, but I call it a blessing. The fire gives me strength, quickness, the power to destroy my foes . . . and, of course, pain. But that, too, makes me stronger.

I am of the Firedrake tribe of the Smoking Mountains, although I have wandered far since the years of my youth. There amid the steaming vents and the rumbling mountains I grew to manhood. These are hard lands, shaken by the restless earth and home to hungry monsters and cruel giants. My people have lived among these dangers since the time of my grandfather's grandfather. The mountains are our stronghold and refuge; no enemy has ever defeated us on our home ground. Not even the God-King himself could make us bend our knees to him!

My people are brave and strong warriors, as you might guess. But it is not with steel alone that the valley of the Firedrakes is defended. We learned long ago to live alongside the restless elementals of our homeland. Many among us are born with the power of elemental fire in our blood; we are fated to be the protectors and champions of our people. Some who are born to serve the fire are destroyed by the flame within before their time, but others such as I learn to leash the powers we are born with, to control our gifts before they consume us. When I am done with my wanderings in the wider world, I will go home and make myself a mighty chief among my people. And I will rule with fire in my fist.

Feats

The feats presented in this section largely deal with elemental magic and the Elemental Chaos. Several feats grant access to elemental energy, letting you draw upon its power in ways to aid or complement your other capabilities.

Arcane Familiar [Familiar] You have attracted a small creature into your service that will aid you in your adventures.

Prerequisite: Any arcane class

Benefit: You gain a familiar. For each familiar feat you have beyond this one, your familiar gains a +1 bonus to all defenses.

Born of the Elements Power flows up from the Elemental Chaos and through you, attuning your soul to its destructive energy. The influence of the Plane Below manifests itself in your sometimes harsh and jarring demeanor and your preternatural

resilience to environmental dangers. Furthermore, you have an instinctive knowledge of the elemental tongue and can communicate with creatures hailing from that plane.

Prerequisite: Elemental origin or training in Arcana

Benefit: You gain a +2 feat bonus to Endurance checks and Intimidate checks.

In addition, you can speak, read, and write Primordial.

Burning Vapors You have an uncanny ability to command elemental acid, to intensify its power or to manifest it in a stinging cloud.

Prerequisite: 11th level

Benefit: You gain a +3 feat bonus to acid damage rolls. This bonus increases to +4 at 21st level.

In addition, whenever you take acid damage from an attack, each enemy adjacent to you takes a -2 penalty to attack rolls until the end of its next turn.

Child of Fire Elemental fire burns in your breast. These flames are eager to escape. Should your control ever slip, they rush free to scorch your foe.

Prerequisite: Born of the Elements feat

Benefit: Whenever an attack bloodies you or knocks you unconscious, one enemy of your choice within 2 squares of you takes fire damage equal to your Constitution modifier.

Child of Stone You are a child of elemental earth; its power sustains and protects you. You can call forth earth's protective power to shield you when your need is greatest.

Prerequisite: Born of the Elements feat

Benefit: When you use your second wind while on an earthen or stone surface, you also gain resist 5 to all damage until the end of your next turn. At 21st level, the resistance increases to 10.

Child of Storm The eldritch storms boiling across the Elemental Chaos reflect the turmoil in your heart. Elemental energy invigorates you.

Prerequisite: Born of the Elements feat

Benefit: Whenever you take acid, cold, fire, lightning, or thunder damage from an enemy attack, you gain a +2 bonus to your next saving throw during this encounter.

Child of the Sea You are the most free when swimming. Your elemental heritage lets you maneuver through waters with ease as if you were born to it.

Prerequisite: Born of the Elements feat

Benefit: You have a swim speed equal to your walking speed. In addition, you count as having the aquatic keyword. In aquatic combat, you gain a +2 bonus to attack rolls against nonaquatic creatures.



The Earthwalker feat makes a wall no barrier at all

FEATS

Elemental	Prerequisites	Benefit
Born of the Elements	Elemental origin or training in Arcana	+2 to Endurance and Intimidate; gain Primordial language
Burning Vapors	Level 11	+3 to acid damage rolls
Child of Fire	Born of the Elements	Flames damage foe when you are bloodied or unconscious
Child of Stone	Born of the Elements	Gain resist 5 all when you use second wind on stone surface
Child of Storm	Born of the Elements	+2 to next saving throw after taking elemental damage
Child of the Sea	Born of the Elements	Gain swim speed, other aquatic benefits
Child of Wind	Born of the Elements	Ignore difficult terrain when not wearing heavy armor
Earthwalker	Level 21, Born of the Elements	Gain earth walk; gain phasing after using second wind
Fiery Blood	Level 11	+3 to fire damage rolls
Firedancer	Born of the Elements	Gain resist 5 fire; deal fire damage after using second wind
Icy Heart	Level 11	+3 to cold damage rolls
Lightning Soul	Level 11	+3 to lightning damage rolls
Rising Chaos	Born of the Elements	+2 to damage rolls after taking elemental damage
Seastrider	Level 21, Born of the Elements	Shift through enemies' spaces, move across liquid
Thunder's Rumble	Level 11	+3 to thunder damage rolls
Windfoot	Level 21, Born of the Elements	Take half damage from falling; fly after using second wind

Elemental Companion	Prerequisites	Benefit
Elemental Companion	Born of the Elements, no Arcane Familiar feat	You gain an elemental companion
Elemental Conduit	Level 2, Elemental Companion	Swap a utility power for <i>elemental conduit</i> power
Elemental Invigoration	Elemental Companion	You and allies near your companion gain bonus to damage
Elemental Vengeance	Level 6, Elemental Companion	Swap a utility power for <i>elemental vengeance</i> power

Familiar	Prerequisites	Benefit
Arcane Familiar	Any arcane class	You gain a familiar

Implement Training	Prerequisites	Benefit
Ki Focus Expertise	–	+1 to attack rolls with ki focuses, +1 damage against bloodied enemies
Tome Expertise	–	+1 to attack rolls with tomes, enemies adjacent to your conjurations or summoned creatures grant combat advantage
Totem Expertise	–	+1 to attack rolls with totems, ignore partial cover and partial concealment on those attacks

Child of Wind Drawing on your heritage of elemental air gives lift to your steps and lets you take to the air whenever an attack would push you back.

Prerequisite: Born of the Elements feat

Benefit: Whenever you charge or run and are not wearing heavy armor, you ignore difficult terrain.

Earthwalker Your elemental heritage manifests as an affinity for elemental earth. Neither rubble nor uneven stone hampers you, for you can call upon your heritage to let you move through solid rock.

Prerequisite: 21st level, Born of the Elements feat

Benefit: You gain earth walk, meaning that you ignore difficult terrain caused by rubble, uneven stone, or earthen construction.

In addition, whenever you use your second wind, you have phasing until the end of your next turn. Using this feat, you can phase only through earth and rock.

Elemental Companion [Elemental Companion]

You fashion a companion from raw elemental substance. The companion aids you in your endeavors when called. (See page 146 for a selection of elemental companions.)

Prerequisite: Born of the Elements feat, must not have the Arcane Familiar feat

Benefit: You gain an elemental companion.

For each elemental companion feat you have beyond this one, your elemental companion gains a +1 bonus to all defenses.

Elemental Conduit [Elemental Companion]

When danger looms, you can use the bond you share with your elemental companion to flee to safety.

Prerequisite: 2nd level, Elemental Companion feat

Benefit: You swap a utility power that is at least 2nd level for the *elemental conduit* power.

In addition, while your elemental companion is in passive mode, you gain a +2 power bonus to Insight checks and Perception checks.

Elemental Conduit

Feat Utility

Chaos from your elemental companion twists space so that the two of you can swap positions.

Daily ♦ **Elemental, Teleportation**

Move Action Close burst 10

Target: Your active elemental companion in the burst

Effect: You teleport yourself and the target, swapping positions.

Elemental Invigoration [Elemental Companion] Your recovery sends a surge of elemental power through your elemental companion, causing chaos energy to increase your allies' might.

Prerequisite: Elemental Companion feat

Benefit: When you spend a healing surge to regain hit points while your elemental companion is in active mode, you and each ally adjacent to the companion gain a +2 bonus to damage rolls until the start of your next turn.

Elemental Vengeance [Elemental Companion] You cannot abide harm to befall your elemental companion, so when it does happen, you respond with terrible fury.

Prerequisite: 6th level, Elemental Companion feat

Benefit: You swap a utility power that is at least 6th level for the *elemental vengeance* power.

In addition, while your elemental companion is in active mode, you gain a +1 bonus to attack rolls against bloodied creatures that are adjacent to the companion.

Elemental Vengeance

Feat Utility

A burst of scintillating colors erupts from your destroyed companion, distracting your enemies and calling the companion back to you.

Daily ♦ **Elemental**

Immediate Reaction Close burst 1 centered on the space your companion last occupied

Trigger: Your active elemental companion is destroyed.

Target: Each enemy in the burst

Effect: Each target grants combat advantage until the end of your next turn. In addition, your elemental companion returns to you in passive mode.

Fiery Blood Liquid fire boils in your veins, increasing your control over elemental fire. Your fires burn hotter and fire that strikes you burns nearby enemies.

Prerequisite: 11th level

Benefit: You gain a +3 feat bonus to fire damage rolls. This bonus increases to +4 at 21st level.

In addition, whenever you take fire damage from an attack, each enemy adjacent to you takes 5 fire damage. This damage increases to 10 at 21st level.

Firedancer You have a connection to elemental fire thanks to your elemental heritage. You do not fear flames since they do no longer burn you.

Prerequisite: Born of the Elements feat

Benefit: You gain resist 5 fire. This resistance increases to 10 at 11th level and 15 at 21st level. If you already have fire resistance, it instead increases by 5.

In addition, when you use your second wind, your melee and ranged attacks deal 1d6 extra fire damage until the end of your next turn.

Icy Heart Your frozen heart increases your mastery over elemental cold. Your cold attacks are potent, fueled by the Elemental Chaos's frozen reach. Furthermore, cold attacks rebound off you as freezing cold that slows your foes.

Prerequisite: 11th level

Benefit: You gain a +3 feat bonus to cold damage rolls. This bonus increases to +4 at 21st level.

In addition, whenever you take cold damage from an attack, each enemy within 2 squares of you becomes slowed until the end of your next turn.

Ki Focus Expertise You have dedicated yourself to becoming as attuned to your ki focus as possible, heightening your prowess in battle.

Benefit: You gain a +1 feat bonus to implement attack rolls and weapon attack rolls that you make with your ki focus.

In addition, you gain a +1 bonus to the damage rolls of attacks that you make with your ki focus against a bloodied enemy. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

Lightning Soul The storm rages within you, demanding release through your lightning attacks. Should lightning strike you, it arcs toward another foe.

Prerequisite: 11th level

Benefit: You gain a +3 feat bonus to lightning damage rolls. This bonus increases to +4 at 21st level.

In addition, whenever you take lightning damage from an attack, one enemy within 5 squares of you takes 10 lightning damage. This damage increases to 15 at 21st level.

Rising Chaos You feel new strength awaken within you whenever you must confront elemental energy. The power awakened bolsters your attacks.

Prerequisite: Born of the Elements feat

Benefit: Whenever you take acid, cold, fire, lightning, or thunder damage from an enemy attack, you

gain a +2 bonus to damage rolls until the end of your next turn.

Seastrider Your elemental heritage manifests as an affinity for elemental water. You can use elemental water's power to flow through your enemies and across liquid surfaces.

Prerequisite: 21st level, Born of the Elements feat

Benefit: You can shift through enemies' spaces.

In addition, you can use a move action to move up to your speed across a liquid surface, treating it as solid ground. If you end the move on the liquid, you sink.

Thunder's Rumble You feel every thunderbolt, every rumble from the storms swirling through the Elemental Chaos. You can call upon its power to intensify your thunder attacks and knock aside enemies when you yourself take thunder damage.

Prerequisite: 11th level

Benefit: You gain a +3 feat bonus to thunder damage rolls. This bonus increases to +4 at 21st level.

In addition, whenever you take thunder damage from an attack, you can push each creature adjacent to you 1 square.

Tome Expertise The tomes you study reveal ancient and dangerous secrets. Your familiarity with these books lets you access their power more easily and make your conjurations and summoned monsters more fearsome.

Benefit: You gain a +1 feat bonus to implement attack rolls that you make with a tome. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, enemies adjacent to your conjurations or summoned creatures grant combat advantage. An enemy that is immune to fear is immune to this effect.

Totem Expertise A totem is a physical representation of one or more primal spirits. Your totem makes it easier to commune with the associated spirit and reveals your enemies to your allies.

Benefit: You gain a +1 feat bonus to implement attack rolls that you make with a totem. This bonus increases to +2 at 11th level and +3 at 21st level.

Also, you ignore partial cover and partial concealment on implement attacks you make with a totem.

Windfoot You have an affinity for elemental air thanks to your unusual heritage.

Prerequisite: 21st level, Born of the Elements feat

Benefit: You take only half damage from falling.

In addition, when you use your second wind, you can fly up to 2 squares as a free action.



A sha'ir and his daolanin gen servant stand their ground against a pair of githyanki

Elemental Companions

Inconsistency is the only constant in the Elemental Chaos. Landscapes change, mountains rise, and oceans evaporate, while storms tumble across the roiling heavens. The Elemental Chaos's mutable nature means creatures that have strong personalities and force of will can shape reality in whatever way they please, creating stabilized areas amid the chaos or contributing to the plane's uncertainty. And because elemental material often spills out from the Plane Below, certain individuals can contain raw chaos and bring it with them as a companion.

Only individuals who are attuned to the chaotic forces and who happen upon elemental substance can shape it into a creature and fix its form. Elemental companions, then, are rarer than the people able to create them. Only a person who has the Elemental Companion feat has such a companion.

When the companion adopts a form, it resembles an actual creature, a physical being occupying space. Yet this form is in many ways an illusion, a projection of the maker's will onto unformed substance. Without its maker, the elemental companion has no identity, no objectives, not even a shape. It is only when the maker fixes the companion in his or her mind that it becomes an elemental creature.

Elemental companions and arcane familiars have much in common. As magical creations, elemental companions require a constant supply of energy to maintain their forms and lack the durability to withstand the sort of punishment another creature can endure. Both types of companions depend on their masters for existence, and thus it is in their interest to do as their masters command.

The connection between master and companion is somewhat different from that between master and familiar. Once a master fashions an elemental companion, the companion merges with its maker until they are one and the same. The creator can then, on command, manifest the elemental companion by compelling it to assume a physical form. The form often depends on the companion's elemental nature and does not often vary, which suggests that perhaps there is more to these companions than shaped elemental substance after all.

As helpful as elemental companions can be, they are not warriors. They lack the means to protect themselves or fight on your behalf. The power they offer is subtle but helpful. It expands your options for overcoming challenges both in combat and out. When your companion merges with you, it alters your nature, granting a persistent benefit. And when you manifest your elemental companion, it can take a direct hand in helping you overcome difficulties.

Modes

Like an arcane familiar, an elemental companion has two different modes: passive mode and active mode. The companion is always in one mode or the other. You can switch your companion between these modes as a minor action.

Passive Mode: When your elemental companion is in passive mode, it has merged with your body. So bound, it is usually undetectable, though it might manifest in subtle ways, such as a fiery ring around your irises or a stirring of your clothing when the air doesn't move. A creature can detect the presence of a passive elemental companion by succeeding on an Arcana check against a moderate DC of your level.

While in this mode, your elemental companion cannot be targeted or damaged by any effect, and you gain the passive benefit described in its stat block. If your companion is not in your space when you switch it to passive mode, it appears in your space.

Active Mode: Manifesting an elemental companion causes it to emerge from your body and assume a physical form in the nearest unoccupied square. While in this mode, your elemental companion is considered a creature that occupies its space, and you gain the active benefit described in its stat block.

Unless otherwise noted in the companion's description, it can't exist more than 20 squares away from you. At the end of your turn, if your companion is more than 20 squares away, it appears in your space and enters passive mode.

If the companion must make an ability or a skill check, it uses your relevant modifier to do so.

Characteristics

Each elemental companion has a stat block that specifies its game statistics. It also shares the following characteristics with other elemental companions.

Acting as a Combatant: Your elemental companion is considered an ally to you and your allies. While in active mode, it can be affected by game effects in the same way as any other creature can be, although it is immune to your attacks, unless you choose to ignore this benefit.

The only attacks that your companion can make are specified in its stat block. In addition, you and your allies cannot flank with your elemental companion, unless otherwise specified in its stat block.

Communication: Your elemental companion can speak, and it is fluent in every language you know. You can communicate telepathically with your elemental companion. You do not need line of sight or line of effect to do so. When you command the companion, you and the companion share knowledge but not senses.

Destruction of the Companion: If your elemental companion drops below 1 hit point, it



A pech, the elemental companion of a fighter, emerges at its master's side in time to keep slaving monsters at bay

is temporarily destroyed. After your next short or extended rest, it returns to you in passive mode. If you drop below 1 hit point, the elemental companion appears in your space and enters passive mode. If you die, the companion is destroyed. If you are restored to life, it is also restored, and it returns in passive mode.

Actions

In active mode, your elemental companion can take actions, however it depends on you for guidance.

Standard Action: To take a standard action, your elemental companion needs you to take a standard action to command it to do so.

Move Action: Whenever you take a move action, your elemental companion can also take a move action. Alternatively, you can take a move action and not move to simply command your elemental companion to take a move action.

Minor Action: To take a minor action, your elemental companion needs you to take a minor action to command it to do so.

Free Actions: Your companion can take free actions without you taking an action to command it.

Triggered Actions: If one of your elemental companion's triggered actions is triggered, the companion can take that action only if you take the same kind of action to command it to do so.

Gaining a Companion

You gain an elemental companion when you take the Elemental Companion feat. Once you choose a companion, that choice remains for as long as you have the feat. You can use retraining to swap out your current elemental companion for a different one.

Arctine Slight creatures with blue skin and white hair, arctines embody elemental cold. They have a cool demeanor and rarely show emotion. Ice crystals form in the air and frost crawls across the ground while this companion is active. When it is in passive mode, your breath steams, and your flesh cools.

Arctine	Elemental Companion
Small elemental humanoid (cold)	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 6 (ice walk)	
PASSIVE BENEFITS	
Frost Armor	
You have ice walk while you shift, and you have resist 3 cold (6 at 11th level and 9 at 21st level).	
ACTIVE BENEFITS	
Minor Action (zone) ♦ Encounter	
Effect: The arctine creates a zone of difficult terrain in a close burst 1. Creatures with ice walk are unaffected. The zone lasts until the end of the encounter or until the arctine leaves the zone, dies, or enters passive mode.	

Automaton The automaton lumbers into combat, its gears whirring and valves piping steam into the air. Created from elemental metal, it has unusual durability, and its strange form can unnerve foes enough to give you and your allies a tactical advantage in combat. While in passive mode, you grow slightly heavier as your blood takes on the appearance of quicksilver.

Automaton	Elemental Companion
Small elemental humanoid (construct)	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 5	
PASSIVE BENEFITS	
Self-Repair	
You gain a +2 power bonus to saving throws against ongoing damage.	
ACTIVE BENEFITS	
Fearsome Presence	
You and your allies can flank with the automaton.	
Immediate Interrupt ♦ At-Will	
<i>Trigger:</i> The automaton takes damage from an attack while you are within 2 squares of it.	
<i>Effect:</i> The automaton takes no damage from the attack. You take the damage instead.	

Chaos Phage Slaads grow their numbers by implanting embryos—chaos phages—into their victims. You extract a phage from a victim before it has a chance to become a slaad tadpole and bind it to you as an elemental companion. Unpredictable and maddening, chaos phages prove dangerous companions, since they hide in your skull and are extremely painful to activate. An active phage slithers across the ground, driven to feast on your enemies' minds.

Chaos Phage	Elemental Companion
Small elemental magical beast	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 6	Darkvision
PASSIVE BENEFITS	
Mad Delusions (psychic)	
You gain a +1 power bonus to Will. When the chaos phage enters active mode, you take psychic damage equal to 1 + one-half your level.	
ACTIVE BENEFITS	
Immediate Reaction ♦ At-Will	
<i>Trigger:</i> An enemy adjacent to the chaos phage becomes bloodied.	
<i>Effect:</i> The chaos phage enters passive mode, and the triggering enemy grants combat advantage (save ends). Until this effect ends, the chaos phage cannot enter active mode.	

Crysmalite Crysmals haunt the deep caverns under the Elemental Chaos, clinging to the crystalline shards sprouting from the walls, ceilings, and floors. These crystals resonate with elemental power

and once harnessed can become smaller versions of the deadly predators, called crysmalites. A crysmalite's scuttling, arachnid form conceals cunning and a greedy streak. While the creature is in its passive state, tiny crystal shards sprout from your skin.

Crysmalite	Elemental Companion
Small elemental magical beast (spider)	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 6, climb 3 (spider climb)	
PASSIVE BENEFITS	
Uncanny Senses and Grip	
You gain a +2 power bonus to Perception checks, and you gain a +2 bonus to Athletics checks to climb.	
ACTIVE BENEFITS	
Free Action ♦ Encounter	
<i>Trigger:</i> You make a blast or burst attack, and the crysmalite is in the area of effect.	
<i>Effect:</i> Enemies adjacent to the crysmalite take a -2 penalty to attack rolls until the end of your next turn.	

Flame Serpent A snake formed from elemental fire, a flame serpent resembles a flame snake and a salamander, elemental creatures famous for their malice and cruelty, traits these elemental companions share. Manifesting the flame serpent causes it to appear coiled around your body, and then it slithers away. When you recall it, fire rings your irises.

Flame Serpent	Elemental Companion
Small elemental magical beast (fire)	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 6	
Resist 10 fire	
PASSIVE BENEFITS	
Burning Inside ♦ Aura 2	
The aura is brightly lit. You can activate or deactivate this aura as a minor action.	
Fire Within	
You have resist 3 fire (6 at 11th level and 9 at 21st level).	
ACTIVE BENEFITS	
Flickering Flames ♦ Aura 1	
Any enemy in the aura grants combat advantage to you when you use a fire power against it.	
Move Action ♦ Encounter	
<i>Effect:</i> The flame serpent shifts up to its speed.	

Hordeling Hordelings gather in great masses throughout the Abyss. Considered the least of demons—the seeds from which other, greater fiends spring—their numbers are without end. A hordeling companion is not a true hordeling, but is instead Abyssal substance shaped into a monstrous form. The evil pervading the plane reveals itself in the demon's demands to be free from you.

Hordeling	Elemental Companion
Small elemental humanoid (demon)	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 4	Darkvision
PASSIVE BENEFITS	
Vicious	
You gain a +2 power bonus to opportunity attack rolls.	
Rattle the Cage	
Whenever you end the encounter with the hordeling in passive mode, you take damage equal to your level.	
ACTIVE BENEFITS	
Standard Action (fear) ♦ Encounter	
Effect: The hordeling can push each creature adjacent to it 1 square.	
Immediate Interrupt ♦ Encounter	
Trigger: You or the hordeling takes acid, cold, fire, lightning, or thunder damage.	
Effect: You and the hordeling each gain resist 5 to the triggering damage type, or types, until the end of your next turn (10 at 11th level and 15 at 21st level).	

Magmin The hulking magmin displays its elemental nature in the flaming fissures that appear across its blackened body. Slow and ponderous, it goes where directed, obeying your every command. The magmin ignites your temper to give you a fearsome demeanor. Fire stokes your anger, while cold dampens it.

Magmin	Elemental Companion
Medium elemental humanoid (earth, fire)	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 4	Resist 5 fire
PASSIVE BENEFITS	
Fiery Intensity	
You gain a +2 power bonus to Intimidate checks.	
Flowing Lava	
When you take fire damage, you gain a +2 power bonus to speed until the end of your next turn. When you take cold damage, you are slowed until the end of your next turn.	
ACTIVE BENEFITS	
Immediate Reaction ♦ Encounter	
Trigger: An enemy adjacent to the magmin becomes bloodied.	
Effect: The triggering enemy is weakened until the end of your next turn.	

Mud Wretch Drawn from the bubbling mud pits in the Elemental Chaos or elsewhere, the mud wretch drips burning filth wherever it goes. Despite its hideous appearance, mud wretches show great affection to their masters and protect them even in their passive mode. An acrid odor surrounds characters merged with mud wretches.

Mud Wretch	Elemental Companion
Small elemental magical beast (earth, water)	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 4	Resist 5 acid
PASSIVE BENEFITS	
Corrosive Secretions	
Any enemy that grabs you immediately takes 3 acid damage (6 at 11th level and 9 at 21st level).	
Unnatural Flexibility	
Squeezing doesn't cause you to move at half speed.	
ACTIVE BENEFITS	
☼ Noxious Vapors ♦ Aura 1	
While you are bloodied, enemies in the aura take a -1 penalty to attack rolls.	
Move Action ♦ At-Will	
Effect: The mud wretch shifts up to 2 squares.	

Nereid The beautiful nereid could easily be confused for a nymph or some other enchanting fey creature, for they are alluring to anyone who looks on them. Although the elemental companion is not a true nereid, it shares many of their qualities, being an adept swimmer and so beautiful other creatures find it hard to pull away from them. When the nereid returns to passive mode, it collapses into a watery serpent that coils around you and soaks your clothing.

Nereid	Elemental Companion
Small elemental humanoid (aquatic, water)	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 6, swim 6	
PASSIVE BENEFITS	
Aquatic	
You can breathe underwater. In aquatic combat, you gain a +2 bonus to attack rolls against creatures that do not have the aquatic trait.	
ACTIVE BENEFITS	
Aquatic	
The nereid can breathe underwater.	
Free Action (healing) ♦ Encounter	
Trigger: An ally adjacent to the nereid spends a healing surge.	
Effect: The triggering ally regains 3 additional hit points (6 at 11th level and 9 at 21st level).	

Pech Some claim the Elemental Chaos's consummate miners, pechs, share a common ancestry with dwarves. Short, with bristly hair and wide eyes, they chip through rock to extract gemstones. Like other elemental companions, the pech is not a true representative of this race but a copy. Quiet, reserved, and slow to anger, the pech displays its affinity for elemental earth by the ease with which it moves across and through rock and the boons it bestows on you.

Pech	Elemental Companion
Small elemental humanoid (earth)	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 4 (earth walk)	Tremorsense 5
PASSIVE BENEFITS	
Stone's Resilience	
You have earth walk while you shift, and you gain a +2 power bonus to Endurance checks.	
ACTIVE BENEFITS	
Earth Glide	
The pech can pass through earth and rock as if it were phasing.	

Storm Talon The storm talon soars through the skies on cloud wings. Lightning dances in its eyes, and each beat of its wings sends thunder booming all around. When in its passive state, you feel energized and lightweight. The storm talon is a gregarious companion, often breaking tension with a quip and a joke.

Storm Talon	Elemental Companion
Small elemental magical beast	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 2, fly 6	
Resist 5 lightning, 5 thunder	
PASSIVE BENEFITS	
Storm Dancer	
You gain a +2 power bonus to Acrobatics checks. Whenever you are pulled, pushed, or slid, you can take a free action to shift 1 square at the end of the forced movement.	
TRAITS	
Soaring Talon	
The storm talon has a range limit of 40 squares from you.	
☀ Eye of the Storm ◆ Aura 1	
You and your allies gain a +2 power bonus to lightning or thunder attack rolls against enemies in the aura.	

Sylph The ethereal sylphs inhabit the regions in the Elemental Chaos where air holds sway. Most serve the djinns as messengers and companions, though a few go their own way. The elemental companion closely resembles other sylphs, being humanoid with pale skin, flowing hair, and large insect wings. The air swirls around your companion or you when it is in its passive mode.

Sylph	Elemental Companion
Medium elemental humanoid (air)	
HP 1; a missed attack never damages the companion	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 6, fly 6 (hover)	
PASSIVE BENEFITS	
Ephemeral Wings	
You gain a +2 bonus to Athletics checks made to jump.	
Ethereal Personality	
You gain a +2 power bonus to Bluff checks.	
ACTIVE BENEFITS	
☀ Buffeting Winds ◆ Aura 1	
Attackers take a -1 penalty to ranged attack rolls against creatures in the aura.	
Move Action ◆ Encounter	
<i>Effect:</i> One ally of yours adjacent to the sylph can fly up to 3 squares as a free action.	

Roleplaying a Companion

Whether or not an elemental companion is a genuine creature, in time, it develops a personality, behaviors, and interests, as typical for the kind of creature involved. All sylphs, for example, are capricious, while all pechs are stoic and reserved. Companions do remember events and can learn from them. Each new experience triggers subtle changes that, in time, help the companion evolve a distinct personality.

When you choose your elemental companion, you should take your roleplaying cues from the companion's entry as a starting point. Also, your Dungeon Master might encourage certain behaviors and make suggestions about the companion. Be aware that the DM has the authority to portray the elemental companion whenever it disagrees with you, though such instances should be rare.

At the table, you might be tempted to focus on your elemental companion and bring it to life, either as comic relief or to explore its struggle with its growing identity. While this can be entertaining, your elemental companion is secondary to your character and should not detract from the enjoyment of everyone else around you. Be aware of how your fellow players perceive the companion and tailor your roleplaying to accommodate their patience.

CUSTOMIZING YOUR COMPANION'S APPEARANCE

The eight elemental companions described in this book all have a particular shape according to their type. You should not feel constrained by this description and can modify it to suit your interests. They are elementals shaped by your character's imagination after all. It's best to limit your creative impulses here and avoid making overly fantastical changes. No cosmetic alteration can change the elemental companions statistics block and so it wouldn't make sense to change a pech into a massive dragon, when you can't change the companion's size.

In addition to defining its appearance while in active mode, you should also consider what effect it has on you while in passive mode. A passive fire snake might replace your hair with a fiery corona. Be creative. Just remember that cosmetic changes do not alter the mechanics.

Elemental Rewards

Elemental energy emanates from the Plane Below, spreading into other planes, carried on eldritch winds to manifest in arcane spells, the thunder in the heavens, and in the races and creatures influenced by the plane's nature. This energy could lurk in a magic treasure wrested from a dragon's lair or might be bestowed after a person achieves a task important to a powerful elemental entity. This section provides a selection of magic rewards that adventurers might earn during their adventures.

The magic of the Plane Below touches many items. The sword that erupts in flames must draw those flames from somewhere. The boots that lift a hero into the air might derive their power from elemental air. While many well-known items bear the plane's hallmarks, certain items display strong elemental ties, perhaps from being lost in the Plane Below for ages. Other items might have been forged on that plane by elemental hands, while some magic objects are relics from a forgotten age, perhaps used in the war for creation that marked the end of the primordial's influence.

ARMOR

Magic armor imbued with elemental power affords some protection against elemental energy or channels it in useful ways.

Brassburn Armor

Forged in the fabled City of Brass, *brassburn armor* protects mercenaries who fight for efreet and who lack the elemental resistance possessed by many of the efreet's warriors.

Brassburn Armor Level 5+ Uncommon

Although the armor does not burn you, you feel heat radiating out from its brass links and plates.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Chain, scale

Enhancement Bonus: AC

Property

You gain a +2 item bonus to saving throws against ongoing fire damage.

☞ Attack Power (Aura, Fire) ◆ Daily (Immediate Reaction)

Trigger: You take damage from an enemy attack.

Effect: You activate an aura 1 that lasts until the end of your next turn. Any creature that enters the aura or starts its turn there takes fire damage equal to 3 + the armor's enhancement bonus. A creature can take this damage only once per turn.

Chromatic Robe

Perfect apparel for battle wizards and their ilk, a *chromatic robe* captures residual energy from incoming attacks and channels it into the wearer's next attack.

Chromatic Robe Level 5+ Rare

Fibers of elemental energy give this fine garment the ability to harvest dangerous forces and rebound them against aggressors.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Cloth

Enhancement Bonus: AC

Property

You gain a +2 item bonus to saving throws against ongoing damage that has a type.

Utility Power ◆ Encounter (Immediate Reaction)

Trigger: You take damage that has a type.

Effect: Your next melee or ranged attack made before the end of your next turn deals 1d6 extra damage of the triggering damage type. If you do not make an attack before the end of your next turn, you take this damage, and the power is not expended.

Level 15 or 20: 2d6 extra damage.

Level 25 or 30: 3d6 extra damage.

Demonskin Armor

This armor is made from the hide of a demon that was flayed alive, thereby preserving its natural defensive abilities. Although few are willing to go through the process required to manufacture the armor, rare is the adventurer who would set such armor aside.

Demonskin Armor Level 13+ Uncommon

This hideous suit is made from a demon's hide and retains enough of its nature to protect you from elemental energy.

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Leather, hide

Enhancement Bonus: AC

Property

You gain an item bonus to Intimidate checks. The bonus equals the armor's enhancement bonus.

Utility Power ◆ Daily (Immediate Reaction)

Trigger: You take acid, cold, fire, lightning, or thunder damage.

Effect: You gain resist 10 to the triggering damage type until the end of the encounter.

Level 23 or 28: Resist 15.

WEAPONS

Forges far and wide across the Elemental Chaos produce powerful weapons used by the plane's mightiest champions. The following items are a selection of the more famous examples.

Earth-Splitter Weapon

The dwarf champions who hunted down their giant slavers favored the *earth-splitter weapon*. Each strike fueled their anger and gave them resolve to do the grisly work ahead.

Earth-Splitter Weapon						Level 4+ Uncommon	
<i>This stone-headed axe bears Primordial runes, which shine with dread power as you grip its handle.</i>							
Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp		
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp		
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp		
Weapon: Axe							
Enhancement Bonus: Attack rolls and damage rolls							
Critical: +1d6 damage per plus							
Property							
Whenever you hit one or more targets with an attack power using this weapon and that power has the acid, cold, fire, lightning, or thunder keyword, you gain temporary hit points equal to 1 + the weapon's enhancement bonus.							
Utility Power (Zone) ♦ Daily (Free Action)							
<i>Trigger:</i> You use your second wind on your turn.							
<i>Effect:</i> You create a zone in a close burst 2. The zone is difficult terrain for your enemies, and it lasts until the end of your next turn.							

Firewind Blade

Most *firewind blades* are scimitars, though longswords and broadswords are also common. Crafted in the Elemental Chaos, these weapons resist fire's effects, making them ideal for manifesting elemental flame.

Firewind Blade						Level 4+ Uncommon	
<i>The air around the long blade shimmers as if it were emitting heat.</i>							
Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp		
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp		
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp		
Weapon: Heavy blade							
Enhancement Bonus: Attack rolls and damage rolls							
Critical: +1d6 fire damage per plus, and you can slide the target 1 square per plus							
Property							
Whenever you hit one or more targets with a fire power using this weapon, one enemy adjacent to you takes fire damage equal to 1 + the weapon's enhancement bonus.							
Utility Power (Fire) ♦ Daily (Free Action)							
<i>Trigger:</i> You use your second wind on your turn.							
<i>Effect:</i> Until the end of your next turn, your melee attacks using this weapon deal extra fire damage equal to the weapon's enhancement bonus.							

Stormshard Weapon

The genasi claim that *stormshard weapons* are lightning bolts bound in steel. Made from a single length of metal, such a spear proves to be an exceptional conductor for most forms of energy.

ARMAMENTS OF THE ELEMENTAL PLANE

The raw energies and fantastic ores of the Elemental Chaos provide ambitious smiths and artisans with the materials for weapons and devices of great efficacy. Masterwork armors such as crysteel, elderhide, elderscale, and rimefire can be created only in the forges of elemental smiths, and magic weapons that harness elemental forces (for example, flaming, frost, lightning, and thundering weapons) are naturally easier to produce in places where these energies can be concentrated and distilled down to their most destructive essences.

Although magic arms and armor are almost commonplace in many parts of the Elemental Chaos, those who labor to create these powerful armaments can be difficult to deal with. Azers and salamanders are very talented metalworkers and devise many weapons that harness elemental fire, but most azers are enslaved by fire titans, and salamanders despise all other races. Efreets disdain anything that resembles common labor and do not sully their hands with forge work, but they have an eye for talent in their slaves; the armorers of the City of Brass are second only to those of Tymphalos in the Nine Hells and the legendary master smiths of Moradin's awesome halls in Mount Celestia. Unfortunately for those who would seek their services, efreets are all too likely to add visiting mortals to their roster of slaves rather than their list of customers.

The safest places to seek out elemental craftsmanship are in the various enclaves of mortal races within the Elemental Chaos, whether those are elemental races such as the genasi or moteborn expatriates such as humans or dwarves. Genasi smiths are nearly as skilled as azers and salamanders, and they experiment with a wider variety of alloys and combinations of forces. Dwarf smiths working in the Elemental Chaos are even more talented than the genasi or the slaves of the efreets, and are the creators of many legendary weapons and armors. Many aspiring master smiths of the mortal world venture into the Chaos to study at the forges of the moteborn dwarves.



The tidal hammer is this watersoul genasi's favorite weapon

Tidal Weapon

A tidal weapon has a hollow head filled with elemental water, which is imbued with magic able to harness tidal forces. Each swing from the weapon carries you deeper into battle, and when you recover from your injuries, the hammer drags another foe forward to face your fury.

Tidal Weapon Level 4+ Uncommon

With a head carved to resemble a watery fist, this potent weapon reveals its power each time you manifest elemental energy.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Hammer

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d4 damage per plus, and the target falls prone

Property

Whenever you hit one or more targets with an attack power using this weapon and that power has the acid, cold, fire, lightning, or thunder keyword, you can shift a number of squares equal to half the weapon's enhancement bonus (minimum 1).

Utility Power ♦ Daily (Free Action)

Trigger: You use your second wind on your turn.

Effect: Choose one creature within 5 squares of you. You pull that creature up to 4 squares.



Stormshard Weapon Level 9+ Rare

The wind moans and thunder rumbles each time you strike with this spear.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Weapon: Spear

Enhancement Bonus: Attack rolls and damage rolls

Critical: One enemy within 5 squares of the target takes 1d8 lightning and thunder damage per plus

Property

Whenever you hit one or more targets with an attack power using this weapon and that power has the lightning or thunder keyword, you can slide one creature adjacent to you up to a number of squares equal to half the weapon's enhancement bonus.

Utility Power ♦ Encounter (Free Action)

Trigger: You use your second wind on your turn.

Effect: You fly up to your speed. You gain a power bonus to all defenses against opportunity attacks provoked by this movement. The bonus equals the weapon's enhancement bonus.

IMPLEMENTS

The elemental-themed implements here include tomes and ki focuses. Wizards automatically have proficiency with using tomes as implements.

Chronicle of the Dawn War

This tome recounts the cataclysmic event that freed the world from the primordials' influence. Though it is flawed by the presence of contradictory accounts, it is nonetheless a potent weapon against elemental creatures.

Chronicle of the Dawn War Level 4+ Uncommon

An exhaustive record of the Dawn War's triumphs and defeats await those who examine this tome's pages.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement: Tome

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Properties

- ♦ You gain an item bonus to Arcana checks and Religion checks. The bonus equals the tome's enhancement bonus.
- ♦ You gain a +2 item bonus to the tome's attack rolls against elemental creatures.
- ♦ When you bloody an elemental creature with an implement attack using this tome, the creature takes extra radiant damage equal to twice the tome's enhancement bonus.

Cold Fury Ki Focus

Cryonax gifted *cold fury ki focuses* to his archon captains during a war against Chan. The Silent One destroyed the archons, but the medallions remained, lost in the Elemental Chaos's unfathomable oceans.

Cold Fury Ki Focus Level 4+ Uncommon

The angrier you get, the colder this blue steel medallion becomes.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement: Ki focus

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 cold damage per plus

Property

When you use your second wind, your attacks using this ki focus deal extra cold damage until the end of your next turn. The extra damage equals the ki focus's enhancement bonus.

Attack Power (Cold) ♦ Daily (Free Action)

Trigger: You hit an adjacent enemy with an attack using this ki focus.

Effect: The target is immobilized until it takes damage from an attack, until it uses a standard action to end this effect, or until the end of the encounter. If it is damaged before the end of your next turn, it takes extra cold damage equal to 3 + the ki focus's enhancement bonus.

Demonomicon

One of the most infamous tomes is the dreaded *Demonomicon of Iggwily*. A compendium of all things demonic, it is a singular resource on demons, the Abyss, and exploiting power from both. The *Demonomicon* presented here is an imperfect and incomplete copy, though it still has power enough for anyone interested in demonology.

Demonomicon

Level 13+ Rare

Foul Abyssal runes and dubious stains mar the tome's blackened cover, revealing the foul practices for which it has been used.

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

Implement: Tome

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Properties

- ♦ You gain an item bonus to Intimidate checks equal to the tome's enhancement bonus.
- ♦ You gain a +5 item bonus to knowledge checks related to the Abyss and monster knowledge related to demons.
- ♦ When you reduce a nonminion creature to 0 hit points with this tome, you gain a +1 item bonus to attack rolls until the end of your next turn.

Utility Power ♦ Encounter (Free Action)

Trigger: You use an arcane summoning power.

Effect: The summoned creature's origin changes to elemental, and it gains the demon keyword. The summoned creature gains a +2 power bonus to attack rolls and a +4 power bonus to damage rolls. In addition, if the creature normally does nothing if you end your turn without giving it a command, it instead takes a free action to shift 1 square and make a basic attack against the creature nearest to it.

Level 23 or 28: +6 power bonus to damage rolls.

Enduring Hatred Ki Focus

Not all agree that the gods were right in their war against the primordials, and some would go so far as to say the elemental lords were justified in their aggression. These trinkets capture the primordials' wrath and bestow it onto their wielders.

KI FOCUSES

A ki focus is an implement that certain characters use as a focus for their inner magical energy, known as ki. A ki focus might take the form of a training manual, a scroll of ancient secrets, a blunt training weapon, or a cherished memento.

Attunement: Before you can use a ki focus, you must attune yourself to it. To attune yourself to a ki focus, you must have the item on your person during a short or an extended rest and must have proficiency with ki focuses. Some characters study their ki focus to attune themselves to it. Others meditate with it or wield it as they practice fighting techniques. The ki focus that you are attuned to occupies your ki focus item slot.

Whenever you take a rest, you can attune yourself to a ki focus in your possession, but you can be attuned to only one ki focus at a time. Also, only one creature at a time can be attuned to a particular ki focus. Once you attune yourself to a ki focus, no one else can be attuned to it until you are no longer attuned to it or you are dead.

Using a Ki Focus: Once you have attuned yourself to a ki focus, you must either wear it or hold it in order to use it as an implement.

Ki Focuses and Weapon Attacks: If you use a magic ki focus, you can add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency. If you have both a magic ki focus and a magic weapon, you choose before you use an attack power whether to draw on the magic of the ki focus or that of the weapon. Your choice determines which enhancement bonus, critical hit effects, and magic item properties and powers you can apply to that power. You can't, for example, use the enhancement bonus of your ki focus and the critical hit effect of your magic weapon on the same attack.

Enduring Hatred Ki Focus Level 3+ Uncommon

A broken holy symbol represents a long-standing grudge against heaven's immortals.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement: Ki focus
Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d10 damage per plus against an immortal creature

Property
 Any enemy you bloody with an attack using this ki focus takes a penalty to all defenses until the end of your next turn. The penalty equals half the implement's enhancement bonus (minimum -1).

Fireblood Ki Focus

The Elemental Chaos played host to innumerable battles. The loosed elemental energy sometimes infuses broken blades, sundered armor, and other detritus on the battlefield.

Fireblood Ki Focus Level 5+ Uncommon

A burned and pitted scrap of steel might have once been a dagger or a shoulder plate. Gripping the item fills you with inexplicable anger.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement: Ki focus
Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d6 acid and fire damage per plus

Property
 Whenever you take acid or fire damage, you gain a +2 item bonus to speed until the end of your next turn.

Attack Power (Acid, Fire) ♦ Daily (Free Action)
Trigger: You bloody an enemy with an implement attack using this ki focus.
Effect: The enemy takes ongoing acid and fire damage equal to 2 + this ki focus's enhancement bonus (save ends).

Magic Ki Focus

A magic ki focus is a trinket, bauble, or other affection imbued with magical energy to magnify its focusing power.

Magic Ki Focus Level 1+ Common

A minor focus, enchanted to help channel mystical power.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement: Ki focus
Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Magic Tome

Most magic tomes are journals, manuals, and commentaries on magic's use. The enchantment focuses these insights to aid the reader in spellcasting.

Magic Tome Level 1+ Common

An enchanted tome, filled with elementary magical lore.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement: Tome
Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Tablet of Ad-Baraz

Reading aloud the names from the *tablet of Ad-Baraz* causes intense discomfort to those who hear them. It is as if the ground and even the air itself rumbled with a hatred nursed since the dawn of time.

Tablet of Ad-Baraz Level 5+ Uncommon

Etched onto this clay tablet is a list of names, the identities of those primordial defeated in a time now largely forgotten.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement: Tome
Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Property
 You gain an item bonus to Arcana checks and History checks equal to the tome's enhancement bonus.

Attack Power ♦ Daily (No Action)
Trigger: You hit one or more enemies with an arcane attack power using this tome.
Effect: Each enemy that you hit treats all squares as difficult terrain (save ends).

PRIMORDIAL SHARDS

Relics from the Dawn War lie scattered across the planes. Some objects are strange and inscrutable, their purpose and function long forgotten; others hum with elemental power, offering much to a passerby who happens to claim them.

A primordial shard is a crystalline sliver, usually no more than two inches in length, imbued with elemental energy. A character uses a primordial shard by carrying it somewhere close to his or her body or by embedding it in the skin. Primordial shards transform their wielders into elemental creatures and improve their bearer's control over the most common forms of elemental magic.

A character can benefit from only one primordial shard at a time.

Cinder of Gazra

The primordial named Gazra cared nothing for the world and sought to burn creation to ash, then start again, only to destroy the world and everything in it once more. Gazra was put down by the combined efforts of Khala and Zehir, who dismembered the fiery lord and scattered his remains across the planes.

Cinder of Gazra Level 12+ Rare

Black soot and ash covers your body when you claim this shard and enemies who subject you to force or flame do so at their peril.

Lvl 12 13,000 gp Lvl 22 325,000 gp

Wondrous Item: Primordial shard

Properties

- ◆ Your origin changes to elemental.
- ◆ You can benefit from only one primordial shard at a time. If you carry more than one, none of them function.
- ◆ You gain resist 10 fire.
Level 22: Resist 20 fire.

Attack Power ◆ At-Will (Immediate Interrupt)

Trigger: An adjacent enemy pulls, pushes, or slides you.

Effect: The triggering enemy grants combat advantage until the end of your next turn.

◀ Attack Power (Fire) ◆ Daily (Immediate Reaction)

Trigger: You take fire damage from an enemy attack.

Attack: Close burst 1 (enemies in the burst); the shard's level + 5 vs. Reflex

Hit: The target takes ongoing 5 fire damage (save ends).

Level 22: Ongoing 10 fire damage.

Echo of Ty'h'kadi

Heroes who claim the *echo of Ty'h'kadi* gain power over elemental storms and can wield lightning and thunder. Hidden within the shard is a fragment of the lost primordial. When the shard is exposed to lightning, anyone nearby can hear his hate-filled cry thundering in their ears.

Echo of Ty'h'kadi Level 7+ Rare

Light worms through this violet shard, as if somehow it contained the very essence of lightning.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp

Lvl 17 65,000 gp

Wondrous Item: Primordial shard

Properties

- ◆ Your origin changes to elemental.
- ◆ You can benefit from only one primordial shard at a time. If you carry more than one, none of them function.
- ◆ You gain a +1 item bonus to the damage rolls of lightning powers and thunder powers.
Level 17: +2 item bonus.
Level 27: +3 item bonus.

◀ Attack Power (Thunder) ◆ Encounter (Immediate Reaction)

Trigger: You take lightning damage from an enemy attack.

Effect: Close burst 1 (enemies in the burst). Each target takes 3 thunder damage.

Level 17: 5 thunder damage.

Level 27: 10 thunder damage.

Obsidian Sliver

It's believed that the jagged black glass littering certain regions in the world originated with a primordial of earth and fire, a prince of magma and lord of fire. The few to put their hands on these slivers claim to have felt drawn to desolate regions, as if they had left something important there.

Obsidian Sliver Level 8+ Rare

Heat radiates out from this primordial shard, promising power over earth and fire should you take it up.

Lvl 8 3,400 gp Lvl 28 2,125,000 gp

Lvl 18 85,000 gp

Wondrous Item: Primordial shard

Properties

- ◆ Your origin changes to elemental.
- ◆ You can benefit from only one primordial shard at a time. If you carry more than one, none of them function.
- ◆ You gain earth walk, which allows you to ignore difficult terrain that is rubble, uneven stone, or earthen construction

Utility Power ◆ Encounter (Immediate Reaction)

Trigger: You take fire damage from an enemy attack.

Effect: You shift up to half your speed. Each enemy adjacent to you at the end of the shift gains vulnerable 5 fire (save ends).

Level 18: Vulnerable 10 fire.

Level 28: Vulnerable 15 fire.

Pale Tooth

Legend holds that Cryonax, the nearly forgotten prince of elemental cold, shattered his teeth on Moradin's armor when the two fought on a now-forgotten mountaintop. It's said these jagged remnants litter the ground there still.

Pale Tooth Level 7+ Rare

This milky white shard is cool to the touch, hinting at the elemental power contained within.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp

Lvl 17 65,000 gp

Wondrous Item: Primordial shard

Properties

- ◆ Your origin changes to elemental.
- ◆ You can benefit from only one primordial shard at a time. If you carry more than one, none of them function.
- ◆ You gain ice walk, which allows you to ignore difficult terrain that is ice or snow.
- ◆ You gain a +1 item bonus to cold damage rolls.
Level 17: +2 item bonus.
Level 27: +3 item bonus.

◀ Attack Power ◆ Daily (Free Action)

Trigger: You take cold damage from an enemy attack.

Attack: Close burst 1 (enemies in the burst); the shard's level + 5 vs. Fortitude

Level 17: Close burst 2.

Level 27: Close burst 3.

Hit: The target is immobilized and has vulnerable 5 cold until the end of your next turn.

Pitted Flowstone

The vile elemental prince Bwimb, the primordial called the Ooze Lord, was an ocean of acid that flowed across the Astral Sea until he was finally struck down by Kord. The primordial's ruined essence then fell as rain on the natural world below, producing acid-etched shards that give their bearers uncanny control over acid's corrosive effects.

Pitted Flowstone		Level 9+ Rare	
<i>Your skin gains an unhealthy pallor, and a glistening sheen covers your body.</i>			
Lvl 9	4,200 gp	Lvl 29	2,625,000 gp
Lvl 19	105,000 gp		
Wondrous Item: Primordial shard			
Properties			
<ul style="list-style-type: none"> ◆ Your origin changes to elemental. ◆ You can benefit from only one primordial shard at a time. If you carry more than one, none of them function. ◆ You gain a +5 item bonus to skill checks made as part of the escape action. ◆ You can shift through enemies' spaces. Once per turn, you can deal 5 acid damage to an enemy when you enter its space by shifting. Level 19: 10 acid damage. Level 29: 15 acid damage. 			
Utility Power ◆ Encounter (Immediate Reaction)			
<i>Trigger:</i> You take acid damage from an enemy attack.			
<i>Effect:</i> You shift up to half your speed.			

ELEMENTAL GIFTS

Elemental spirits and other entities sometimes reward powerful servants with control over the elements. An adventurer might earn an elemental gift by communing with such an entity, finding a font of elemental energy, or being exposed to some planar catastrophe involving the Elemental Chaos.

These elemental gifts are alternative rewards, which function as magic items that do not occupy an item slot and that typically fade after five levels (see *Dungeon Master's Guide 2*).

Gift of Chaos

Only lunatics seek out the *gift of chaos*, for its blessings are strange, random, and sometimes dangerous. Heroes sometimes acquire this elemental gift after defeating a powerful slaad or exploring a site rich in chaotic magic.

Gift of Chaos		Level 13 Uncommon	
<i>Unpredictability dogs your steps, and you never know when chaos will play a part in your destiny.</i>			
Alternative Reward: Elemental gift		17,000 gp	
↔ Attack Power ◆ Daily (Free Action)			
<i>Trigger:</i> You roll a natural 1 or 20 on an attack roll or a saving throw.			
<i>Effect:</i> Roll a d6 to determine the effect.			
<ol style="list-style-type: none"> 1. Forceful Chaos: You must push each creature adjacent to you up to d4 squares. 2. Confounding Chaos: You and one creature within 10 squares of you are dazed until the end of your next turn. 3. Maddening Chaos (Psychic): Each enemy adjacent to you takes 5 psychic damage. 4. Swapping Chaos (Teleportation): You and each creature adjacent to you can teleport up to d6 squares as a free action. 5. Warping Chaos: Each enemy within 2 squares of you is slowed (save ends). 6. Inciting Chaos: Each ally within 5 squares of you can shift up to 2 squares as a free action. 			



A druid receives the gift of flame

Gift of Flame

Elemental fire spirits are reluctant to grant boons to mortals, lest the spirits' power be used against them. The *gift of flame* is a special prize awarded to those allies who prove their loyalty and who also have pledged their lives to fighting fiery creatures.

Gift of Flame		Level 7+ Uncommon	
<i>Hearing elemental fire's call, you vanish and reappear in a flash of flames.</i>			
Lvl 7	2,600 gp	Lvl 27	1,625,000 gp
Lvl 17	65,000 gp		
Alternative Reward: Elemental gift			
Property			
Your fire attacks ignore 5 points of fire resistance. Level 27: Ignore 10 points of fire resistance.			
↔ Attack Power (Fire, Teleportation) ◆ Daily (Immediate Reaction)			
<i>Trigger:</i> A creature within 10 squares of you takes fire damage.			
<i>Effect:</i> You teleport 10 squares to a square adjacent to the triggering creature. Each enemy adjacent to you before and after the teleportation takes 3 fire damage. Level 17: 6 fire damage. Level 27: 9 fire damage.			

Gift of Stone

Heroes who earn the *gift of stone* discover what fate holds in store for them if they continue their service to the earth spirits. They assume a rocky appearance and can sometimes transform themselves into stone.

Gift of Stone	Level 11 Uncommon
<i>A sudden transformation into stone protects you from an attack and adds power to your next melee strike.</i>	
Alternative Reward: Elemental gift	9,000 gp
Utility Power (Polymorph) ♦ Daily (Immediate Interrupt)	
<i>Trigger:</i> An enemy hits you.	
<i>Effect:</i> You become petrified until the start of your next turn.	
<i>Aftereffect:</i> The next enemy you hit with a melee attack before the end of your turn falls prone.	

Gift of the Sea

The waves come in, and the waves go out. This endlessly repeating cycle is yours to command when you earn the *gift of the sea*. This gift works by seizing the energy used to move you and then releasing it to knock back your attacker.

Gift of the Sea	Level 8 Uncommon
<i>The harder your enemy tries to move you, the harder you move the enemy.</i>	
Alternative Reward: Elemental gift	3,400 gp
← Attack Power ♦ Daily (Immediate Reaction)	
<i>Trigger:</i> An enemy pulls, pushes, or slides you.	
<i>Effect:</i> Close burst 10 (the triggering enemy in the burst). You push the target a number of squares equal to the distance you were pulled, pushed, or slid.	

Spirit of Storm

The storms marching across the Elemental Chaos are among the fiercest in the planes. Gaining the attention from the spirits that haunt those storms is difficult. One must display uncommon ferocity and fearlessness to earn their favor.

Spirit of Storm	Level 5+ Uncommon		
<i>Primordial lightning erupts from your enemy, and thunder booms all around.</i>			
Lvl 5	1,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp		
Alternative Reward: Elemental gift			
Property			
You gain resist 3 lightning and resist 3 thunder			
<i>Level 15:</i> Resist 5 lightning and resist 5 thunder.			
<i>Level 25:</i> Resist 10 lightning and resist 10 thunder.			
Attack Power (Lightning, Thunder) ♦ Daily (No Action)			
<i>Trigger:</i> You hit an enemy with a melee or ranged attack.			
<i>Effect:</i> The enemy takes 1d6 extra lightning damage, and each of your enemies adjacent to the enemy takes 1d6 thunder damage.			
<i>Level 15:</i> 2d6 lightning damage and 2d6 thunder damage.			
<i>Level 25:</i> 3d6 lightning damage and 3d6 thunder damage.			

Spirit of Wind

The spirits of elemental air are fickle and capricious, bestowing their favor and ripping it away just as quickly. The *spirit of wind* embodies the spirits' unpredictable behavior in the benefits rewarded to anyone who feels their howling approval.

Spirit of Wind	Level 3+ Uncommon		
<i>The fury of the storm manifests around you when you call forth its power.</i>			
Lvl 3	680 gp	Lvl 23	425,000 gp
Lvl 13	17,000 gp		
Alternative Reward: Elemental gift			
Utility Power (Zone) ♦ Daily (Minor Action)			
<i>Effect:</i> You create a zone in a close burst 1. The zone lasts until the end of your next turn. The zone is difficult terrain, and any creature gains a +2 power bonus to all defenses while in it.			
<i>Level 13:</i> Close burst 2.			
<i>Level 23:</i> Close burst 3.			

ELEMENTAL VIEWPOINT: FRENGAR, FROST GIANT WARCHIEF

Puny mortals! Miserable, weak, sickly things, they are. I set my thralls to work my mines, to dig iron out of the hard ground . . . and the miners sicken and die. I chain them to the forge and command them to shape my iron into arms and armor and tools with their clever hands . . . and they collapse and die. I put my thralls out in the cold fields to tend my herds, to keep my livestock and cattle from running off, and to guard against thieves and predators . . . and I find my thralls frozen in the morning and my flocks scattered. So then I bring my human thralls into my hall and command them to serve me, to cook my meals and scrub my floors, and still they whine and complain and say they grow sick from cold and hunger!

I have met some of these so-called wizards and sorcerers who claim to command the magic of the elements. Hah! They think they can control the magic of the giants? Do they think they are stronger than we are? Would they make us their thralls? Thieves and tricksters! No frost-mage or ice-sorcerer can shackle my strength. When I have hewn down their warriors and broken their limbs, I take them back to my frigid halls and give them work fit for weaklings and slaves.

APPENDIX: CHARACTER ADVANCEMENT TABLE

HEROIC TIER

Total XP	Level	Ability Scores	Powers and Features	Feats Known	Total Powers Known (At-Will/Encounter/Daily/Utility)
0	1st	see race	class features; racial traits; gain 1 feat; train starting skills; gain 2 at-will attack powers; gain 1 encounter attack power; gain 1 daily attack power	1†	2/1/1/0
1,000	2nd	–	gain 1 utility power; gain 1 feat	2	2/1/1/1
2,250	3rd	–	gain 1 encounter attack power	2	2/2/1/1
3,750	4th	+1 to two	gain 1 feat	3	2/2/1/1
5,500	5th	–	gain 1 daily attack power	3	2/2/2/1
7,500	6th	–	gain 1 utility power, gain 1 feat	4	2/2/2/2
10,000	7th	–	gain 1 encounter attack power	4	2/3/2/2
13,000	8th	+1 to two	gain 1 feat	5	2/3/2/2
16,500	9th	–	gain 1 daily attack power	5	2/3/3/2
20,500	10th	–	gain 1 utility power, gain 1 feat	6	2/3/3/3

PARAGON TIER

Total XP	Level	Ability Scores	Powers and Features	Feats Known	Total Powers Known (At-Will/Encounter/Daily/Utility)
26,000	11th	+1 to all	paragon path features; gain 1 paragon path encounter attack power; gain 1 feat	7	2/4/3/3
32,000	12th	–	gain 1 paragon path utility power; gain 1 feat	8	2/4/3/4
39,000	13th	–	replace 1 encounter attack power	8	2/4*/3/4
47,000	14th	+1 to two	gain 1 feat	9	2/4/3/4
57,000	15th	–	replace 1 daily attack power	9	2/4/3*/4
69,000	16th	–	paragon path feature; gain 1 utility power; gain 1 feat	10	2/4/3/5
83,000	17th	–	replace 1 encounter attack power	10	2/4*/3/5
99,000	18th	+1 to two	gain 1 feat	11	2/4/3/5
119,000	19th	–	replace 1 daily attack power	11	2/4/3*/5
143,000	20th	–	gain 1 paragon path daily attack power; gain 1 feat	12	2/4/4/5

EPIC TIER

Total XP	Level	Ability Scores	Powers and Features	Feats Known	Total Powers Known (At-Will/Encounter/Daily/Utility)
175,000	21st	+1 to all	epic destiny feature; gain 1 feat	13	2/4/4/5
210,000	22nd	–	gain 1 utility power, gain 1 feat	14	2/4/4/6
255,000	23rd	–	replace 1 encounter attack power	14	2/4*/4/6
310,000	24th	+1 to two	epic destiny feature; gain 1 feat	15	2/4/4/6
375,000	25th	–	replace 1 daily attack power	15	2/4/4*/6
450,000	26th	–	gain 1 epic destiny utility power; gain 1 feat	16	2/4/4/7
550,000	27th	–	replace 1 encounter attack power	16	2/4*/4/7
675,000	28th	+1 to two	gain 1 feat	17	2/4/4/7
825,000	29th	–	replace 1 daily attack power	17	2/4/4*/7
1,000,000	30th	–	epic destiny feature; gain 1 feat	18	2/4/4/7

NOTE: In addition to the benefits summarized on this table, you always get more hit points when you gain a level. See your class description for details.

* At these levels you replace a known power with a new power of your new level.

† Humans gain one additional feat at 1st level. Some classes grant additional feats as well.



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