



WARDEN OF THE ELEMENTS

Foundation

SPELLCAST TRAIT: INSTINCT

Elemental Incarnation: Mark a **Stress** to *Channel* one of the following elements until you take Severe damage or until your next rest.

- **Fire:** When an adversary within Melee range deals damage to you, they take **1d10** magic damage.
- **Earth:** Gain a bonus to your damage thresholds equal to your Proficiency.
- **Water:** When you deal damage to an adversary within Melee range, all other adversaries within Very Close range must mark a Stress.
- **Air:** You can hover, gaining advantage on Agility Rolls.

